

Sysex Header:

	Brand ID, 3 bytes			Product ID, 3 bytes			CPU ID	CMD	Address first 7 bits	Address last 7 bits		
0xF0	0x00	0x20	0x32	0x00	0x01	0x24	0x00	0x78 - Write	Write Address low	Write Address high	<DATA>	0xF7
0xF0	0x00	0x20	0x32	0x00	0x01	0x24	0x00	0x77 - Read	Read Address low	Read Address high	0xF7	

Storage Address	0/399	7 + 7 bits	Bank*100+Num	A: 0-99	B:100-199	C:200-299	D:300-399
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<DATA> Must be coded to 7 bits

Position	Size (bytes)	Byte Num	Preset Version	Category	Parameter	Value Range	Description						
0	4	0	—	—	Storage Code	0x006116A5							
1	1	4	—	—	Preset Version	—	Version of the Preset Structure						
2	2	5	109	Oscillator A	Frequency	0/65535							
3	2	7	109	Oscillator A	Volume	0/65535							
4	2	9	109	Oscillator A	Pulse Width	0/65535							
5	2	11	109	Oscillator B	Frequency	0/65535							
6	2	13	109	Oscillator B	Volume	0/65535							
7	2	15	109	Oscillator B	Pulse Width	0/65535							
8	2	17	109	Oscillator B	Fine Frequency	0/65535							
9	2	19	109	VCF	Cutoff	0/65535							
10	2	21	109	VCF	Resonance	0/65535							
11	2	23	109	VCF	Env Amount	0/65535							
12	2	25	109	VCF	Release	0/65535							
13	2	27	109	VCF	Sustain	0/65535							
14	2	29	109	VCF	Decay	0/65535							
15	2	31	109	VCF	Attack	0/65535							
16	2	33	109	VCA	Release	0/65535							
17	2	35	109	VCA	Sustain	0/65535							
18	2	37	109	VCA	Decay	0/65535							
19	2	39	109	VCA	Attack	0/65535							
20	2	41	109	PolyMod	Filter Env	0/65535							

Position	Size (bytes)	byte num	Preset Version	Category	Parameter	Value Range	Description						
21	2	43	109	PolyMod	Oscillator B	0/65535							
22	2	45	109	LFO	Frequency	0/65535							
23	2	47	109	LFO	Amount	0/65535							
24	2	49	109	General	Glide	0/65535							
25	2	51	109	VCA	Velocity	0/65535							
26	2	53	109	VCF	Velocity	0/65535							
27	1	55	109	Oscillator A	Saw	0/1	0 = OFF	1 = ON					
28	1	56	109	Oscillator A	Tri	0/1	0 = OFF	1 = ON					
29	1	57	109	Oscillator A	Square	0/1	0 = OFF	1 = ON					
30	1	58	109	Oscillator B	Saw	0/1	0 = OFF	1 = ON					
31	1	59	109	Oscillator B	Tri	0/1	0 = OFF	1 = ON					
32	1	60	109	Oscillator B	Square	0/1	0 = OFF	1 = ON					
33	1	61	109	Oscillator B	Sync	0/1	0 = OFF	1 = ON					
34	1	62	109	PolyMod	Freq A	0/1	0 = OFF	1 = ON					
35	1	63	109	PolyMod	Filter Cutoff	0/1	0 = OFF	1 = ON					
36	1	64	109	LFO	Shape	0/5	0 = Square	1 = Tri	2 = Random	3 = Sin	4 = Noise	5 = Saw	
37	1	65	109	LFO	Speed	0/1	0 = Low	0 = High					
38	1	66	109	LFO	Targets	bits 0 - 5	b0: eq Mod	b1: FilterMod	b2: PWMod	b3: A only	b4: B only	b5: A+B+VCA	000000b: A+B
39	1	67	109	VCF	Keyboard Mod	0/2	0 = OFF	1 = Half	2 = Full				
40	1	68	109	VCF	Env Lin/Exp	0/1	0 = Linear	1 = Exponential					
41	1	69	109	VCF	Env Fast/Slow	0/1	0 = Slow	1 = Fast					
42	1	70	109	VCA	Env Lin/Exp	0/1	0 = Linear	1 = Exponential					
43	1	71	109	General	Unison	0/1	0 = OFF	1 = ON					
44	1	72	109	General	Pitchbend Target	0/2	0 = OFF	1 = Vco	2 = Vcf				
45	1	73	109	General	Modwheel Range	0/3	0 = Min	1 = Low	2 = High	3 = Full			

Position	Size (bytes)	byte num	Preset Version	Category	Parameter	Value Range	Description						
46	1	74	109	Oscillator A	Freq Pot Mode	0/3	0 = Free	1 = Semi	2 = Oct	3 = Fixed			
47	1	75	109	Oscillator B	Freq Pot Mode	0/3	0 = Free	1 = Semi	2 = Oct	3 = Fixed			
48	2	76	109	LFO	Modulation Delay	0/65535							
49	2	78	109	LFO	Vibrato Frequency	0/65535							
50	2	80	109	LFO	Vibrato Amount	0/65535							
51	2	82	109	General	Unison Detune	0/65535							
52	1	84	109	General	Modwheel Target	0/1	0 = LFO	1 = Vibrato					
53	1	85	109	General	Reserved								
54	1	86	109	Chord	Voice 1	0 = root	255 = no note						
55	1	87	109	Chord	Voice 2	Offset to root							
56	1	88	109	Chord	Voice 3	Offset to root							
57	1	89	109	Chord	Voice 4	Offset to root							
58	1	90	109	Chord	Voice 5	Offset to root							
59	1	91	109	Chord	Voice 6	Offset to root							
60	1	92	109	Chord	Voice 7	Offset to root							
61	1	93	109	Chord	Voice 8	Offset to root							
62	4	94	109	Tuning	Tune Per Note: C	-50.0f / +50.0f	cents -10 to 10	step = 0.2					
63	4	98	109	Tuning	Tune Per Note: C#	-50.0f / +50.0f	cents -10 to 10	step = 0.2					
64	4	102	109	Tuning	Tune Per Note: D	-50.0f / +50.0f	cents -10 to 10	step = 0.2					
65	4	106	109	Tuning	Tune Per Note: D#	-50.0f / +50.0f	cents -10 to 10	step = 0.2					
66	4	110	109	Tuning	Tune Per Note: E	-50.0f / +50.0f	cents -10 to 10	step = 0.2					
67	4	114	109	Tuning	Tune Per Note: F	-50.0f / +50.0f	cents -10 to 10	step = 0.2					
68	4	118	109	Tuning	Tune Per Note: F#	-50.0f / +50.0f	cents -10 to 10	step = 0.2					
69	4	122	109	Tuning	Tune Per Note: G	-50.0f / +50.0f	cents -10 to 10	step = 0.2					
70	4	126	109	Tuning	Tune Per Note: G#	-50.0f / +50.0f	cents -10 to 10	step = 0.2					
71	4	130	109	Tuning	Tune Per Note: A	-50.0f / +50.0f	cents -10 to 10	step = 0.2					
72	4	134	109	Tuning	Tune Per Note: A#	-50.0f / +50.0f	cents -10 to 10	step = 0.2					
73	4	138	109	Tuning	Tune Per Note: B	-50.0f / +50.0f	cents -10 to 10	step = 0.2					
74	2	142	109	General	Noise	0/65535							
75	2	144	109	VCA	Aftertouch Amount	0/65535							

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76	2	146	109	VCF	Aftertouch Amount	0/65535							
77	1	148	109	VCA	Env Fast/Slow	0/1	0 = Slow	1 = Fast					
78	1	149	109	Arp/Seq	Arp Mode	0/1	0 = OFF	1 = Up	2 = Down	3 = UpDown	4 = Up+Down	5 = Random	6 = Assign
79	1	150	109	General	Name 0	ascii char							
80	1	151	109	General	Name 1	ascii char							
81	1	152	109	General	Name 2	ascii char							
82	1	153	109	General	Name 3	ascii char							
83	1	154	109	General	Name 4	ascii char							
84	1	155	109	General	Name 5	ascii char							
85	1	156	109	General	Name 6	ascii char							
86	1	157	109	General	Name 7	ascii char							
87	1	158	109	General	Name 8	ascii char							
88	1	159	109	General	Name 9	ascii char							
89	1	160	109	General	Name 10	ascii char							
90	1	161	109	General	Name 11	ascii char							
91	1	162	109	General	Name 12	ascii char							
92	1	163	109	General	Name 13	ascii char							
93	1	164	109	General	Name 14	ascii char							
94	1	165	109	General	Name 15 Zero Character	ascii char							
95	2	166	110	LFO	Aftetouch Amount	0/65535							
96	1	168	111	General	Voice Spread	0/1	0 = OFF	1 = ON					
97	1	169	111	General	Keyboard Tracking Ref. Note	0/3	0 = C1	1 = C2	2 = C3	3 = C4			
98	1	170	111	General	Glide Mode (Default = Time)	0/1	0 = Time	1 = Speed					
99	2	171	111	General	Pitchbend Range	0/65535	value is divided by 2^11, for a 0/32 semitones range						