



Your PDF Guides

You can read the recommendations in the user guide, the technical guide or the installation guide for YAMAHA CP4 STAGE / CP40 STAGE. You'll find the answers to all your questions on the YAMAHA CP4 STAGE / CP40 STAGE in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

User manual YAMAHA CP4 STAGE / CP40 STAGE
User guide YAMAHA CP4 STAGE / CP40 STAGE
Operating instructions YAMAHA CP4 STAGE / CP40 STAGE
Instructions for use YAMAHA CP4 STAGE / CP40 STAGE
Instruction manual YAMAHA CP4 STAGE / CP40 STAGE



STAGE PIANO

CP4
STAGE

CP40
STAGE

Data List

Table of Contents

Performance List.....	2
Voice List.....	7
Drum Kit Assign List.....	12
Effect Type List.....	15
Effect Parameter List.....	17
Effect Data Assign Table.....	25
Effect Preset List.....	32
MIDI Data Format.....	34
MIDI Data Table.....	37
MIDI Implementation Chart.....	42

EN



[You're reading an excerpt. Click here to read official YAMAHA CP4 STAGE / CP40 STAGE user guide](http://yourpdfguides.com/dref/5388609)
<http://yourpdfguides.com/dref/5388609>



<http://yourpdfguides.com/dref/5388609>

1 2 CF Tacky layer C3 RichHall 2 Mod 1 2 69Wr single C3 RichHall 2 Mod 1 2 CF+DX layer C3 RichHall 2 Mod 1 2 Clavi single C3 RichRoom 2 Mod 1 2 CP+Pad 1 layer C3 RichHall 2 Mod 1 2 75Rd/Org split C3 RichHall 2 Mod 1 2 CP Tremolo single C3 RichHall 2 Mod 1 2 SynSplit 1 split C3 RichHall 2 Mod 1 2 RadioCF MW single C3 RichHall T-CrsDly 1 2 77Wr single C3 RichHall 2 Mod 1 2 CF+75Rd layer C3 RichHall 2 Mod 1 2 DualHarpsi layer C3 RichHall 2 Mod 1 2 CP+DX layer C3 RichHall 2 Mod 1 2 75Rd+DX 1 layer C3 RichHall 2 Mod 1 2 CP Bright single C3 RichHall 2 Mod 1 2 SynSplit 2 split F#2 RichHall 2 Mod 1 2 CF Ragtime layer C3 RichRoom 2 Mod 1 2 Dual Wr layer C3 RichRoom 2 Mod 1 2 CF+Bell layer C3 RichHall 2 Mod 1 2 ClaviPhase single C3 RichRoom 2 Mod 1 2 CP+Pad 2 layer C3 RichHall 2 Mod 1 2 75Rd+DX 2 layer C3 RichHall 2 Mod 1 2 CP Live single C3 RichHall 2 Mod 1 2 Tape Combi split C3 RichRoom 2 Mod 1 2 CF Grand single C3 RichHall 2 Mod 1 2 75Rd MW single C3 RichHall 2 Mod 1 2 CF/A. Bass split F#2 RichHall 2 Mod 1 2 Jazz Organ single C3 RichHall 2 Mod 1 2 DX Combi 1 layer C3 RichHall 2 Mod 1 2 75Rd/E. Ba split F#2 RichHall 2 Mod 1 2 DX FTime single C3 RichHall 2 Mod 1 2 BigSection layer C3 RichHall 2 Mod 1 2 CF Mono single C3 RichHall 2 Mod 1 2 75Rd Phase single C3 RichHall 2 Mod 1 2 CF/E.

Bass split F#2 RichHall 2 Mod 1 2 OrgSplit 1 split C3 RichHall 2 Mod 1 2 DX Combi 2 layer C3 RichHall 2 Mod 1 2 75Rd/Pad split C3 RichHall 2 Mod 1 2 : Part turned off by default Voice Name Celestial Soft Pad 1 CF Rock DX Legend2 69Wr Soft Pad 2 CF St DX 7II 3 Clavi 1 75Rd 1 CP80Chorus NewAgePad 75Rd 1 Compact CP88Trem Soft Pad 2 Crying SweepPad 2 CF StFl Strings 3 77Wr Soft Pad 2 CF StFl 75Rd 1 Harpsi 1 Harpsi 2 CP80HiBrit DX 7II 3 75Rd 1 DX Crisp 3 CP80HiBrit Soft Pad 2 DancyHook SynthBass4 CF St+ CF Mn69Wr Trem 77Wr Trem CF St+ DigiBell 2 ClaviPhase 75Rd 1 CP80Chorus GlassPad 75Rd Trem DX Woody 1 CP80HiBrit Soft Pad 2 Flute Tron Str CF St Strings 3 75Rd 1 Soft Pad 2 CF St AcousticBa JazzOrgan Petit Rt DX Legend1 DX 7II 3 75Rd Phase FlangeBa 2 DX FTime 2 DX 7II 3 Horn+Str Horn+Str CF Mn Strings 3 75Rd Phase Soft Pad 2 CF St Finger Ba 70sPercOrg SoftOrgnRt DX Mellow2 DX Crisp 2 75Rd 1 VP Soft Rev. Type User Performance Name DX 7II Keyboard Mode singlrogram Change (1 origin) 013 014 015 016 017 018 019 020 021 022 023 024 025 026 027 028 029 030 031 001 002 003 004 005 006 007 008 009 010 011 012 013 014 015 016 017 018 019 020 021 022 023 024 025 026 027 028 029 030 031 032 021 022 023 024 025 026 027 028 029 030 031 032 033 034 001 002 003 004 005 006 007 008 009 010 011 012 013 014 015 016 017 018 019 020 021 022 023 024 025 026 027 028 029 030 031 032 033 034 OTHERS 001 002 003 004 005 OTHERS (Drum) 006 007 008 009 010 011 012 013 014 015 016 017 018 019 BRASS 001 002 003 004 005 006 007 008 009 010 011 012 CP4 STAGE/CP40 STAGE Data List 11 Drum Kit Assign List Standard 1 Note C#-1 D-1 D#-1 E-1 F-1 F#-1 G-1 G#-1 A-1 A#-1 B-1 C0 C#0 D0 D#0 E0 F0 F#0 G0 G#0 A0 A#0 B0 C1 C#1 D1 D#1 E1 F1 F#1 G1 G#1 A1 A#1 B1 C2 C#2 D2 D#2 E2 F2 F#2 G2 G#2 A2 A#2 B2 C3 C#3 D3 D#3 E3 F3 F#3 G3 G#3 A3 A#3 B3 C4 C#4 D4 D#4 E4 F4 F#4 G4 G#4 A4 A#4 B4 C5 C#5 D5 D#5 E5 F5 F#5 G5 Standard 2 Wave Name Note C#-1 D-1 D#-1 E-1 F-1 F#-1 G-1 G#-1 A-1 A#-1 B-1 C0 C#0 D0 D#0 E0 F0 F#0 G0 G#0 A0 A#0 B0 C1 C#1 D1 D#1 E1 F1 F#1 G1 G#1 A1 A#1 B1 C2 C#2 D2 D#2 E2 F2 F#2 G2 G#2 A2 A#2 B2 C3 C#3 D3 D#3 E3 F3 F#3 G3 G#3 A3 A#3 B3 C4 C#4 D4 D#4 E4 F4 F#4 G4 G#4 A4 A#4 B4 C5 C#5 D5 D#5 E5 F5 F#5 G5 F#2 G2 G#2 A2 A#2 B2 C3 C#3 D3 D#3 E3 F3 F#3 G3 G#3 A3 A#3 B3 C4 C#4 D4 D#4 E4 F4 F#4 G4 G#4 A4 A#4 B4 C5 C#5 D5 D#5 E5 F5 F#5 G5 Brush Wave Name Note C#-1 D-1 D#-1 E-1 F-1 F#-1 G-1 G#-1 A-1 A#-1 B-1 C0 C#0 D0 D#0 E0 F0 F#0 G0 G#0 A0 A#0 B0 C1 C#1 D1 D#1 E1 F1 F#1 G1 G#1 A1 A#1 B1 C2 C#2 D2 D#2 E2 F2 F#2 G2 G#2 A2 A#2 B2 C3 C#3 D3 D#3 E3 F3 F#3 G3 G#3 A3 A#3 B3 C4 C#4 D4 D#4 E4 F4 F#4 G4 G#4 A4 A#4 B4 C5 C#5 D5 D#5 E5 F5 F#5 G5 Classic Wave Name SURDO MUTE SURDO OPEN HI Q WHIP SLAP SCRATCH H SCRATCH L FINGER SNAP CLICK NOISE MTRNM CLICK MTRNM BELL SEQ CLICK L SEQ CLICK H BRUSH TAP BRUSH SWIRL BRUSH SLAP BRSH TP SWRL SNARE ROLL CASTANET BRUSH SLAP 2 STICKS KICK SOFT OPEN RIM SHT KICK TIGHT 2 KICK SHORT SIDE STICK BRUSH SLAP 3 HAND CLAP BRUSH TAP 2 TOM BRUSH 1 HI-HAT CLOSE TOM BRUSH 2 HI-HAT PEDAL TOM BRUSH 3 HI-HAT OPEN TOM BRUSH 4 TOM BRUSH 5 CRASH CYMBL1 TOM BRUSH 6 RIDE CYMBL 2 CHINESE CYM RIDE CYM CUP 3 TAMBOURINE SPLASH CYM COWBELL CRASH CYMBL3 VIBRASLAP RIDE CYMBL 4 BONGO H BONGO L CONGA H MUTE CONGA H OPEN CONGA L TIMBALE H TIMBALE L AGOGO H AGOGO L CABASA MARACAS SAMBA WHSL H SAMBA WHSL L GUIRO SHORT GUIRO LONG CLAVES WOOD BLOCK H WOOD BLOCK L CUICA MUTE CUICA OPEN TRIANGLE MT TRIANGLE OPN SHAKER JINGLE BELLS BELL TREE Hip Hop Wave Name Note C#-1 D-1 D#-1 E-1 F-1 F#-1 G-1 G#-1 A-1 A#-1 B-1 C0 C#0 D0 D#0 E0 F0 F#0 G0 G#0 A0 A#0 B0 C1 C#1 D1 D#1 E1 F1 F#1 G1 G#1 A1 A#1 B1 C2 C#2 D2 D#2 E2 F2 F#2 G2 G#2 A2 A#2 B2 C3 C#3 D3 D#3 E3 F3 F#3 G3 G#3 A3 A#3 B3 C4 C#4 D4 D#4 E4 F4 F#4 G4 G#4 A4 A#4 B4 C5 C#5 D5 D#5 E5 F5 F#5 G5 Note C#-1 D-1 D#-1 E-1 F-1 F#-1 G-1 G#-1 A-1 A#-1 B-1 C0 C#0 D0 D#0 E0 F0 F#0 G0 G#0 A0 A#0 B0 C1 C#1 D1 D#1 E1 F1 F#1 G1 G#1 A1 A#1 B1 C2 C#2 D2 D#2 E2 F2 F#2 G2 G#2 A2 A#2 B2 C3 C#3 D3 D#3 E3 F3 F#3 G3 G#3 A3 A#3 B3 C4 C#4 D4 D#4 E4 F4 F#4 G4 G#4 A4 A#4 B4 C5 C#5 D5 D#5 E5 F5 F#5 G5 Wave Name SURDO MUTE SURDO OPEN HI Q WHIP SLAP SCRATCH H SCRATCH L HAT CLS T8 2 TOM T8 3 HAT OPN T8 2 TOM T8 6 CRASH T8 TRIANGLE MT TRIANGLE OPN BELL TREE TMBL RX5 TMBL RX5 2 KICK HIPHOP9 HAT CLS TEK KICK GATE HAT OP LO-F1 KICK GRCS OP HAT REV D&B KICK HIPHOP1 KICK ANCR SNR ANSM RIM SNR HIPHOP 1 SNR CLAPPY SNR HIPHOP 2 FLOOR TOM L HAT CLS HIP LOW TOM HAT PEDL HIP MID TOM L HAT OPN HIP HIGH TOM RIDE CYM 3 CRASH CYM 3 SHAKER 2 SCRATCH BD F SCRATCH BD R KICK HIPHOP2 SNR HIPH RM2 HIPHOP CLAP2 HIPHOP SNAP1 SNR HIPHOP3 ELE CLAP2 KICK HIP DP KICK HIPHOP3 SNR HIPH RM3 SNR HIPHOP5 ELE CLAP 1 HANDBELL H KICK HIPHOP4 HIPHOP CLAP3 HIPHOP SNAP2 SNR HIPH RM5 HIPHOP FLEX1 HIPHOP FLEX2 SHAKER 2 KICK HIPHOP5 SNR HIPH RM4 SNR HIPHOP 6 SNR HIPHOP11 KICK HIPH 10 SNR HIPHOP 7 HIPHOP CLAP5 CONGA H TIP CONGA H HEEL CONGA H OPN CONGA L OP 1 CONGA L OP 2 KICK HIPHOP8 HIPHOP CLAP6 SNR T8 1 SNR T8 1 H HIPHOP CLAP7 TOM T8 1 HAT CLS T8 2 TOM T8 2 SURDO MUTE SURDO OPEN HI Q WHIP SLAP SCRATCH H SCRATCH L FINGER SNAP CLICK NOISE MTRNM CLICK MTRNM BELL SEQ CLICK L SEQ CLICK H BRUSH TAP BRUSH SWIRL BRUSH SLAP BRSH TP SWRL SNARE ROLL CASTANET SNARE SOFT STICKS KICK SOFT OPEN RIM SHT KICK TIGHT KICK SIDE STICK SNARE HAND CLAP SNARE TIGHT FLOOR TOM L HI-HAT CLOSE FLOOR TOM H HI-HAT PEDAL LOW TOM HI-HAT OPEN MID TOM L MID TOM H CRASH CYMBL1 HIGH TOM RIDE CYMBL 2 BONGO H BONGO L CONGA H MUTE CONGA H OPEN CONGA L TIMBALE H TIMBALE L AGOGO H AGOGO L CABASA MARACAS SAMBA WHSL H SAMBA WHSL L GUIRO SHORT GUIRO LONG CLAVES WOOD BLOCK H WOOD BLOCK L CUICA MUTE CUICA OPEN TRIANGLE MT TRIANGLE OPN SHAKER JINGLE BELLS BELL TREE SURDO MUTE SURDO OPEN HI Q WHIP SLAP SCRATCH H SCRATCH L FINGER SNAP CLICK NOISE MTRNM CLICK MTRNM BELL SEQ CLICK L SEQ CLICK H BRUSH TAP BRUSH SWIRL BRUSH SLAP BRSH TP SWRL SNARE ROLL CASTANET SNARE SOFT 3 STICKS KICK SOFT OPEN RIM SHT GRAN CASSA GRAN CASSA M SIDE STICK BAND SNARE HAND CLAP BAND SNARE 2 FLOOR TOM L HI-HAT CLOSE FLOOR TOM H HI-HAT PEDAL LOW TOM HI-HAT OPEN MID TOM L MID TOM H HAND CYMBAL HIGH TOM HND CYM SHT CHINESE CYM RIDE CYM CUP TAMBOURINE SPLASH CYM COWBELL HAND CYMBAL2 VIBRASLAP HND CYM SHT2 BONGO H BONGO L CONGA H MUTE

CONGA H OPEN CONGA L TIMBALE H TIMBALE L AGOGO H AGOGO L CABASA MARACAS SAMBA WHSL H SAMBA WHSL L GUIRO SHORT
GUIRO LONG CLAVES WOOD BLOCK H WOOD BLOCK L CUICA MUTE CUICA OPEN TRIANGLE MT TRIANGLE OPN SHAKER JINGLE BELLS
BELL TREE CP4 STAGE/CP40 STAGE Data List 12 Drum Kit Assign List Break Note C#-1 D-1 D#-1 E-1 F-1 F#-1 G-1 G#-1 A-1 A#-1 B-1 C0 C#0 D0 D#0
E0 F0 F#0 G0 G#0 A0 A#0 B0 C1 C#1 D1 D#1 E1 F1 F#1 G1 G#1 A1 A#1 B1 C2 C#2 D2 D#2 E2 F2 F#2 G2 G#2 A2 A#2 B2 C3 C#3 D3 D#3 E3 F3 F#3
G3 G#3 A3 A#3 B3 C4 C#4 D4 D#4 E4 F4 F#4 G4 G#4 A4 A#4 B4 C5 C#5 D5 D#5 E5 F5 F#5 G5 Analog T9 Wave Name SURDO MUTE SURDO OPEN HI
Q WHIP SLAP SCRATCH H SCRATCH L FINGER SNAP SNR BRK 8 SNR BRK 9 HAT CLS BRK1 HAT CLS BRK2 KICK BRK DP SNR HIP SNR LO-FI
SNR CLAPPY SNR LDWHMONO SNR ROCKROLL SNR GATE 1 SNR MID SNR BRK RIM KICK BRK HVY SNR HIP RIM4 KICK BRK 2 KICK BRK 1 SNR
HIP RIM1 SNR BRK 3 SNR BRK 1 SNR BRK 2 TOM BRK 1 HAT CLS RC S TOM BRK 2 HAT PEDAL RC TOM BRK 3 HAT HF OP RC TOM BRK 4 TOM
BRK 5 CRASH CYM 2 TOM BRK 6 RIDE CYM 3 CHINES CYM 2 RI CYM CUP 2 TMBL1 HIT CRASH CYM 3 COWBELL 1 CRASH CYM 2 COWBELL
RX11 RIDE CYM 2 BONGO H BONGO L CONGA H TIP CONG H OP SL CONGA H OPN BONGO2 H BONGO2 L CONGA OPN AGOGO L CABASA 2
MARACAS SLUR TIMBALE H TIMBALE L CONGA H 2 SCRATCH H 2 SCRATCH DOWN CLAVE WOOD BLOCK H 2 WOOD BLOCK L 2 SCRATCH L SCRATCH L 2
TRIANGLE MT 2 TRIANGLE OPN 2 KICK BRK 3 KICK BRK 4 KICK BRK 5 KICK BRK 6 KICK BRK 7 HAT CLS BRK3 SNR BRK 4 SNR BRK 5 SNR BRK 6
SNR BRK 7 Hit Wave Name Note C#-1 D-1 D#-1 E-1 F-1 F#-1 G-1 G#-1 A-1 A#-1 B-1 C0 C#0 D0 D#0 E0 F0 F#0 G0 G#0 A0 A#0 B0 C1 C#1 D1 D#1 E1
F1 F#1 G1 G#1 A1 A#1 B1 C2 C#2 D2 D#2 E2 F2 F#2 G2 G#2 A2 A#2 B2 C3 C#3 D3 D#3 E3 F3 F#3 G3 G#3 A3 A#3 B3 C4 C#4 D4 D#4 E4 F4 F#4 G4
G#4 A4 A#4 B4 C5 C#5 D5 D#5 E5 F5 F#5 G5 Room Wave Name SURDO MUTE SURDO OPEN HI Q WHIP SLAP SCRATCH H SCRATCH L FINGER
SNAP CLICK NOISE MTRNM CLICK MTRNM BELL SEQ CLICK L SEQ CLICK H BRUSH TAP BRUSH SWIRL BRUSH SLAP BRSH TP SWRL SNARE
ROLL CASTANET SNARE ELECTR STICKS KICK TIGHT L SNARE PITCH KICK WET KICK TIGHT H STCK AMBIENT SNR AMBIENT HAND CLAP 2
SNARE TIGHT2 HYBRID TOM 1 HI-HAT CLS 2 HYBRID TOM 2 HI-HAT PDL 2 HYBRID TOM 3 HI-HAT OPN 2 HYBRID TOM 4 HYBRID TOM 5
CRASH CYMBL1 HYBRID TOM 6 RIDE CYMBL 1 CHINESE CYM RIDE CYM CUP TAMBOURINE SPLASH CYM COWBELL 4 CRASH CYMBL2
VIBRASLAP RIDE CYMBL 2 BONGO H BONGO L CONGA H MUTE CONGA H OPEN CONGA L TIMBALE H TIMBALE L AGOGO H AGOGO L
CABASA MARACAS SAMBA WHSL H SAMBA WHSL L GUIRO SHORT GUIRO LONG CLAVES WOOD BLOCK H WOOD BLOCK L CUICA MUTE
CUICA OPEN TRIANGLE MT TRIANGLE OPN SHAKER JINGLE BELLS BELL TREE Rock Wave Name SURDO MUTE SURDO OPEN HI Q WHIP SLAP
SCRATCH H SCRATCH L FINGER SNAP CLICK NOISE MTRNM CLICK MTRNM BELL SEQ CLICK L SEQ CLICK H BRUSH TAP BRUSH SWIRL
BRUSH SLAP BRSH TP SWRL SNARE ROLL H2 CASTANET SNARE SOFT 4 STICKS KICK SOFT OPEN RIM SHT L KICK TIGHT 3 KICK 3 SIDE STICK
SNARE SNAPPY HAND CLAP SNR TITE SNP TOM ROOM 1 HI-HAT CLOSE TOM ROOM 2 HI-HAT PEDAL TOM ROOM 3 HI-HAT OPEN TOM ROOM
4 TOM ROOM 5 CRASH CYMBL1 TOM ROOM 6 RIDE CYMBL 1 CHINESE CYM RIDE CYM CUP TAMBOURINE SPLASH CYM COWBELL CRASH
CYMBL2 VIBRASLAP RIDE CYMBL 2 BONGO H BONGO L CONGA H MUTE CONGA H OPEN CONGA L TIMBALE H TIMBALE L AGOGO H AGOGO
L CABASA MARACAS SAMBA WHSL H SAMBA WHSL L GUIRO SHORT GUIRO LONG CLAVES WOOD BLOCK H WOOD BLOCK L CUICA MUTE
CUICA OPEN TRIANGLE MT TRIANGLE OPN SHAKER JINGLE BELLS BELL TREE Note C#-1 D-1 D#-1 E-1 F-1 F#-1 G-1 G#-1 A-1 A#-1 B-1 C0 C#0
D0 D#0 E0 F0 F#0 G0 G#0 A0 A#0 B0 C1 C#1 D1 D#1 E1 F1 F#1 G1 G#1 A1 A#1 B1 C2 C#2 D2 D#2 E2 F2 F#2 G2 G#2 A2 A#2 B2 C3
C#3 D3 D#3 E3 F3 F#3 G3 G#3 A3 A#3 B3 C4 C#4 D4 D#4 E4 F4 F#4 G4 G#4 A4 A#4 B4 C5 C#5 D5 D#5 E5 F5 F#5 G5 Note C#-1 D-1 D#-1 E-1 F-1
F#-1 G-1 G#-1 A-1 A#-1 B-1 C0 C#0 D0 D#0 E0 F0 F#0 G0 G#0 A0 A#0 B0 C1 C#1 D1 D#1 E1 F1 F#1 G1 G#1 A1 A#1 B1 C2 C#2 D2 D#2 E2 F2 F#2 G2
G#2 A2 A#2 B2 C3 C#3 D3 D#3 E3 F3 F#3 G3 G#3 A3 A#3 B3 C4 C#4 D4 D#4 E4 F4 F#4 G4 G#4 A4 A#4 B4 C5 C#5 D5 D#5 E5 F5 F#5 G5 Wave Name
SURDO MUTE SURDO OPEN HI Q WHIP SLAP SCRATCH H SCRATCH L FINGER SNAP CLICK NOISE MTRNM CLICK MTRNM BELL SEQ CLICK L
SEQ CLICK H BRUSH TAP BRUSH SWIRL BRUSH SLAP BRSH TP SWRL SNARE ROLL H2 CASTANET SNARE NOISY STICKS KICK SOFT OPEN RIM
SHT L KICK 2 KICK GATE SIDE STICK SNARE ROCK HAND CLAP SN ROCK TITE TOM ROCK 1 HI-HAT CLOSE TOM ROCK 2 HI-HAT PEDAL TOM
ROCK 3 HI-HAT OPEN TOM ROCK 4 TOM ROCK 5 CRASH CYMBL1 TOM ROCK 6 RIDE CYMBL 1 CHINESE CYM RIDE CYM CUP TAMBOURINE
SPLASH CYM COWBELL CRASH CYMBL2 VIBRASLAP RIDE CYMBL 2 BONGO H BONGO L CONGA H MUTE CONGA H OPEN CONGA L TIMBALE
H TIMBALE L AGOGO H AGOGO L CABASA MARACAS SAMBA WHSL H SAMBA WHSL L GUIRO SHORT GUIRO LONG CLAVES WOOD BLOCK H
WOOD BLOCK L CUICA MUTE CUICA OPEN TRIANGLE MT TRIANGLE OPN SHAKER JINGLE BELLS BELL TREE SURDO MUTE SURDO OPEN HI
Q WHIP SLAP SCRATCH H SCRATCH L SNR D&B 1 KICK BRK 2 SNR DIST KICK TEKPOW KICK DIST RM KICK T9 2 SNR ANCR SNR T9 5 CLAP
ANSM SNR T9GATE SNR ROCKROLL SNR T9 3 SNR T9 4 SNR T9GATE KICK T9 4 SNR T9 5 KICK T9 1 KICK T9 3 SNR T9 RIM SNR T9 1 CLAP T9 SNR
T9 2 TOM T9 1 HAT CLS T9 TOM T9 2 HAT PEDAL T9 TOM T9 3 HAT OPN T9 TOM T9 4 TOM T9 5 CRASH T9 TOM T9 6 RIDE T9 CHINES CYM 2 RI
CYM CUP 4 TMBL RX5 CRASH CYM 3 COWBELL 2 CRASH CYM 4 COWBELL T8 RIDE CYM 3 CONGA T8 5 CONGA T8 4 CONGA TIP CONGA OP SL
CONGA OPN TIMBALE H 2 TIMBALE L ANA CLICK CONGA T8 1 CABASA 3 MARACAS SLUR FXGUN 2 FXGUN 1 SCRATCH H 2 SCRATCH DOWN
HI Q 3 HI Q 1 HI Q 2 SCRATCH L SCRATCH L 2 TRIANGLE MT 2 TRIANGLE OPN 2 ANA SHAKER SLEIGH BELL BELL TREE SNR PICCOLO SNR T8
5 SNR ROCKROLD SNR BRUSH MT KICK BLIP HD SNR JUNGLE 1 KICK SUSTAIN CP4 STAGE/CP40 STAGE Data List 13 Drum Kit Assign List
Electronic Note C#-1 D-1 D#-1 E-1 F-1 F#-1 G-1 G#-1 A-1 A#-1 B-1 C0 C#0 D0 D#0 E0 F0 F#0 G0 G#0 A0 A#0 B0 C1 C#1 D1 D#1 E1 F1 F#1 G1 G#1 A1
A#1 B1 C2 C#2 D2 D#2 E2 F2 F#2 G2 G#2 A2 A#2 B2 C3 C#3 D3 D#3 E3 F3 F#3 G3 G#3 A3 A#3 B3 C4 C#4 D4 D#4 E4 F4 F#4 G4 G#4 A4 A#4 B4 C5
C#5 D5 D#5 E5 F5 F#5 G5 Analog Wave Name Note C#-1 D-1 D#-1 E-1 F-1 F#-1 G-1 G#-1 A-1 A#-1 B-1 C0 C#0 D0 D#0 E0 F0 F#0 G0 G#0 A0 A#0 B0
C1 C#1 D1 D#1 E1 F1 F#1 G1 G#1 A1 A#1 B1 C2 C#2 D2 D#2 E2 F2 F#2 G2 G#2 A2 A#2 B2 C3 C#3 D3 D#3 E3 F3 F#3 G3 G#3 A3 A#3 B3 C4 C#4 D4
D#4 E4 F4 F#4 G4 G#4 A4 A#4 B4 C5 C#5 D5 D#5 E5 F5 F#5 G5 Dance Wave Name Note C#-1 D-1 D#-1 E-1 F-1 F#-1 G-1 G#-1 A-1 A#-1 B-1 C0 C#0
D0 D#0 E0 F0 F#0 G0 G#0 A0 A#0 B0 C1 C#1 D1 D#1 E1 F1 F#1 G1 G#1 A1 A#1 B1 C2 C#2 D2 D#2 E2 F2 F#2 G2 G#2 A2 A#2 B2 C3 C#3 D3 D#3 E3
F3 F#3 G3 G#3 A3 A#3 B3 C4 C#4 D4 D#4 E4 F4 F#4 G4 G#4 A4 A#4 B4 C5 C#5 D5 D#5 E5 F5 F#5 G5 Jazz Wave Name KICK DANCE 1 KICK DANCE
2 HI Q DANCE 2 WHIP SLAP Dance SCRATCH DNC1 SCRATCH DNC2 FINGER SNAP CLICK NOISE DANCE PERC 1 REVERS DNC 1 DANCE PERC 2
HI Q DANCE 1 SNR ANALOG 3 VINYL NOISE SNR ANALOG 4 REVERS CYMBL REVERS DNC 2 HI Q DANCE 3 SNARE TECHNO SNARE DANCE1
KCK TECHNO Q RIM GATE KCK TECHNO L KICK TECHNO SIDE STCK AN SNARE CLAP DANCE CLAP SNARE DRY TOM ANALOG 1 HI-HAT CLS 3
TOM ANALOG 2 HAT CLS AN 3 TOM ANALOG 3 HI-HAT OPN 3 TOM ANALOG 4 TOM ANALOG 5 CRASH ANALOG TOM ANALOG 6 RIDE CYMBL 1
CHINESE CYM RIDE CYM CUP TMBL ANALOG SPLASH CYM 2 COWBELL ANLG CRASH CYMBL5 VIBRASLAP AN RIDE ANALOG BONGO ANLG H
BONGO ANLG L CONGA ANLG H CONGA ANLG M CONGA ANLG L TIMBALE H TIMBALE L 2 AGOGO H AGOGO L CABASA MARACAS 2 SAMBA
WHSL H SAMBA WHSL L GUIRO SHORT GUIRO LONG CLAVES 2 DANCE PERC 3 DANCE PERC 4 DANCE BRTH 1 DANCE BRTH 2 TRIANGLE MT
TRIANGLE OPN SHAKER 2 JINGLE BELLS BELL TREE Note C#-1 D-1 D#-1 E-1 F-1 F#-1 G-1 G#-1 A-1 A#-1 B-1 C0 C#0 D0 D#0 E0 F0 F#0 G0 G#0 A0
A#0 B0 C1 C#1 D1 D#1 E1 F1 F#1 G1 G#1 A1 A#1 B1 C2 C#2 D2 D#2 E2 F2 F#2 G2 G#2 A2 A#2 B2 C3 C#3 D3 D#3 E3 F3 F#3 G3 G#3 A3 A#3 B3 C4
C#4 D4 D#4 E4 F4 F#4 G4 G#4 A4 A#4 B4 C5 C#5 D5 D#5 E5 F5 F#5 G5 Wave Name SURDO MUTE SURDO OPEN HI Q WHIP SLAP SCRATCH H
SCRATCH L FINGER SNAP CLICK NOISE MTRNM CLICK MTRNM BELL SEQ CLICK L SEQ CLICK H BRUSH TAP BRUSH SWIRL BRUSH SLAP

reverb Block $\hat{\square}\hat{\square}\hat{\square}$ $\hat{\square}\hat{\square}\hat{\square}$ $\hat{\square}\hat{\square}\hat{\square}$ $\hat{\square}\hat{\square}\hat{\square}$ $\hat{\square}\hat{\square}\hat{\square}$ $\hat{\square}\hat{\square}\hat{\square}$ Rich Hall Rich Plate Rich Room Room 1 Room 2 Stage 1 Stage 2 No. 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
 Chorus/Insertion Block In the Chorus Block, the Dry/Wet Balance and Mix parameters are not available. For the effect types available for each block, refer to Effect Type List. $\hat{\square}\hat{\square}\hat{\square}$ Thru When this type is selected, no parameters are available. Odeg $\hat{\square}\hat{\square}\hat{\square}$ 180deg Slow, Fast 0 $\hat{\square}\hat{\square}\hat{\square}$ 60 $\hat{\square}\hat{\square}\hat{\square}$ $\hat{\square}\hat{\square}\hat{\square}$ $\hat{\square}\hat{\square}\hat{\square}$ *3 *3 This parameter cannot be controlled using the pitch bend wheel. 3 Ctrl On/off Switch Low Level Mid Level High Level Low Mute Mid Mute High Mute *3 This parameter cannot be controlled using the pitch bend wheel. Piano Smooth Oval Right Turn Super Slow Fast Slow Super Fast Stereo Vibrato Spring Relax Basic Horn Mic Light Heavy Rotor Fast First Stack1 Stack2 Twin Boost Old Amp Transistor Modern US-Clean J-Clean Fuzz Small Blues Buzzy Bottom Beat Crunch Beat Drive Stack1 Stack2 Combo Crunch Hi Gain British Tube Drive Tube Clean Basic Booster School Boy Detroit Long Lead 80s Clean Hard1 Hard2 Grunge Voodoo Texas Rockabilly LA Session Thin Techno Basic Comp Sustainer 60s DrumKit Natural Kick Old Piano Valve Tone Bass Hard Basic Fast Atk + Boost Soft Atk + Boost Attack & Tight Hard Atk + Boost Vocal Comp 117x Unplugged Attack Comp Punchy Master Pinched Basic Attack For Vintage Keys Pack Comp Gate Tight Pop Rhythm Cutting Comp Basic Bass Old Record Piano Basic Maximizer Wild Attacky Hard Hip Club Slap Bass(ch) Tempo Cross Delay Tremolo Tempo Delay Mono Rotary Speaker Distortion Delay Amp Simulator 1 Tempo Delay Stereo Delay LR Amp Simulator 2 Delay LCR Delay LR Stereo Comp Distortion Chorus G Chorus Comp Distortion Delay 2Modulator Compressor VCM Compressor 376 SPX Chorus Ensemble Detune Flanger Classic Flanger Classic Compressor Tempo Flanger Phaser Tempo Phaser Multi Band Comp CP4 STAGE/CP40 STAGE Data List 32 Effect Preset List Category Lo-Fi Noisy Effect Type Name Preset Name Noisy Tremolo Noise Fuzz Noise Old Record1 Old Record2 Short Wave Radio Basic Slow Tremolo Crazy Echo Space Walking Robot Delay Mid Only Near Flat Star Train Numerator Active Dist Astonish Drift Armor Basic Basic Flat Radio Speaker Dance Bd & Sn Edge Hi Edge Mid Edge Basic Detune Oct Echo Octaver Plus 4th Minus 4th Oval Step Up Step Down Close Far Reverse Gate 70s Gate Basic Digital Turntable Tech Ring Modulator Auto Synth Isolator Tec Modulation MISC Damper Resonance Damper Resonance 2 VCM EQ 501 Harmonic Enhancer Talking Modulator Pitch Change Early Reflections PRE AMPS Pre Amp 71Rd I Pre Amp 73Rd I Pre Amp 75Rd I Pre Amp 78Rd II Pre Amp Dyno Pre Amp 69Wr Pre Amp 77Wr Pre Amp Cp Pre Amp Cp88 Mic 2Band-1 Mic 2Band-2 Mic 2Band-3 Mic 3Band-1 Mic 3Band-2 Mic 3Band-3 Line MOD EFFECT Small Phaser MAX90 MAX100 Flanger Touch Wah Pedal Wah Chorus D Chorus Symphonic CP4 STAGE/CP40 STAGE Data List 33 MIDI Data Format Many MIDI messages listed in the MIDI Data Format section are expressed in hexadecimal or binary numbers. Hexadecimal numbers may include the letter $\hat{\square}\hat{\square}\hat{\square}\hat{\square}$ as a suffix.

The letter $\hat{\square}\hat{\square}\hat{\square}\hat{\square}$ indicates a certain whole number. The chart below lists the corresponding decimal number for each hexadecimal number. DdH cCH 7FH 1B ddH 06H 00H 00H 00H 7FH 7FH 4A [SW2] [SW3] [SW4] [SW5] MIDI Transmit Channel When Master Keyboard Switch is set to $\hat{\square}\hat{\square}\hat{\square}\hat{\square}$, MIDI data is transmitted via the specified channel for the current Part. When Master Keyboard Switch is set to $\hat{\square}\hat{\square}\hat{\square}\hat{\square}$, MIDI data is transmitted via the corresponding zone transmit channels. Program Change messages for changing Performances are transmitted over Basic Channel. mIDI Clock Out MIDI Device Number When set to all, transmitted via 1. SYSTEM Transmit/Receive Bank Select SYSTEM Transmit/Receive Program Change Additional Notes $\hat{\square}\hat{\square}\hat{\square}$ For example, 144 $\hat{\square}\hat{\square}\hat{\square}$ 159(Decimal)/9nH/1001 0000 $\hat{\square}\hat{\square}\hat{\square}$ 1001 1111(Binary) indicate the noteon messages for the channels 1 through 16 respectively. 176 $\hat{\square}\hat{\square}\hat{\square}$ 191/BnH/1011 0000 $\hat{\square}\hat{\square}\hat{\square}$ 1011 1111 indicate the control change messages for the channels 1 through 16 respectively. 192 $\hat{\square}\hat{\square}\hat{\square}$ 207/CnH/1100 0000 $\hat{\square}\hat{\square}\hat{\square}$ 1100 1111 indicate the program change messages for the channels 1 through 16 respectively. 240/F0H/1111 0000 is positioned at the beginning of data to indicate a system exclusive message.

$\hat{\square}\hat{\square}\hat{\square}\hat{\square}$ The data address consists of High, Mid and Low. $\hat{\square}\hat{\square}\hat{\square}\hat{\square}$ The Program Change of the Performance complies with Basic Channel. $\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}$ HARMONIC CONTENT adjusts the resonance preset for each voice. $\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}$ The larger the value more resonant sound will be produced. $\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}$ BRIGHTNESS adjusts the cutoff frequency preset for each voice. $\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}$ The smaller the value the cutoff frequency will be lowered. $\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}$ However, this instrument receives under $\hat{\square}\hat{\square}\hat{\square}$ omni. $\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}$ See the following MIDI Data Table for Address. $\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}\hat{\square}$ (3-2-4) OMNI MODE OFF (CONTROL NUMBER = 7CH, DATA VALUE = 0) Performs the same function as when receiving ALL NOTES OFF. See the following BULK DUMP Table for Address and Byte Count.

The Check sum is the value that results in a value of 0 for the lower 7 bits when the Byte Count, Start Address, Data and Check sum itself are added. (3-2-5) OMNI MODE ON (CONTROL NUMBER = 7DH, DATA VALUE = 0) Performs the same function as when receiving ALL NOTES OFF. (3-6-4) DUMP REQUEST 11110000 01000011 0010nnnn 01111111 0***** 0aaaaaaaa 0aaaaaaaa 0aaaaaaaa 11110111 F0 43 2n 7F ** aaaaaaaaa aaaaaaaaa aaaaaaaaa F7 Exclusive Status YAMAHA ID Device Number Model ID Model ID CP4 STAGE: 1A, CP40 STAGE: 1B Address High Address Mid Address Low End of Exclusive (3-2-6) MONO (CONTROL NUMBER = 7EH, DATA VALUE = 0. 16) Performs the same function as when receiving ALL SOUNDS OFF. If the 3rd byte (mono) is within 0 through 16, the channel will be Mode 4 (m = 1). (3-2-7) POLY (CONTROL NUMBER = 7FH, DATA VALUE = 0) Performs the same function as when receiving ALL SOUNDS OFF.) See the following DUMP REQUEST Table for Address and Byte Count. (3-6-5) PARAMETER REQUEST 11110000 01000011 0011nnnn 01111111 0***** 0aaaaaaaa 0aaaaaaaa 0aaaaaaaa 11110111 F0 43 3n 7F ** aaaaaaaaa aaaaaaaaa aaaaaaaaa F7 Exclusive Status YAMAHA ID Device Number Model ID Model ID CP4 STAGE: 1A, CP40 STAGE: 1B Address High Address Mid Address Low End of Exclusive First, designate the parameter using RPN MSB/LSB numbers. Then, set its value with data entry MSB/LSB. rPN D.

ENTRY LSB MSB MSB LSB 00H 00H mmH --01H 00H mmH llH 02H 00H mmH --7FH 7FH --- --- See the following MIDI Data Table for Address. PARAMETER NAME PITCH BEND SENSITIVITY MASTER FINE TUNE DATA RANGE 00H - 18H (0 - 12 semitones) {mmH,llH}={00H,00H}-{40H,00H}-{7FH,7FH} (-8192*100/8192) - 0 - (+8192*100/8192) 28H - 40H - 58H (-24 - 0 - +24 semitones) (4) SYSTEM OVERVIEW (Keyboard and Tone Generator) KBD MASTER COARSE TUNE RPN RESET RPN numbers will be left not designated.



[You're reading an excerpt. Click here to read official YAMAHA CP4 STAGE / CP40 STAGE user guide](http://yourpdfguides.com/dref/5388609)
<http://yourpdfguides.com/dref/5388609>

