



# Your PDF Guides

You can read the recommendations in the user guide, the technical guide or the installation guide for ROLAND VA-3. You'll find the answers to all your questions on the ROLAND VA-3 in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

## User manual ROLAND VA-3 User guide ROLAND VA-3 Operating instructions ROLAND VA-3 Instructions for use ROLAND VA-3 Instruction manual ROLAND VA-3

VA-3 MIDI Implementation

### VA-3 MIDI Implementation

The VA-3 implements additional functionality and parameters, new and above the MIDI standard, which are an expansion of the MIDI standard protocol. These functions and parameters are marked by a VA-3 symbol. If MIDI messages marked by a VA-3 symbol are transmitted by another MIDI instrument, these messages may not be recognized.

#### 1. Receive data

##### Channel Voice Messages

● **Note off**

Status	Data byte 1	Data byte 2
NOTE OFF	NOTE	VELOCITY
DATA	CH	NOTE

m = MIDI channel number (01-16) (Ch. 1-16)  
n = note number (001-127) (0-127)  
v = note off velocity (001-127) (0-127)

- For Channel Parts, Receive messages are received when the NOTE OFF = ON for each instrument.
- The velocity values of Note Off messages are ignored.

● **Note on**

Status	Data byte 1	Data byte 2
NOTE ON	NOTE	VELOCITY
DATA	CH	NOTE

m = MIDI channel number (01-16) (Ch. 1-16)  
n = note number (001-127) (0-127)  
v = note on velocity (001-127) (0-127)

- Not received when the NOTE ON MESSAGE OFF (Initial value = ON).
- For Channel Parts, Receive messages are received when the NOTE ON = OFF for each instrument.

● **Polyphonic Key Pressure**

Status	Data byte 1	Data byte 2
KEY PRESS	NOTE	VELOCITY
DATA	CH	NOTE

m = MIDI channel number (01-16) (Ch. 1-16)  
n = note number (001-127) (0-127)  
v = key pressure (001-127) (0-127)

- Not received when the POLYPHONIC KEY PRESSURE OFF (Initial value = ON).
- The resulting effect is determined by System Exclusive messages. Within the initial settings, there will be no effect.

● **Control Change**

When the CONTROL CHANGE OFF of control change messages is set for Channel Voice messages, the following messages will be ignored:

- Not received when the CONTROL CHANGE OFF (Initial value = ON).
- The value specified by Control Change messages will not be received when a Program Change, etc.

○ **Bank Select (Controller number 32)**

Status	Data byte 1	Data byte 2
BANK SELECT	001	001
DATA	CH	001

m = MIDI channel number (01-16) (Ch. 1-16)  
n = Bank number (001-127) (0-127)  
v = Bank number LSB (001-127) (0-127)

- The BANK SELECT is set to OFF by "System On" and Bank Select messages will be ignored.
- The BANK SELECT is set to ON by "System Off" and Bank Select messages will be ignored.
- The VA-3 responds to the Bank Select LSB (Controller number 32) as a Register Number Select (RNS) for the OSCILLATOR, the DARK MAP, and the OSC MAP. When a LSB of 01H, the OSC MAP and when a LSB of 02H, the DARK MAP and when a LSB of 03H, the OSC MAP, and when a LSB of 04H, the VA-3 will respond to the Register Number Select (RNS) for the DARK MAP.
- Some other MIDI devices do not recognize the Bank Select, LSB (Controller number 32).

○ **Modulation (Controller number 1)**

Status	Data byte 1	Data byte 2
MODULATION	001	001
DATA	CH	001

m = MIDI channel number (01-16) (Ch. 1-16)  
v = Modulation depth (001-127) (0-127)

- Not received when the MODULATION OFF (Initial value = ON).
- The resulting effect is determined by System Exclusive messages. Within the initial settings, there will be no modulation change.

○ **Portamento Time (Controller number 5)**

Status	Data byte 1	Data byte 2
PORTAMENTO	001	001
DATA	CH	001

m = MIDI channel number (01-16) (Ch. 1-16)  
v = Portamento Time (001-127) (0-127) (Initial value = 001H)

- This adjusts the rate of pitch change when Portamento is ON or when using the Portamento Control. A value of 00H is not recognized.

○ **Slide Sensitivity (Controller number 50)**

Status	Data byte 1	Data byte 2
SLIDE	001	001
DATA	CH	001

m = MIDI channel number (01-16) (Ch. 1-16)  
v = Slide Sensitivity (001-127) (0-127) (Initial value = 001H)

- Not received when the SLIDE SENSITIVITY OFF (Initial value = ON).

○ **Volume (Controller number 7)**

Status	Data byte 1	Data byte 2
VOLUME	001	001
DATA	CH	001

m = MIDI channel number (01-16) (Ch. 1-16)  
v = Volume (001-127) (0-127) (Initial value = 001H)

- Volume messages are used to adjust the volume balance of each Part.
- Not received when the VOLUME OFF (Initial value = ON).

○ **Pan (Controller number 10)**

Status	Data byte 1	Data byte 2
PAN	001	001
DATA	CH	001

m = MIDI channel number (01-16) (Ch. 1-16)  
v = Pan (001-127) (0-127) (Initial value = 001H)

- The stereo position can be adjusted over 127 steps.
- For Channel Parts, this is a relative adjustment of each instrument's pan setting.
- Not received when the PAN OFF (Initial value = ON).

○ **Expression (Controller number 11)**

Status	Data byte 1	Data byte 2
EXPRESS	001	001
DATA	CH	001

m = MIDI channel number (01-16) (Ch. 1-16)  
v = Expression (001-127) (0-127) (Initial value = 001H)

- This adjusts the volume of Part 1 and Part 2 independently from Volume messages. Expression messages are used for musical expression rather than performance.
- Not received when the EXPRESSION OFF (Initial value = ON).

○ **Hold 1 (Controller number 66)**

Status	Data byte 1	Data byte 2
HOLD 1	001	001
DATA	CH	001

m = MIDI channel number (01-16) (Ch. 1-16)  
v = Control value (001-127) (0-127)

- Not received when the HOLD 1 OFF (Initial value = ON).

○ **Portamento (Controller number 68)**

Status	Data byte 1	Data byte 2
PORTAMENTO	001	001
DATA	CH	001

m = MIDI channel number (01-16) (Ch. 1-16)  
v = Control value (001-127) (0-127)

- Not received when the PORTAMENTO OFF (Initial value = ON).

○ **Sustain (Controller number 6)**

Status	Data byte 1	Data byte 2
SUSTAIN	001	001
DATA	CH	001

m = MIDI channel number (01-16) (Ch. 1-16)  
v = Control value (001-127) (0-127) (Initial value = 001H)

- Not received when the SUSTAIN OFF (Initial value = ON).

○ **Soft (Controller number 67)**

Status	Data byte 1	Data byte 2
SOFT	001	001
DATA	CH	001

m = MIDI channel number (01-16) (Ch. 1-16)  
v = Control value (001-127) (0-127) (Initial value = 001H)

- Not received when the SOFT OFF (Initial value = ON).

○ **Filter Resonance (Resonance) (Controller number 71) (VA-3)**

Status	Data byte 1	Data byte 2
RESONANCE	001	001
DATA	CH	001

m = MIDI channel number (01-16) (Ch. 1-16)  
v = Resonance value (001-127) (0-127) (Initial value = 001H)

- Not received when the RESONANCE OFF (Initial value = ON).



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**Manual abstract:**

@@@@A value of 0 results in the fastest change. @@Receive data s Channel Voice Messages q Note off Status 8nH 9nH 2nd byte kkH kkH 3rd byte vvH 00H 0H~FH (Ch.1~16) 00H~7FH (0~127) 00H~7FH (0~127) n = MIDI channel number: kk = note number: vv = note off velocity: n = MIDI channel number: 0H~FH (Ch.1~16) mm, ll = the value of the parameter specified by RPN/NRPN mm = MSB, ll = LSB Volume (Controller number 7) Status BnH 2nd byte 07H 3rd byte vvH 0H~FH (Ch.1~16) 00H~7FH (0~127), Initial value = 64H (100) · For Drum Parts, these messages are received when Rx.NOTE OFF = ON for each Instrument. · The velocity values of Note Off messages are ignored. q Note on Status 9nH 2nd byte kkH 3rd byte vvH 0H~FH (Ch.1~16) 00H~7FH (0~127) 01H~7FH (1~127) n = MIDI channel number: vv = Volume: · Volume messages are used to adjust the volume balance of each Part. · Not received when Rx.

VOLUME = OFF. (Initial value is ON) Pan (Controller number 10) Status BnH 2nd byte 0AH 3rd byte vvH n = MIDI channel number: kk = note number: vv = note on velocity: · Not received when Rx.NOTE MESSAGE = OFF. (Initial value is ON) · For Drum Parts, these messages are not received when Rx.NOTE ON = OFF for each Instrument.

q Polyphonic Key Pressure Status AnH 2nd byte kkH 3rd byte vvH 0H~FH (Ch.1~16) 00H~7FH (0~127) 00H~7FH (0~127) 0H~FH (Ch.1~16) 00H~40H~7FH (Left~Center~Right), Initial value = 40H (Center) · The stereo position can be adjusted over 127 steps. @@ · Not received when Rx.PANPOT = OFF.

@@@@@ · The value specified by a Control Change message will not be reset even by a Program Change, etc. Bank Select (Controller number 0, 32) Status BnH BnH 2nd byte 00H 20H 3rd byte mmH llH 0H~FH (Ch.1~16) 00H~7FH (GS Variation number 0~127) Initial value = 00H 00H~04H (MAP), Initial value = 00H · This adjusts the volume of a Part. It can be used independently from Volume messages. Expression messages are used for musical expression within a performance; e.g., expression pedal movements, crescendo and decrescendo. · Not received when Rx.EXPRESSION = OFF. (Initial value is ON) Hold 1 (Controller number 64) Status BnH 2nd byte 40H 3rd byte vvH 0H~FH (Ch.

1~16) 00H~7FH (0~127) n = MIDI channel number: vv = Control value: n = MIDI channel number: mm = Bank number MSB: ll = Bank number LSB: · Not received when Rx.HOLD1 = OFF. (Initial value is ON) Portamento (Controller number 65) Status BnH 2nd byte 41H 3rd byte vvH 0H~FH (Ch.1~16) 00H~7FH (0~127) 0~63 = OFF, 64~127 = ON · Not received when Rx.BANK SELECT = OFF. · "Rx.BANK SELECT" is set to OFF by "GM1 System On," and Bank Select messages will be ignored. · Rx.BANK SELECT is set to ON by "GM2 System On." · Rx.

BANK SELECT is set to ON by power-on reset or by receiving "GS Reset." · When Rx.BANK SELECT LSB = OFF, Bank number LSB (llH) will be handled as 00H regardless of the received value. However, when sending Bank Select messages, you have to send both the MSB (mmH) and LSB (llH, the value should be 00H) together. · Bank Select processing will be suspended until a Program Change message is received.

· The GS format "Variation number" is the value of the Bank Select MSB (Controller number 0) expressed in decimal. · The VA-3 recognizes the Bank Select LSB (Controller number 32) as a flag for switching between the VA-3 MAP, the G-1000 MAP, the G-800 MAP, and the SC-55 MAP. With a LSB of 01H, the SC-55 MAP and with a LSB of 02H, the G-800 MAP, and with a LSB of 03H, the G-1000 MAP, and with a LSB of 04H, the VA-3 MAP will be selected respectively. · Some other GS devices do not recognize the Bank Select LSB (Controller number 32). Modulation (Controller number 1) Status BnH 2nd byte 01H 3rd byte vvH 0H~FH (Ch.

1~16) 00H~7FH (0~127) n = MIDI channel number: vv = Control value: · Not received when Rx.PORTAMENTO = OFF. (Initial value is ON) Sostenuato (Controller number 66) Status BnH 2nd byte 42H 3rd byte vvH 0H~FH (Ch.1~16) 00H~7FH (0~127) 0~63 = OFF, 64~127 = ON n = MIDI channel number: vv = Control value: · Not received when Rx.SOSTENUTO = OFF. (Initial value is ON) Soft (Controller number 67) Status BnH 2nd byte 43H 3rd byte vvH 0H~FH (Ch.1~16) 00H~7FH (0~127) 0~63 = OFF, 64~127 = ON n = MIDI channel number: vv = Control value: · Not received when Rx.SOFT = OFF. (Initial value is ON) Filter Resonance (Timbre/Harmonic Intensity) (Controller number 71) [VA-3] Status BnH 2nd byte 47H 3rd byte vvH 0H~FH (Ch.1~16) 00H~7FH (-64~0~+63), Initial value = 40H (no change) n = MIDI channel number: vv = Modulation depth: · Not received when Rx.

MODULATION = OFF @@With the initial settings, this is Pitch Modulation Depth. n = MIDI channel number: vv= Resonance value (relative change): 1 VA-3 MIDI Implementation Release Time (Controller number 72) [VA-3] Status BnH 2nd byte 48H 3rd byte vvH Effect 3 (Chorus Send Level) (Controller number 93) Status BnH 2nd byte 5DH 3rd byte vvH 0H~FH (Ch.1~16) 00H~7FH (0~127), Initial value = 00H (0) n = MIDI channel number: 0H~FH (Ch.1~16) vv= Release Time value (relative 00H~7FH (-64~0~+63), change): Initial value = 40H (no change) Attack time (Controller number 73) [VA-3] Status BnH 2nd byte 49H 3rd byte vvH 0H~FH (Ch.1~16) 00H~7FH (-64~0~+63), Initial value = 40H (no change) n = MIDI channel number: vv = Chorus Send Level: · This message adjusts the Chorus Send Level of each Part. NRPN MSB/LSB (Controller number 99, 98) Status BnH BnH 2nd byte 63H 62H 3rd byte mmH llH n = MIDI channel number: vv= Attack time value (relative change): Cutoff (Controller number 74) [VA-3] Status BnH 2nd byte 4AH 3rd byte vvH n = MIDI channel number: 0H~FH (Ch.1~16) mm = upper byte (MSB) of the parameter number specified by NRPN ll = lower byte (LSB) of the parameter number specified by NRPN · Rx.NRPN is set to OFF by power-on reset or by receiving "GM1 System On" or "GM2 System On," and NRPN message will be ignored. NRPN message will be received when Rx.NRPN= ON, or by receiving "GS RESET.

" · The value set by NRPN will not be reset even if Program Change or Reset All Controllers is received. \*\*NRPN\*\* The NRPN (Non Registered Parameter Number) message allows an extended range of control changes to be used. On the VA-3, NRPN messages can be used to modify sound parameters, etc. To use these messages, you must first use NRPN messages (Controller number 98 and 99, their order does not matter) to specify the parameter to be controlled, and then use Data Entry messages (Controller number 6) to specify the value of the specified parameter. Once an NRPN 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.



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Refer to "5. Supplementary material", Examples of actual MIDI messages, [Example 4] (page 18). On the VA-3, Data entry LSB (Controller number 38) of NRPN is ignored, so it is no problem to send Data entry MSB (Controller number 6) only (without Data entry LSB). On the VA-3, NRPN can be used to modify the following parameters.

NRPN Data entry MSB LSB Function and range MSB 01H 08H mmH Vibrato Rate (relative change) mm: 00H~40H~7FH (-64~-0~+63) 01H 09H mmH Vibrato Depth (relative change) mm: 00H~40H~7FH (-64~-0~+63) 01H 0AH mmH Vibrato Delay (relative change) mm: 00H~40H~7FH (-64~-0~+63) 01H 20H mmH TVF Cutoff Frequency (relative change) mm: 00H~40H~7FH (-64~-0~+63) 01H 21H mmH TVF Resonance (relative change) mm: 00H~40H~7FH (-64~-0~+63) 01H 63H mmH TVF&TVA Envelope Attack Time (relative change) mm: 00H~40H~7FH (-64~-0~+63) 01H 64H mmH TVF&TVA Envelope Decay Time (relative change) mm: 00H~40H~7FH (-64~-0~+63) 01H 66H mmH TVF&TVA Envelope Release Time (relative change) mm: 00H~40H~7FH (-64~-0~+63) 18H rrH mmH Drum Instrument Pitch Coarse (relative change) rr: Drum Instrument note number mm: 00H~40H~7FH (-64~-0~+63) semitone) 1AH rrH mmH Drum Instrument TVA Level (absolute change) rr: Drum Instrument note number mm: 00H~7FH (0~max) 1CH rrH mmH Drum Instrument Panpot (absolute change) rr: Drum Instrument note number mm: 00H, 01H~40H~7FH (random, left~center~right) 1DH rrH mmH Drum Instrument Reverb Send Level (absolute change) rr: Drum Instrument note number mm: 00H~7FH (0~max) 1EH rrH mmH Drum Instrument Chorus Send Level (absolute change) rr: Drum Instrument note number mm: 00H~7FH (0~max) 4FH 10H mmH Part 4 On / Off (Upper 1) [VA-3] mm: 00H~7FH (00-3FH =Off~40-7FH= On) 4FH 11H mmH Part 11 On / Off (Lower1) mm: 00H~ 7FH (00-3FH =Off~40-7FH= On) 4FH 12H mmH Part 12 On / Off (Man Bass) mm: 00H~7FH (00-3FH =Off~40-7FH= On) 4FH 13H mmH Part 6 On / Off (Upper 2) mm: 00H~7FH (00-3FH =Off~40-7FH= On) 4FH 14H mmH Part 16 On / Off (Man Drums) mm: 00H~7FH (00-3FH =Off~40-7FH= On) 4FH 27H mmH Part 14 On / Off (Lower 2) mm: 00H~7FH (00-3FH =Off~40-7FH= On) 4FH 26H mmH Part 15 On / Off (Melody Int.) mm: 00H~7FH (00-3FH =Off~40-7FH= On) 4FH 18H mmH Part 8 On / Off (Acc 5) mm: 00H~7FH (00-3FH =Off~40-7FH= On) 4FH 19H mmH Part 9 On / Off (Acc 6) mm: 00H~7FH (00-3FH =Off~40-7FH= On) 4FH 1AH mmH Part 10 On / Off (Acc Drums) mm: 00H~7FH (00-3FH =Off~40-7FH= On) 4FH 1BH mmH Part 2 On / Off (Acc Bass) mm: 00H~7FH (00-3FH =Off~40-7FH= On) n = MIDI channel number: 0H~FH (Ch.1~16) vv= Cutoff value (relative change): 00H~7FH (-64~-0~+63), Initial value = 40H (no change) Decay Time (Controller number 75) [VA-3] Status BnH 2nd byte 4BH 3rd byte vvH 0H~FH (Ch.1~16) 00H~7FH (-64~-0~+63), Initial value = 40H (no change) n = MIDI channel number: vv= Decay Time value (relative change): Vibrato Rate (Controller number 76) [VA-3] Status BnH 2nd byte 4CH 3rd byte vvH 0H~FH (Ch.1~16) 00H~7FH (-64~-0~+63), Initial value = 40H (no change) n = MIDI channel number: vv= Vibrato Rate value (relative change): Vibrato Depth (Controller number 77) [VA-3] Status BnH 2nd byte 4DH 3rd byte vvH n = MIDI channel number: 0H~FH (Ch.1~16) vv= Vibrato Depth value (relative 00H~7FH (-64~-0~+63), change): Initial value = 40H (no change) Vibrato Delay (Controller number 78) [VA-3] Status BnH 2nd byte 4EH 3rd byte vvH n = MIDI channel number: 0H~FH (Ch.1~16) vv= Vibrato Delay value (relative 00H~7FH (-64~-0~+63), change): Initial value = 40H (no change) Portamento control (Controller number 84) Status BnH 2nd byte 54H 3rd byte kkH 0H~FH (Ch.1~16) 00H~7FH (0~127) n = MIDI channel number: kk = source note number: · A Note-on received immediately after a Portamento Control message will change continuously in pitch, starting from the pitch of the Source Note Number. · If a voice is already sounding for a note number identical to the Source Note Number, this voice will continue sounding (i.e.

, legato) and will, when the next Note-on is received, smoothly change to the pitch of that Note-on. · The rate of the pitch change caused by Portamento Control is determined by the Portamento Time value. Example 1. On MIDI 90 3C 40 B0 54 3C 90 40 40 80 3C 40 80 40 40 ExampH --Master Coarse Tuning mm: 28H~40H~58H (-24~-0~+24 semitones), Initial value = 40H (+/-0 semitone) ll: ignored (processed as 00H) Modulation Depth Range mm: 00H~04H (0~4 semitones) ll: 00H~7FH (0~100 cents) 100/128 Cent/Value RPN null Set condition where RPN and NRPN are unspecified. 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. mm, ll: ignored 4FH 20H n = MIDI channel number: mm, ll = Pitch Bend value: · Not received when Rx.PITCH BEND = OFF. @@With the initial settings the effect is Pitch Bend. s Chversal Non-realtime Message) 7FH Device ID (Broadcast) 09H Sub ID#1 (General MIDI Message) 01H Sub ID#2 (General MIDI 1 On) F7H EOX (End Of Exclusive) · When this message is received, Rx.BANK SELECT will be OFF and Rx.NRPN will be OFF. · There must be an interval of at least 50 ms between this message and the next message. GM2 System On Status F0H Data byte 7EH 7FH 09H 03H Status F7H Status FBH · When "Sequencer Continue" is received, the internal Recorder continue to play from the current position.

Song Position Pointer Status F2H 2nd byte XXH 3rd byte YYH Only in Song Mode Explanation Byte F0H Exclusive status 7EH ID number (Universal Non-realtime Message) 7FH Device ID (Broadcast) 09H Sub ID#1 (General MIDI Message) 03H Sub ID#2 (General MIDI 2 On) F7H EOX (End Of Exclusive) · When this message is received, the VA-3 will be able to receive the messages specified by General MIDI 2, and use the General MIDI 2 sound map. GM System Off "GM System Off" is a command message that resets the internal state of the VA-3 from the GM state to its native condition. The VA-3 will reset to the GS default state. Status F0H Data byte 7EH,7F,09H,02H Status F7H XX = Song Position (Bar) LSB YY = Song Position (Bar) MSB Timing Clock Status F8H · When "Timing Clock" is received the internal recorder or the internal Arranger/Song is synchronized to an external clock according to the following table. Song/Style Sync RX Response Internal A Style/Song will neither start/stop nor follow the tempo of the external Timing Clock (F8) and "Start /Stop" (FA/FC) messages.

Auto If a Style/Song receives MIDI "Start/Stop" (FA/FC), it will follow automatically Internal or External "Timing" related to the presence or not of the incoming "MIDI Clock" (F8) messages. MIDI If a Style/Song receives MIDI "Start/Stop" (FA/FC) it will follow only External "Timing" and maybe wait for the "MIDI Clock" (F8) messages. Remote If a Style/Song receives MIDI "Start/Stop" (FA/FC) it will follow only Internal "Timing" ignoring the presence or not of the incoming "MIDI Clock" (F8) messages.



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Explanation Byte F0H Exclusive status 7EH ID number (Universal Non-realtime Message) 7FH Device ID (Broadcast) 09H Sub ID#1 (General MIDI Message) 02H Sub ID#2 (General MIDI Off) F7H EOX (End Of Exclusive) · When this message is received, the VA-3 will reset to the GS default state. GS Reset GS Reset is a message that resets the internal settings of a device to the GS initial state. This message appears at the beginning of GS music data, and a GS device that receives this message will automatically be set to the proper state to correctly play back GS music data. Status F0H Data byte 41H, dev, 42H, 12H, 40H, 00H, 7FH, 00H, 41H Status F7H s System Exclusive Message Status F0H F0H: ii = ID number: Data byte iiH, ddH, ....

...eeH Status F7H dd,....,ee = data: F7H: System Exclusive Message status an ID number (manufacturer ID) to indicate the manufacturer whose Exclusive message this is. Roland's manufacturer ID is 41H. ID numbers 7EH and 7FH are extensions of the MIDI standard; Universal Non-realtime Messages (7EH) and Universal Realtime Messages (7FH). 00H~7FH (0~127) EOX (End Of Exclusive) The System Exclusive Messages received by the VA-3 are: messages related to mode settings, Universal Realtime System Exclusive messages, Data Requests (RQ1), and Data Set (DT1). Explanation Byte F0H Exclusive status 41H ID number (Roland) dev Device ID (dev: 00H~1FH (1~32), Initial value is 10H (17)) 42H Model ID (GS) 12H Command ID (DT1) 40H Address MSB 00H Address 7FH Address LSB 00H Data (GS reset) 41H Checksum F7H EOX (End Of Exclusive) · When this message is received, Rx.

NRPN will be ON. · There must be an interval of at least 50 ms between this message and the next. Exit GS Mode "Exit GS Mode" is a command message that resets the internal settings of the unit to the Arranger Mode I initial state. Status F0H Data byte 41H, dev, 42H, 12H, 40H, 00H, 7FH, 7FH, 42H Status F7H q

System Exclusive messages related to mode settings These messages are used to initialize a device to GS or General MIDI mode, or change the operating mode. When creating performance data, a "GM1 System On" message should be inserted at the beginning of a General MIDI 1 score, a "GM2 System On" message at the beginning of a General MIDI 2 score, and a "GS Reset" message at the beginning of a GS music data.

Each song should contain only one mode message as appropriate for the type of data. (Do not insert two or more mode setting messages in a single song.) "GM System On" uses Universal Non-realtime Message format. "GS Reset" uses Roland system Exclusive format "Data Set 1 (DT1)." Explanation Byte F0H Exclusive status 41H ID number (Roland) dev Device ID (dev: 00H~1FH (1~32) Initial value is 10H (17)) 42H Model ID (GS) 12H Command ID (DT1) 40H Address MSB 00H Address 7FH Address LSB 7FH Data (Exit GS Mode) 42H Checksum F7H EOX (End Of Exclusive) · When this message is received, the unit changes from "General MIDI" mode to VA-3 default mode.

(Arranger mode) · There must be an interval of at least 100 ms between this message and the next message. 4 VA-3 MIDI Implementation q Universal Realtime System Exclusive Messages Master Volume Status F0H Data byte 7FH, 7FH, 04H, 01H, llH, mmH Status F7H Status OnH ppH rrH F7H pp=0 pp=1 pp=2 pp=3 pp=4 pp=5 Controller Status F0H Byte F0H 7FH 7FH 09H 03H 0nH ccH ppH rrH F7H pp=0 pp=1 pp=2 pp=3 pp=4 pp=5 Explanation Byte

F0H Exclusive status 7FH ID number (universal realtime message) 7FH Device ID (Broadcast) 04H Sub ID#1 (Device Control messages) 01H Sub ID#2 (Master Volume) llH Master Volume lower byte mmH Master Volume upper byte F7H EOX (End Of Exclusive) · The lower byte (llH) of Master Volume will be handled as 00H. Data byte MIDI Channel (00~0F) Controlled parameter Controlled range EOX (End Of Exclusive) Pitch Control rr = 28H~58H -24~+24 [semitones] Filter Cutoff Control rr = 00H~7FH -9600~+9450 [cents] Amplitude Control rr = 00H~7FH 0~200% LFO Pitch Depth rr = 00H~7FH 0~600 [cents] LFO Filter Depth rr = 00H~7FH 0~2400 [cents] LFO Amplitude Depth rr = 00H~7FH 0~100% Status q Global Parameter Control Parameters of the Global Parameter Control are newly provided for the General MIDI 2. Reverb Parameters Status F0H Byte F0H 7FH 7FH 04H 05H 01H 01H 01H 01H 01H ppH vvH F7H pp=0 Data byte 7FH,7FH,04H,05H,01H,01H,01H,01H,01H,ppH,vvH Explanation Exclusive status ID number (universal realtime message) Device ID (Broadcast) Sub ID#1 (Device Control) Sub ID#2 (Global Parameter Control) Slot path length Parameter ID width Value width Slot path MSB

Slot path LSB (Effect 0101: Reverb) Parameter to be controlled. Value for the parameter. EOX (End Of Exclusive) Status F7H Data byte 7FH,7FH,09H,03H,0nH,ccH,ppH,rrH Explanation Exclusive status ID number (universal realtime message) Device ID (Broadcast) Sub ID#1 (Controller Destination Setting) Sub ID#2 (Control Change) MIDI Channel (00~0F) Controller number (01~1F, 40~5F) Controlled parameter Controlled range EOX (End Of Exclusive) Pitch Control rr = 28H~58H -24~+24 [semitones] Filter Cutoff Control rr = 00H~7FH -9600~+9450 [cents] Amplitude Control rr = 00H~7FH 0~200% LFO Pitch Depth rr = 00H~7FH 0~600 [cents] LFO Filter Depth rr = 00H~7FH 0~2400 [cents] LFO Amplitude Depth rr = 00H~7FH 0~100% Status F7H Reverb Type vv = 00H Small Room (Room1) vv = 01H Medium Room (Room2) vv = 02H Large Room (Room3) vv = 03H Medium Hall (Hall1) vv = 04H Large Hall (Hall2) vv = 08H Plate (Plate) · The VA-3 displays Reverb Type as described in the parentheses. pp=1 Reverb Time vv =

00H~7FH 0~127 Chorus Parameters Status F0H Byte F0H 7FH 7FH 04H 05H 01H 01H 01H 01H 02H ppH vvH F7H pp=0 Data byte 7FH,7FH,04H,05H,01H,01H,01H,02H,ppH,vvH Explanation Exclusive status ID number (universal realtime message) Device ID (Broadcast) Sub ID#1 (Device Control) Sub ID#2 (Global Parameter Control) Slot path length Parameter width Value width Slot path MSB Slot path LSB (Effect 0102: Chorus) Parameter to be controlled. Value for the parameter. EOX (End Of Exclusive) Chorus Type vv=0 Chorus1 vv=1 Chorus2 vv=2 Chorus3 vv=3 Chorus4 vv=4 FB Chorus vv=5 Flanger Mod Rate vv = 00H~7FH 0~127 Mod Depth vv = 00H~7FH 0~127 Feedback vv = 00H~7FH 0~127 Send To Reverb vv = 00H~7FH 0~127 Status F7H Scale/Octave Tuning Adjust Status F0H Byte F0H 7EH 7FH 08H 08H ffH Data byte 7EH,7FH,08H,08H,ffH,ggH,hhH,ssH..

· Explanation Exclusive status ID number (Universal Non-realtime Message) Device ID (Broadcast) Sub ID#1 (MIDI Tuning Standard) Sub ID#2 (scale/octave tuning 1-byte form) Channel/Option byte1 bits 0 to 1 = channel 15 to 16 bit 2 to 6 = Undefined Channel byte2 bits 0 to 6 = channel 8 to 14 Channel byte3 bits 0 to 6 = channel 1 to 7 12 byte tuning offset of 12 semitones from C to B 00H = -64 [cents] 40H = 0 [cents] (equal temperament) 7FH = +63 [cents] EOX (End Of Exclusive) Status F7 ggH hhH ssH F7H pp=1 pp=2 pp=3 pp=4 Channel Pressure Status F0H Byte F0H 7FH 7FH 09H 01H Data byte 7FH,7FH,09H,01H,0nH,ppH,rrH Explanation Exclusive status ID number (universal realtime message) Device ID (Broadcast) Sub ID#1 (Controller Destination Setting) Sub ID#2 (Channel Pressure) Status F7H 5 VA-3 MIDI Implementation Key-Based Instrument Controllers Status F0H Byte F0H 7FH 7FH 0AH 01H 0nH kkH nnH vvH F7H nn=07H Data byte 7FH,7FH,0AH,01H,0nH,kkH,nnH,vvH Explanation Exclusive status ID number (universal realtime message) Device ID (Broadcast) Sub ID#1 (Key-Based Instrument Control) Sub ID#2 (Controller) MIDI Channel (00~0F) Key Number Control Number Value EOX (End Of Exclusive) Status .



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..F7H 2. Transmit data s Channel Voice Messages q Note off Status 9nH 2nd byte kkH 3rd byte 00H 0H~FH (Ch.1~16) 00H~7FH (0~127) 00H (0) n = MIDI channel number: kk = note number: vv = note off velocity: q Note on Status 9nH 2nd byte kkH 3rd byte vvH 0H~FH (Ch.1~16) 00H~7FH (0~127) 01H~7FH (1~127) Level vv = 00H~7FH 0~200% (Relative) nn=0AH Pan vv = 00H~7FH Left~Right (Absolute) nn=5BH Reverb Send vv = 00H~7FH 0~127 (Absolute) nn=5D Chorus Send vv = 00H~7FH 0~127 (Absolute) · This parameter affects drum instruments only. n = MIDI channel number: kk = note number: vv = note on velocity: q Control Change Bank Select (Controller number 0, 32) Status BnH BnH 2nd byte 00H 20H 3rd byte mmH llH 0H~FH (Ch.1~16) 00H~7FH (GS Variation number 0~127) 00H~04H (MAP) n = MIDI channel number: mm = Bank number MSB: ll = Bank number LSB: · Not transmitted when "Program Change" Tx Filter is On.

· Some other GS devices do not recognize the Bank Select LSB (Controller number 32). Modulation (Controller number 1) Status BnH 2nd byte 01H 3rd byte vvH n = MIDI channel number: 0H~FH (Ch.1~16) vv = Modulation depth: 00H~7FH (0~127) · Not transmitted when "Modulation" Tx Filter is On.

Portamento Time (Controller number 5) Status BnH 2nd byte 05H 3rd byte vvH 0H~FH (Ch.1~16) 00H~7FH (0~127), Initial value = 00H (0) n = MIDI channel number: vv = Portamento Time: · This adjusts the rate of pitch change when Portamento is ON or when using the Portamento Control.

A value of 0 results in the fastest change. Data Entry (Controller number 6, 38) Status BnH BnH 2nd byte 06H 26H 3rd byte mmH llH n = MIDI channel number: 0H~FH (Ch.1~16) mm, ll = the value of the parameter specified by RPN/NRPN mm = MSB, ll = LSB Volume (Controller number 7) Status BnH 2nd byte 07H 3rd byte vvH 0H~FH (Ch.1~16) 00H~7FH (0~127), Initial value = 64H (100) n = MIDI channel number: vv = Volume: · Volume messages are used to adjust the volume balance of each Part. · Not transmitted when "Volume" Tx Filter is On.

Pan (Controller number 10) Status BnH 2nd byte 0AH 3rd byte vvH 0H~FH (Ch.1~16) 00H~40H~7FH (Left~Center~Right), Initial value = 40H (Center) n = MIDI channel number: vv = pan: · The stereo position can be adjusted over 127 steps. · Not transmitted when "PanPot" Tx Filter is On. Expression (Controller number 11) Status BnH 2nd byte 0BH 3rd byte vvH 0H~FH (Ch.1~16) 00H~7FH (0~127), Initial value = 7FH (127) n = MIDI channel number: vv = Expression: · This adjusts the volume of a Part. It can be used independently from Volume messages. Expression messages are used for musical expression within a performance; e.g., expression pedal movements, crescendo and decrescendo. · Not transmitted when "Expression" Tx Filter is On.

Hold 1 (Controller number 64) Status BnH 2nd byte 40H 3rd byte vvH 0H~FH (Ch.1~16) 00H~7FH (0~127) n = MIDI channel number: vv = Control value: 6 VA-3 MIDI Implementation · Not transmitted when "Hold" Tx Filter is On. Portamento (Controller number 65) Status BnH 2nd byte 41H 3rd byte vvH 0H~FH (Ch.1~16) 00H~7FH (0~127) 0~63 = OFF, 64~127 = ON n = MIDI channel number: vv = Control value: Portamento control (Controller number 84) Status BnH 2nd byte 54H 3rd byte kkH 0H~FH (Ch.1~16) 00H~7FH (0~127) n = MIDI channel number: kk = source note number: Effect 1 (Reverb Send Level) (Controller number 91) Status BnH 2nd byte 5BH 3rd byte vvH 0H~FH (Ch.1~16) 00H~7FH (0~127), Initial value = 28H (40) n = MIDI channel number: vv = Reverb Send Level: · This message adjusts the Reverb Send Level of each Part. · Not transmitted when "Reverb" Tx Filter is On. Effect 3 (Chorus Send Level) (Controller number 93) Status BnH 2nd byte 5DH 3rd byte vvH 0H~FH (Ch.1~16) 00H~7FH (0~127), Initial value = 00H (0) n = MIDI channel number: vv = Chorus Send Level: · This message adjusts the Chorus Send Level of each Part. · Not transmitted when "Chorus" Tx Filter is On. NRPN MSB/LSB (Controller number 99, 98) Status BnH BnH 2nd byte 63H 62H 3rd byte mmH llH n = MIDI channel number: 0H~FH (Ch.1~16) mm = upper byte (MSB) of the parameter number specified by NRPN ll = lower byte (LSB) of the parameter number specified by NRPN · Not transmitted when "NRPN" Tx Filter is On. **\*\*NRPN\*\*** The NRPN (Non Registered Parameter Number) message allows an extended range of control changes to be used, letting you use control functions which are not defined in the MIDI Specification. NRPNs provide a great deal of freedom, and can be used with any manufacturer's devices. As a result, any particular parameter number can easily mean one thing when used for a certain device, and mean something completely different on another device.

Note that RPNs and NRPNs require that a multiple number of messages be processed in the correct order. However, a majority of the sequencers currently on the market cannot always be relied on to consistently send messages in the proper order if the messages are located at almost exactly the same point in time.

On the GS instruments, NRPN can be used to modify the following parameters. The range of values for relative change parameters will be different with certain models. Please see the explanation that follows the chart.

NRPN MSB LSB 01H 08H 01H 09H 01H 0AH 01H 20H 01H 21H 01H 63H 01H 64H 01H 66H 18H rrH Data Entry Function and range MSB mmH Vibrato Rate (relative change) mm: 00H~40H~7FH (-64~0~+63) mmH Vibrato Depth (relative change) mm: 00H~40H~7FH (-64~0~+63) mmH Vibrato Delay (relative change) mm: 00H~40H~7FH (-64~0~+63) mmH TVF Cutoff Frequency (relative change) mm: 00H~40H~7FH (-64~0~+63) mmH TVF Resonance (relative change) mm: 00H~40H~7FH (-64~0~+63) mmH TVF&TVA Envelope Attack Time (relative change) mm: 00H~40H~7FH (-64~0~+63) mmH TVF&TVA Envelope Decay Time (relative change) mm: 00H~40H~7FH (-64~0~+63) mmH TVF&TVA Envelope Release Time (relative change) mm: 00H~40H~7FH (-64~0~+63) mmH Drum Instrument Pitch Coarse (relative change) rr: Drum Instrument note number mm: 00H~40H~7FH (-64~0~+63 semitone) mmH Drum Instrument TVA Level (absolute change) rr: Drum Instrument note number mm: 00H~7FH (0~max) mmH Drum Instrument Panpot (absolute change) rr: Drum Instrument note number mm: 00H, 01H~40H~7FH (random, left~center~right) mmH Drum Instrument Reverb Send Level (absolute change) rr: Drum Instrument note number mm: 00H~7FH (0~max) mmH Drum Instrument Chorus Send Level (absolute change) rr: Drum Instrument note number mm: 00H~7FH (0~max) mmH Part 4 On / Off (Upper 1) mm: 00H~7FH (00-3FH = Off~40-7FH = On) mmH Part 11 On / Off (Lower) Data Entry Function and range MSB mm: 00H~7FH (00-3FH = Off~40-7FH = On) 4FH 12H mmH Part 12 On / Off (Man Bass) mm: 00H~7FH (00-3FH = Off~40-7FH = On) 4FH 13H mmH Part 6 On / Off (Upper 2) mm: 00H~7FH (00-3FH = Off~40-7FH = On) 4FH 14H mmH Part 16 On / Off (Man Drums) mm: 00H~7FH (00-3FH = Off~40-7FH = On) 4FH 27H mmH Part 14 On / Off (Lower 2) mm: 00H~7FH (00-3FH = Off~40-7FH = On) 4FH 26H mmH Part 15 On / Off (Melody Int.



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) mm: 00H~7FH (00-3FH =Off~40-7FH= On) 4FH 18H mmH Part 8 On / Off (Acc 5) mm: 00H~7FH (00-3FH =Off~40-7FH= On) 4FH 19H mmH Part 9 On / Off (Acc 6) mm: 00H~7FH (00-3FH =Off~40-7FH= On) 4FH 1AH mmH Part 10 On / Off (Acc Drums) mm: 00H~7FH (00-3FH =Off~40-7FH= On) 4FH 1BH mmH Part 2 On / Off (Acc Bass) mm: 00H~7FH (00-3FH =Off~40-7FH= On) 4FH 1CH mmH Part 1 On / Off (Acc 1) mm: 00H~7FH (00-3FH =Off~40-7FH= On) 4FH 1DH mmH Part 3 On / Off (Acc2) mm: 00H~7FH (00-3FH =Off~40-7FH= On) 4FH 1EH mmH Part 5 On / Off (Acc3) mm: 00H~7FH (00-3FH =Off~40-7FH= On) 4FH 1EH mmH Part 7 On / Off (Acc 4) mm: 00H~7FH (00-3FH =Off~40-7FH= On) 4FH 20H mmH Master Accompaniment On / Off mm: 00H~7FH (00-3FH =Off~40-7FH= On) 4FH 21H mmH Master Volume Upper On / Off mm: 00H~7FH (00-3FH =Off~40-7FH= On) 4FH 22H mmH Master Volume Lower On / Off mm: 00H~7FH (00-3FH =Off~40-7FH= On) 4FH 23H mmH Master Volume Bass On / Off mm: 00H~7FH (00-3FH =Off~40-7FH= On) 4FH 24H mmH Master Volume Drum On / Off mm: 00H~7FH (00-3FH =Off~40-7FH= On) · Parameters marked "relative change" will change relatively to the preset value(40H). Even among different GS devices, "relative change" parameters may sometimes differ in the way the sound changes or in the range of change. · Parameters marked "absolute change" will be set to the absolute value of the parameter, regardless of the preset value. · Data entry LSB (llH) is ignored. RPN MSB/LSB (Controller number 101, 100) Status BnH BnH 2nd byte 65H 64H 3rd byte mmH llH NRPN MSB LSB n = MIDI channel number: 0H~FH (Ch.1~16) mm = upper byte (MSB) of parameter number specified by RPN ll = lower byte (LSB) of parameter number specified by RPN · Not transmitted when "RPN" Tx Filter is On. \*\*RPN\*\* The RPN (Registered Parameter Number) message allows an extended range of control changes to be used, letting you use additional control functions which are part of the MIDI Specification. On the VA-3, RPN can be used to modify the following parameters. RPN Data Entry MSB LSB LSB Explanation MSB 00H 00H mmH --Pitch Bend Sensitivity mm: 00H~18H (0~24 semitones) ll: ignored (processed as 00H) specify up to 2 octaves in semitone steps 00H 01H mmH llH Master Fine Tuning mm, ll: 00H~40 00H~7F 7FH (100~0~+99.

99 cents), Initial value = 40 00H (+/- 0 cent) Refer to "5. Supplementary material", About the Tuning (page 19). 00H 02H mmH --Master Coarse Tuning mm: 28H~40H~58H (-24~0~+24 semitones), Initial value = 40H (+/-0 semitone) ll: ignored (processed as 00H) Modulation Depth Range mm: 00H~04H (0~4 semitones) ll: 00H~7FH (0~100 cents) 100/128 Cent/Value RPN null Set condition where RPN and NRPN are unspecified. 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. mm, ll: ignored 1AH rrH 00H 05H mmH llH 1CH rrH 7FH 7FH --- --- 1DH rrH 1EH rrH 4FH 10H 4FH 11H 7 VA-3 MIDI Implementation q Program Change Status CnH 2nd byte ppH 0H~FH (Ch.1~16) 00H~7FH (prog.1~prog.128) "GM System On" uses the Universal Non-realtime Message format.

"GS Reset" uses Roland system Exclusive format "Data Set 1 (DT1)." GM1 System On This is a command message that resets the internal settings of the unit to the General MIDI 1 initial state. After receiving this message, the VA-3 will automatically be set to the proper condition for correctly playing a General MIDI score. Status F0H 3rd byte mmH 0H~FH (Ch.1~16) 00 00H~40 00H~7F 7FH (-8192~0~+8191) Data byte 7EH, 7FH, 09H, 01H Status F7H n = MIDI channel number: pp = Program number: · Not transmitted when "Program Change" Tx Filter is On.

q Pitch Bend Change Status EnH 2nd byte llH n = MIDI channel number: mm, ll = Pitch Bend value: · Not transmitted when "Pitch Bender" Tx Filter is On. s Channel Mode Messages q All Sounds Off (Controller number 120) Status 2nd byte 3rd byte BnH 78H 00H n = MIDI channel number: 0H~FH (Ch.1~16) · When this message is transmitted, all currently sounding notes on the corresponding channel will be turned off immediately. Explanation Byte F0H Exclusive status 7EH ID number (Universal Non-realtime Message) 7FH Device ID (Broadcast) 09H Sub ID#1 (General MIDI Message) 01H Sub ID#2 (General MIDI 1 On) F7H EOX (End Of Exclusive) · When this message is received, Rx.BANK SELECT will be OFF and Rx.

NRPN will be OFF. · There must be an interval of at least 50 ms between this message and the next message. GM2 System On Status F0H Data byte 7EH 7FH 09H 03H Status F7H q Reset All Controllers (Controller number 121) Status 2nd byte 3rd byte BnH 79H 00H n = MIDI channel number: 0H~FH (Ch.1~16) · When this message is transmitted, the following controllers will be set to their reset values. Controller Pitch Bend Change Channel Pressure Modulation Hold 1 Sostenuto Soft Reset value +/-0 (center) 0 (off) 0 (off) 0 (off) 0 (off) Explanation Byte F0H Exclusive status 7EH ID number (Universal Non-realtime Message) 7FH Device ID (Broadcast) 09H Sub ID#1 (General MIDI Message) 03H Sub ID#2 (General MIDI 2 On) F7H EOX (End Of Exclusive) · When this message is received, the VA-3 will be able to receive the messages specified by General MIDI 2, and use the General MIDI 2 sound map. GM System Off "GM System Off" is a command message that resets the internal state of the VA-3 from the GM state to its native condition. The VA-3 will reset to the GS default state. Status F0H Data byte 7EH,7F,09H,02H Status F7H q MONO (Controller number 126) Status BnH 2nd byte 7EH 3rd byte mmH 0H~FH (Ch.1~16) 00H~10H (0~16) n = MIDI channel number: mm = mono number: · The corresponding channel will be set to Mode 4 (M=1). q POLY (Controller number 127) Status 2nd byte 3rd byte BnH 7FH 00H n = MIDI channel number: 0H~FH (Ch.

1~16) · The corresponding channel will be set to Mode 3. Explanation Byte F0H Exclusive status 7EH ID number (Universal Non-realtime Message) 7FH Device ID (Broadcast) 09H Sub ID#1 (General MIDI Message) 02H Sub ID#2 (General MIDI Off) F7H EOX (End Of Exclusive) · When this message is received, the VA-3 will reset to the GS default state. GS Reset GS Reset is a command message that resets the internal settings of a device to the GS initial state. This message appears at the beginning of GS music data, and a GS device that receives this message will automatically be set to the proper state to correctly play back GS music data. Status F0H Data byte 41H, dev, 42H, 12H, 40H, 00H, 7FH, 00H, 41H Status F7H s System Realtime Messages Active Sensing Status FEH Transmitted about every 250ms. Song/Style Start Status FAH · This message is transmitted when the internal sequencer is started. Song/Style Stop Status FCH · This message is transmitted when the internal sequencer is stopped. Song Continue Status FBH · This message is transmitted when the sequencer is started not from the beginning.



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28~4C Value Hex. 28~4C F0 41 10 42 12 40 03 00 01 61 5B F7 F0 41 10 42 12 40 03 03 47 73 F7 F0 41 10 42 12 40 03 05 4C 6C F7 Fb P.Shifter Value Hex. 28~4C Value Hex.

@@00~7F Value Hex. @@00~7F Value Hex. @@00~7F Value Hex. @@00~7F Value Hex. @@00~7F Value Hex. @@00~7F Value Hex. @@00~7F Value Hex. @@00~7F Value Hex.

@@0F~71 Value Hex. 00~7F F0 41 10 42 12 40 03 00 02 0B 30 F7 F0 41 10 42 12 40 03 07 40 76 F7 F0 41 10 42 12 40 03 0C 40 71 F7 ChoFlanger Value Hex. 00~7F Value Hex. 00~7F F0 41 10 42 12 40 03 00 11 00 2C F7 F0 41 10 42 12 40 03 07 40 76 F7 F0 41 10 42 12 40 03 0C 28 09 F7 Cho / Delay Value Hex. 00~7F Value Hex.

00~7F F0 41 10 42 12 40 03 00 11 01 2B F7 F0 41 10 42 12 40 03 07 40 76 F7 F0 41 10 42 12 40 03 0C 30 01 F7 FL / Delay Value Hex. 00~7F Value Hex. 00~7F F0 41 10 42 12 40 03 00 11 02 2A F7 F0 41 10 42 12 40 03 07 40 76 F7 F0 41 10 42 12 40 03 0C 40 71 F7 Cho / Flanger Value Hex. 00~7F Value Hex. 00~7F Effect Type only from MIDI or SMF -- Equalizer Effect Type -- Spectrum Effect Type F0 41 10 42 12 40 03 00 01 00 3C F7 Stereo-EQ F0 41 10 42 12 40 03 00 01 3B F7 Spectrum Patch Part parameters The VA-3 has 32 Parts: 16 Parts to use Arranger and Keyboard and 16 Parts for Songs.

If you like to send messages to the 16 Parts relative to Arranger and Keyboard, you have to use the address 40 xx xx. If you like to send messages to the 16 Parts relative to Songs, you have to use the address 50 xx xx. The 32 Parts are: Arranger Mode GM/GS Off TRACK NAME 1 Accomp 1 2 Accomp Bass 3 Accomp 2 4 Upper 1 5 Accomp 3 6 Upper 2 7 Accomp 4 8 Accomp 5 9 Accomp 6 10 Accomp Drums 11 Lower 1 12 M Bass 13 RX1 14 Lower 2 15 Melody Int 16 Manual Drums Song Mode GM/GS On TRACK NAME 1 Part 1 2 Part 2 3 Part 3 4 Part 4 UPI 5 Part 5 6 Part 6 7 Part 7 8 Part 8 9 Part 9 10 Part 10 11 Part 11 12 Part 12 13 Part 13 14 Part 14 15 Part 15 16 Part 16 MIDI CHANNEL Ch 1 Ch 2 Ch 3 Ch 4 Ch 5 Ch 6 Ch 7 Ch 8 Ch 9 Ch 10 Ch 11 Ch 12 Ch 13 Ch 14 Ch 15 Ch 16 SYS EX X= X=1 X=2 X=3 X=4 X=5 X=6 X=7 X=8 X=9 X=0 X=A X=B X=C X=D X=E X=F In the following map, the control numbers of the control changes are indicated as CC#. Size(H) Data(H) Parameter Description Default Value (H) Address(H) 40 1x 00 00 00 02 00~7F TONE NUMBER CC#00 VALUE 0~127 00 40 1x 01# 00~7F P.C. VALUE 1~128 00 40 1x 02 00 00 01 00~10 Rx. CHANNEL 1~16, OFF Same as the Part Number 40 1x 03 00 00 01 00, 01 Rx. PITCH BEND OFF/ON 01 40 1x 04 00 00 01 00, 01 Rx. CH PRESSURE(CAf) OFF/ON 01 40 1x 05 00 00 01 00, 01 Rx. PROGRAM CHANGE OFF/ON 01 40 1x 06 00 00 01 00, 01 Rx.

CONTROL CHANGE OFF/ON 01 40 1x 07 00 00 01 00, 01 Rx. POLY PRESSURE(PAf) OFF/ON 01 40 1x 08 00 00 01 00, 01 Rx. NOTE MESSAGE OFF/ON 01 40 1x 09 00 00 01 00, 01 Rx. RPN OFF/ON 01 40 1x 0A 00 00 01 00, 01 Rx. NRPN OFF/ON 00 (01\*) · When "GM1 System On" and "GM2 System On" are received, Rx. NRPN will be set OFF. When "GS Reset" is received, it will be set ON. Address(H) 40 1x 0B 40 1x 0C 40 1x 0D Size(H) 00 00 01 00 00 01 00 00 01 Data(H) 00, 01 00, 01 00, 01 00, 01 00, 01 00, 01 Parameter Rx. MODULATION Rx. VOLUME Rx.

PANPOT Description OFF/ON OFF/ON OFF/ON Default Value (H) 01 01 01 Description 0 1 ON ON ON ON ON ON ON OFF (ON\*) Description ON ON ON 13 VA-3 MIDI Implementation Address(H) 40 1x 0E 40 1x 0F 40 1x 10 40 1x 11 40 1x 12 40 1x 13 Size(H) 00 00 01 00 00 01 00 00 01 00 00 01 00 00 01 00 00 01 Data(H) 00, 01 00, 01 00, 01 00, 01 00, 01 00, 01 Parameter Rx. EXPRESSION Rx. HOLD1 Rx. PORTAMENTO Rx. SOSTENUTO Rx.

SOFT MONO/POLY MODE Description OFF/ON OFF/ON OFF/ON OFF/ON OFF/ON Default Value (H) 01 01 01 01 01 Description ON ON ON ON ON Poly Mono/Poly 01 (=CC# 126 01/CC# 127 00) 0 = SINGLE 1 = LIMITED-MULTI 2 = FULL-MULTI VA-3/SC-88Pro/SC-88 MAP 01 SC-55 MAP 00 at x=0 01 at x0 40 1x 14 00 00 01 00~02 ASSIGN MODE LIMITED-MULTI SINGLE (Drum Part) LIMITED-MULTI (Normal Part) Single: If the same note is played multiple times in succession, the previously-sounding note will be completely silenced, and then the new note will be sounded. LimitedMulti: If the same note is played multiple times in succession, the previously-sounding note will be continued to a certain extent even after the new note is sounded (default setting). FullMulti: If the same note is played multiple times in succession, the previously-sounding note(s) will continue sounding for their natural length even after the new note is sounded. · ASSIGN MODE is the parameter that determines how voice assignment will be handled when sounds overlap on identical note numbers in the same channel (i.e.

, repeatedly struck notes). This is initialized to a mode suitable for each Part, so for general purposes there is no need to change this. 40 1x 15 00 00 01 00~02 USE FOR RHYTHM PART 0 = OFF 00 at 0 OFF (Normal Part) 1 = MAP1 01 at x=0 MAP1 (Drum Part) 2 = MAP2 · This parameter sets the Drum Map of the Part used as the Drum Part. The VA-3 can simultaneously (in different Parts) use up to two Drum Maps (MAP1, MAP2). With the initial settings, Part10 (MIDI CH=10, x=0) is set to MAP1 (1), and other Parts are set to normal instrumental Parts (OFF(0)). Address(H) Size(H) Data(H) Parameter Description Default Value (H) Description 40 1x 16 00 00 01 28~58 PITCH KEY SHIFT -24~+24 [semitones] 40 0 [semitones] 40 1x 17 00 00 02 08~F8 PITCH OFFSET FINE -12.0~+12.0 [Hz] 08 00 0 [Hz] 40 1x 18# Use nibblized data. · PITCH OFFSET FINE allows you to alter, by a specified frequency amount, the pitch at which notes will sound. This parameter differs from the conventional Fine Tuning (RPN #1) parameter in that the amount of frequency alteration (in Hertz) will be identical no matter which note is played.

When a multiple number of Parts, each of which has been given a different setting for PITCH OFFSET FINE, are sounded by means of an identical note number, you can obtain a Celeste effect. 40 1x 19 40 1x 1A 40 1x 1B 40 1x 1C 00 00 01 00 00 01 00 00 01 00 00 01 00~7F 00~7F 00~7F 00~7F PART LEVEL VELOCITY SENSE DEPTH VELOCITY SENSE OFFSET PART PANPOT 0~127 (=CC# 7) 0~127 0~127 -64 (RANDOM), -63 (LEFT)~+63 (RIGHT) (=CC# 10, except RANDOM) (C-1)~(G9) (C-1)~(G9) 0~95 0~95 0~127 (=CC# 93) 0~127 (=CC# 91) OFF/ON 64 40 40 40 100 64 64 0 (CENTER) 40 1x 1D 40 1x 1E 40 1x 1F 40 1x 20 40 1x 21 40 1x 22 00 00 01 00 00 01 00 00 01 00 00 01 00 00 01 00~7F 00~7F 00~5F 00~5F 00~7F 00~7F KEYBOARD RANGE LOW KEYBOARD RANGE HIGH CC1 CONTROLLER NUMBER CC2 CONTROLLER NUMBER CHORUS SEND LEVEL REVERB SEND LEVEL 00 7F 10 11 00 28 C-1 G9 16 17 0 40 40 1x 23 00 00 01 00, 01 Rx.BANK SELECT · When "GM1 System On" is received, Rx.BANK SELECT will be set to OFF. · When "GS RESET" or "GM2 System On" is received, Rx.BANK SELECT will be set to ON. 01(00\*) ON(OFF\*) 40 1x 24 00 00 01 00, 01 RX BANK SELECT LSB OFF/ON · When RX BANK SELECT LSB = OFF, Bank Select LSB (Bn 20 11) will be treated as 00H regardless of its value.



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