

HX VOICE LIST

HX-STIMMENLISTE/LISTE DES VOIX HX/
LISTA DE VOCES DE HX/LISTA ÖVER HX-STÄMMOR

FM POLY VOICES

ORCHESTRAL Voices				PERCUSSIVE Voices			
01	STRINGS 1	26	FLUTE 1	50	ELECTRIC PIANO 1	75	KOTO
02	STRINGS 2	27	FLUTE 2	51	ELECTRIC PIANO 2	76	TAISHOGOTO
03	STRINGS 3	28	OBOE 1	52	ELECTRIC PIANO 3	77	CHIME 1
04	STRINGS 4	29	OBOE 2	53	ELECTRIC PIANO 4	78	CHIME 2
05	STRINGS 5	30	ENGLISH HORN	54	PIANO 1	79	CARILLON
06	PIZZICATO STRINGS	31	BASSOON	55	PIANO 2	80	STEEL DRUM 1
07	VIOLIN 1	32	CLARINET 1	56	PIANO 3	81	STEEL DRUM 2
08	VIOLIN 2	33	CLARINET 2	57	GUITAR 1	82	TIMPANI 1
09	CELLO	34	BASS CLARINET	58	GUITAR 2	83	TIMPANI 2
10	BRASS 1	35	ALTO SAX	59	JAZZ GUITAR 1	84	ELECTRIC BASS 1
11	BRASS 2	36	TENOR SAX	60	JAZZ GUITAR 2	85	ELECTRIC BASS 2
12	BRASS 3	37	ACCORDION	61	ELECTRIC GUITAR 1	86	ELECTRIC BASS 3
13	BRASS 4	38	BANDONEON	62	ELECTRIC GUITAR 2	87	ELECTRIC BASS 4
14	BRASS 5	39	HARMONICA	63	ELECTRIC GUITAR 3	88	COSMIC 7
15	TRUMPET 1	40	VOCAL 1	64	VIBRAPHONE	89	COSMIC 8
16	TRUMPET 2	41	VOCAL 2	65	MARIMBA	90	COSMIC 9
17	TRUMPET 3	42	VOCAL 3	66	XYLOPHONE	USER Voices	
18	TROMBONE 1	43	VOCAL 4	67	GLOCKEN SPIEL	91	
19	TROMBONE 2	44	COSMIC 1	68	CELESTA	92	
20	TROMBONE 3	45	COSMIC 2	69	HARPSICHORD	93	
21	HORN	46	COSMIC 3	70	HARP 1	94	
22	WOOD 1	47	COSMIC 4	71	HARP 2	95	
23	WOOD 2	48	COSMIC 5	72	BANJO	96	
24	WOOD 3	49	COSMIC 6	73	MANDOLIN	97	
25	PICCOLO			74	SHAMISEN	98	

FM MONO VOICES

LEAD Voices			BASS Voices		
01	VIOLIN 1	28	DISTORTION GUITAR	35	CONTRABASS 1
02	VIOLIN 2	29	HAWAIIAN GUITAR	36	CONTRABASS 2
03	CELLO	30	COSMIC 1	37	PIZZICATO BASS 1
04	TRUMPET 1	31	COSMIC 2	38	PIZZICATO BASS 2
05	TRUMPET 2	32	COSMIC 3	39	TUBA 1
06	TROMBONE	33	COSMIC 4	40	TUBA 2
07	HORN	34	COSMIC 5	41	VOCAL 3
08	PICCOLO			42	ELECTRIC BASS 1
09	FLUTE 1			43	ELECTRIC BASS 2
10	FLUTE 2			44	ELECTRIC BASS 3
11	OBOE			45	ELECTRIC BASS 4
12	ENGLISH HORN			46	ELECTRIC BASS 5
13	BASSOON			47	COMBINATION BASS 1
14	CLARINET			48	COMBINATION BASS 2
15	BASS CLARINET			49	COMBINATION BASS 3
16	ALTO SAX			50	COMBINATION BASS 4
17	TENOR SAX			51	COSMIC 6
18	HARMONICA			52	COSMIC 7
19	PAN FLUTE			53	COSMIC 8
20	SHAKUHACHI			54	COSMIC 9
21	VOCAL 1			USER Voices	
22	VOCAL 2			55	
23	GUITAR			56	
24	JAZZ GUITAR 1			57	
25	JAZZ GUITAR 2			58	
26	ELECTRIC GUITAR 1			59	
27	ELECTRIC GUITAR 2			60	

COMBINATION

Preset Voices	
01	CHURCH ORGAN 1
02	CHURCH ORGAN 2
03	CHURCH ORGAN 3
04	CHURCH ORGAN 4
05	JAZZ ORGAN 1
06	JAZZ ORGAN 2
07	JAZZ ORGAN 3
08	JAZZ ORGAN 4
09	JAZZ ORGAN 5
10	JAZZ ORGAN 6
11	JAZZ ORGAN 7
12	JAZZ ORGAN 8
13	THEATER ORGAN 1
14	THEATER ORGAN 2
15	THEATER ORGAN 3
16	THEATER ORGAN 4
USER Voices	
17	
18	
19	
20	
21	
22	
23	
24	
25	
26	
27	
28	
29	
30	
31	
32	

HX RHYTHM LIST

HX-RHYTHMUSLISTE/LISTE DES RYTHMES HX/
LISTA DE RITMOS DE HX/LISTA ÖVER HX-RYTMER

■ PRESET RHYTHM PATTERNS & INSTRUMENTS

■ VORGABE-RHYTHMUSMUSTER UND INSTRUMENTE

■ INSTRUMENTS ET MOTIFS RYTHMIQUES PREREGLES

■ PATRONES RÍTMICOS E INSTRUMENTOS PREAJUSTADOS

■ FÖRVALDA RYTM MÖNSTER & INSTRUMENT

(for RHYTHM PATTERN COPY, RHYTHM INSTRUMENT CHANGE, RHYTHM INSTRUMENT PATTERN CLEAR)

	01:8 BEAT 1		02:8 BEAT 2		03:8 BEAT 3		04:16 BEAT 1	
	V1	V2, F1, F2	V1, V2, F1, F2		V1, V2	F1, F2	V1, V2, F1, F2	
1	Ride		Ride		Ride		Ride	
2	HH		HH		HH		HH	
3	SD-1	SD-2	SD-2		SD-2		SD-2	
4	Tom		Tom		Tom	Syn-drum	Tom	
5	Syn-drum		Syn-drum		BD		BD	
6	BD		BD		Hand-claps		Hand-claps	
7	Triangle	Hand-claps	Hand-claps		W. block		Tambourine	
8	Crash		Crash		Crash		Crash	

	05:16 BEAT 2			06:DISCO			07:BOUNCE 1			08:BOUNCE 2		
	V1, F1	V2	F2	V1	V2, F2	F1	V1, V2, F1, F2			V1	V2, F2	F1
1	Ride			Shaker			Ride			Ride		
2	HH			HH			HH			HH		
3	SD-2			SD-2			SD-2			SD-2		
4	Tom		Syn-drum	Tom		Syn-drum	Tom			Tom		Syn-drum
5	BD			BD			BD			BD		
6	Hand-claps			Hand-claps			Tambourine			Tambourine		
7	Conga	Tambourine	Conga	W. block	Cowbell		W. block			Shaker	W. block	
8	Crash			Conga			Crash			Crash		

	09:SLOW ROCK		10:BALLAD		11:4 BEAT 1		12:4 BEAT 2	
	V1	V2, F1, F2	V1, V2, F1, F2		V1, V2, F1, F2		V1, V2, F1, F2	
1	Ride		Ride		Ride		Ride	
2	HH		HH		HH		HH	
3	SD-1	SD-2	Brush-roll		Brush-roll		Brush-roll	
4	Tom		Brush-shot		Brush-shot		Brush-shot	
5	BD		SD-1		SD-1		SD-1	
6	Hand-claps		Tom		Tom		Tom	
7	Tambourine		BD		BD		BD	
8	Crash		Crash		Crash		Crash	

	13:LATIN			14:SALSA		15:BOSSANOVA		16:SAMBA	
	V1, F1	V2	F2	V1, V2, F1, F2		V1, F1	V2, F2	V1	V2, F1, F2
1	Ride		Crash	HH		Ride		HH	Tamborim
2	HH			SD-2		HH		SD-1	
3	SD-1			Tom		SD-1		Tom	Cuica
4	BD			BD		Tom		BD	
5	Claves	Guiro	Claves	Cowbell		BD		Agogo	
6	Bongo			Bongo		Triangle	Pandiero	W. block	Pandiero
7	Conga			Conga		Cabasa	Tamborim	Bongo	Conga
8	Timbales			Timbales		Surdo		Surdo	

	17:TANGO		18:COUNTRY		19:MARCH 1		20:MARCH 2	
	V1, V2	F1, F2	V1, V2, F1, F2		V1, V2, F1, F2		V1, V2, F1, F2	
1	Ride		Ride		Ride		Ride	
2	HH		HH		HH		HH	
3	SD-1		Brush-roll		Brush-roll		Brush-roll	
4	Brush-shot	Tom	Brush-shot		Brush-shot		Brush-shot	
5	BD		SD-1		SD-1		SD-1	
6	Castanets		Tom		Tom		Tom	
7	Tambourine		BD		BD		BD	
8	Crash		Crash		Crash		Crash	

	21:WALTZ 1		22:WALTZ 2	
	V1, F1, F2	V2	V1, V2, F1, F2	
1	Ride		Ride	
2	HH		HH	
3	Brush-roll	Triangle	Brush-roll	
4	Brush-shot		Brush-shot	
5	SD-1		SD-1	
6	Tom		Tom	
7	BD		BD	
8	Crash		Crash	

*The empty column spaces indicate that the instrument belonging within the pertinent space is identical to the instrument on its immediate left.

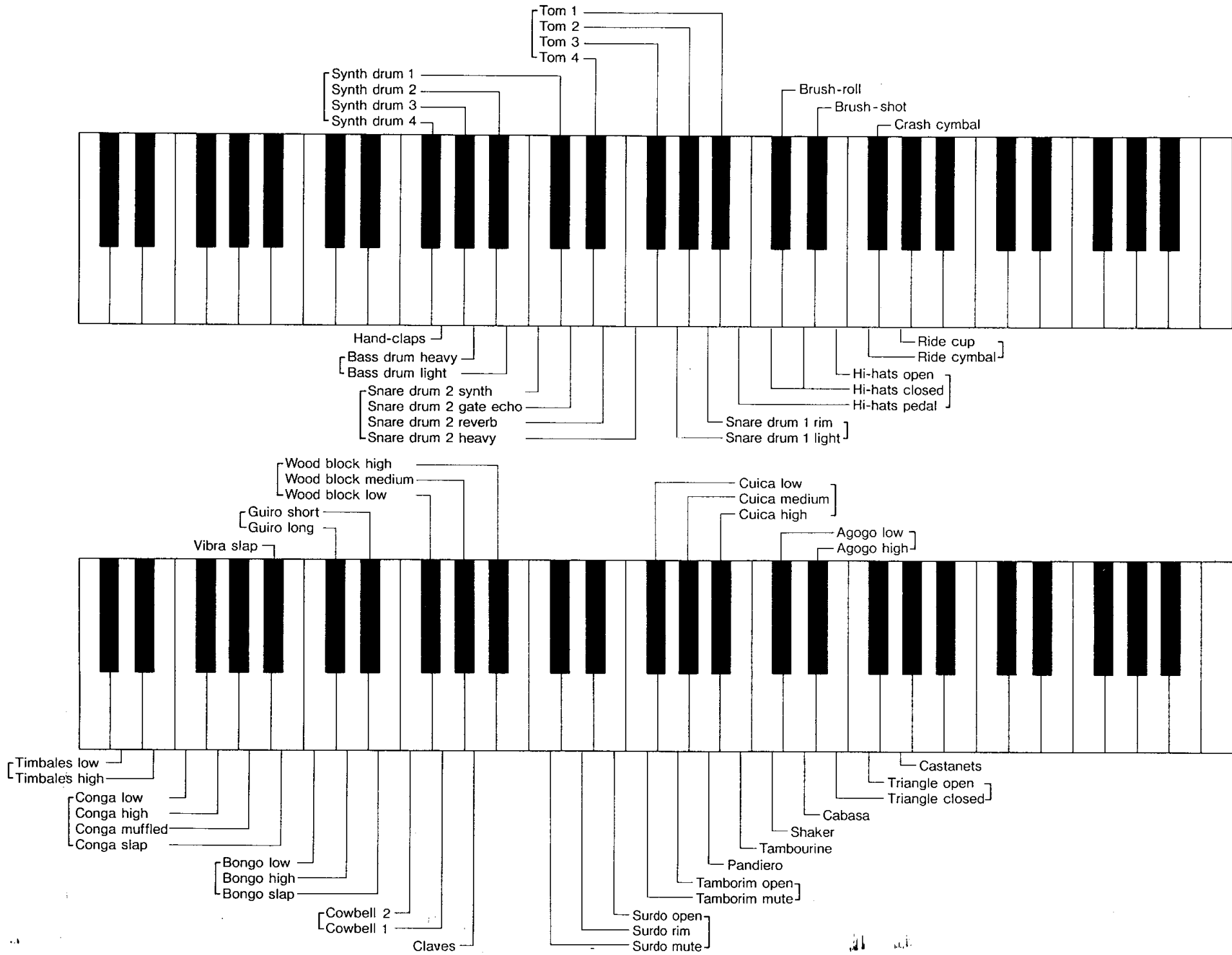
*Eine leere Spalte zeigt an, daß das Instrument, das an die betreffende Stelle gehört, identisch mit dem links daneben gezeigten Instrument ist.

*Les espaces vides de la colonne indiquent que l'instrument correspondant à l'espace en question est identique à l'instrument immédiatement à sa gauche.

*Los espacios de la columna vacía indican que el instrumento perteneciente al espacio correspondiente es idéntico al situado inmediatamente a su izquierda.

*De tomma kolumnraderna anger att instrumentet, som nämns på lämplig rad, är identiskt med instrumentet näst till vänster.

(for RHYTHM REAL TIME WRITE, RHYTHM STEP WRITE, RHYTHM INSTRUMENT LEVEL, RHYTHM INSTRUMENT PAN)



■ RHYTHM INSTRUMENTS
■ INSTRUMENTOS RÍTMICOS

■ RHYTHMUSINSTRUMENTE
■ RYTMINSTRUMENT

■ INSTRUMENTS RYTHMIQUES

(for KEYBOARD PERCUSSION ASSIGN, RHYTHM INSTRUMENT LEVEL, RHYTHM INSTRUMENT PAN)

No.	INSTRUMENTS	LEVEL	PAN	Note No.*
01	Ride cymbal	15	L2	0
02	Ride cup	12	L1	1
03	Crash cymbal	13	R2	4
04	Hi-hats closed	12	R2	8
05	Hi-hats open	13	R2	9
06	Hi-hats pedal	12	R2	10
07	Snare drum 1 light	15	R1	12
08	Snare drum 1 rim	14	R1	13
09	Snare drum 2 heavy	15	R1	16
10	Snare drum 2 reverb	15	R1	17
11	Snare drum 2 gate echo	15	R1	18
12	Snare drum 2 synth	15	R1	19
13	Brush-roll	3	C	20
14	Brush-shot	14	C	24
15	Tom 1	15	R3	28
16	Tom 2	15	R1	29
17	Tom 3	15	L1	30
18	Tom 4	15	L3	31
19	Synth drum 1	14	R3	32
20	Synth drum 2	14	R1	33
21	Synth drum 3	14	L1	34
22	Synth drum 4	14	L3	35
23	Bass drum heavy	14	C	36
24	Bass drum light	15	C	37
25	Hand claps	14	L1	40
26	Cabasa	11	L2	44
27	Agogo bell high	8	L1	48
28	Agogo bell low	8	L1	49
29	Tambourine	13	L2	52
30	Pandiero	11	L2	56

No.	INSTRUMENTS	LEVEL	PAN	Note No.*
31	Tamborim open	12	R1	60
32	Tamborim mute	9	R1	61
33	Cuica high	12	C	64
34	Cuica medium	12	L1	65
35	Cuica low	12	L2	66
36	Shaker	12	L1	68
37	Surdo open	15	C	72
38	Surdo mute	15	C	73
39	Surdo rim	8	C	74
40	Claves	12	L2	76
41	Bongo high	12	R2	80
42	Bongo low	13	R1	81
43	Bongo slap	13	R2	82
44	Conga muffled	13	C	84
45	Conga high	15	C	85
46	Conga low	15	L1	86
47	Conga slap	15	C	87
48	Timbales high	15	L1	88
49	Timbales low	14	L2	89
50	Cowbell 1	11	L1	92
51	Cowbell 2	11	L2	93
52	Guiro short	11	R2	96
53	Guiro long	11	R2	97
54	Vibra slap	12	R2	100
55	Triangle closed	8	C	104
56	Triangle open	8	C	105
57	Wood block high	12	C	108
58	Wood block medium	12	L1	109
59	Wood block low	12	L2	110
60	Castantes	12	R1	112

*When the Keyboard Percussion function is used, these are the Note Nos. that are sent or received over the MIDI channels.

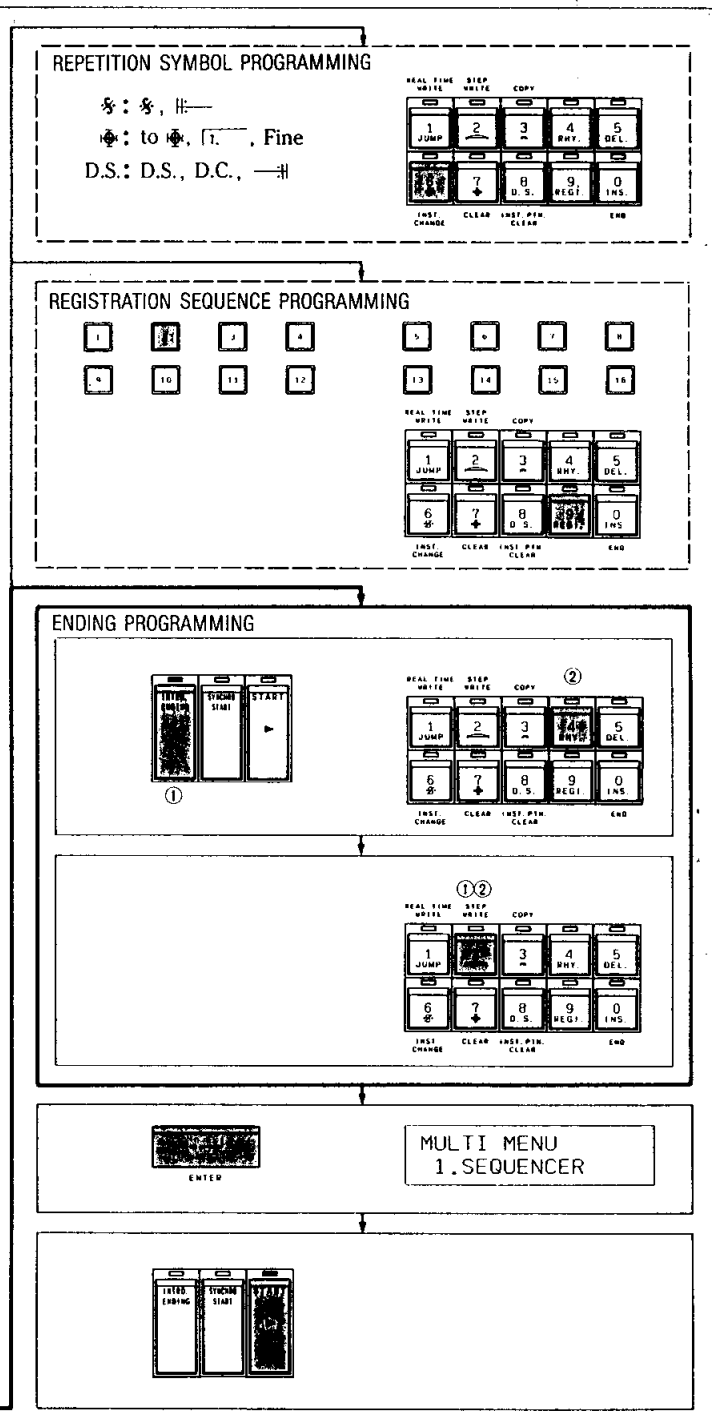
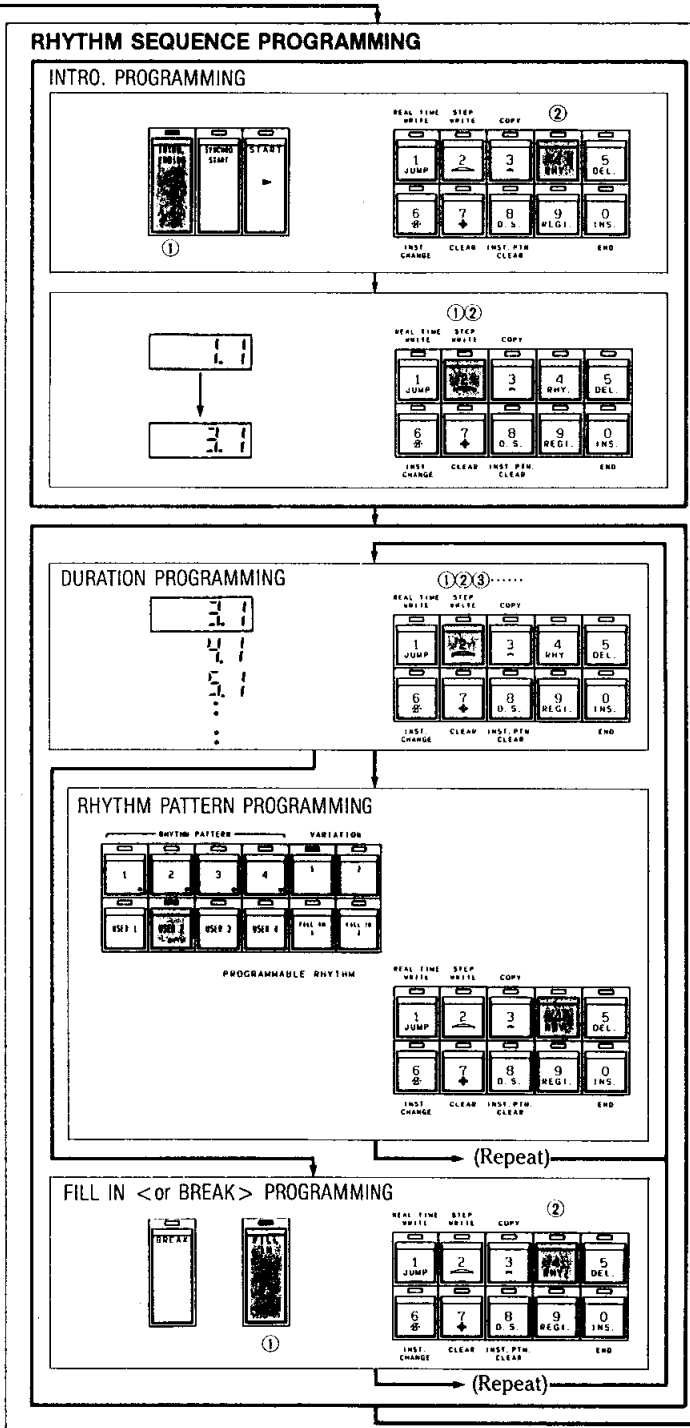
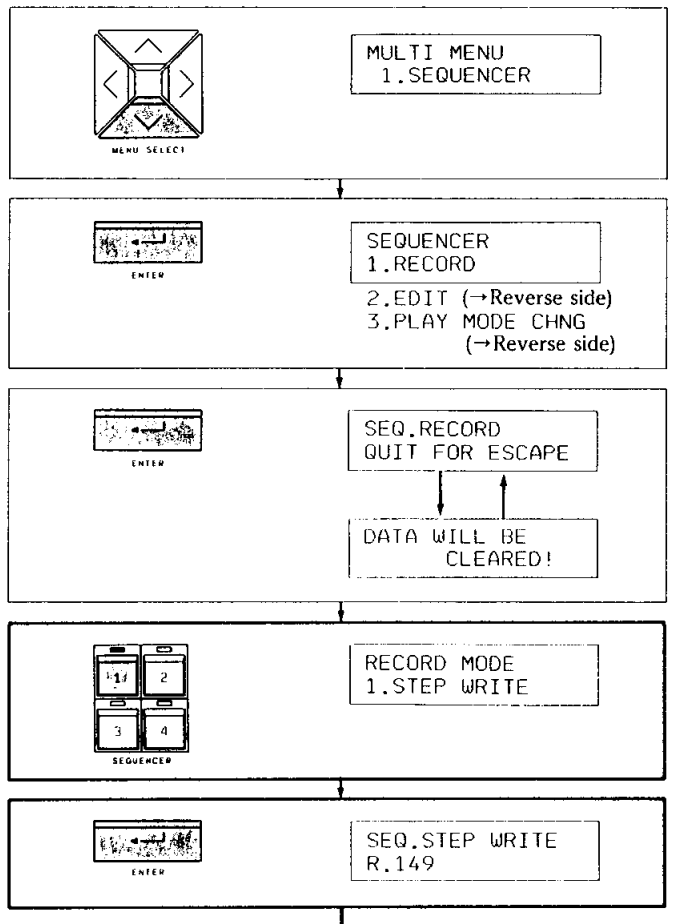
*Wenn die Tastatur-Perkussionsfunktion verwendet wird, werden diese Noten-Nummern über die MIDI-Kanäle gesendet und empfangen.

*Lorsque la fonction de percussion au clavier est utilisée, ceux-ci sont les numéros des notes qui sont envoyés ou reçus par les canaux MIDI.


*Cuando emplee la función de percusión de teclado, éstos serán los números de notas que se enviarán o recibirán a través de los canales MIDI.


*Dessa är de notnummer, som sänds eller tas emot via MIDI-kanalerna, när percussion kopplas in på tangentbordet.

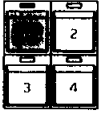
SEQUENCER/RECORD (STEP WRITE)



SEQUENCER / EDIT



SEQUENCER
2.EDIT


SEQ.EDIT
SELECT BUTTON


SEQ.EDIT +/- J
R. 95

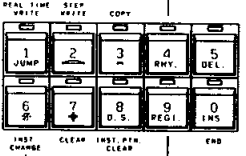
SEQUENCER

Data Retrieval



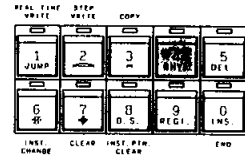
DATA

Check of Duration data
 Check of Rhythm sequence data
 Check of Registration sequence data
 Check of Repetition data

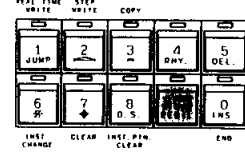


Data Edit Operation

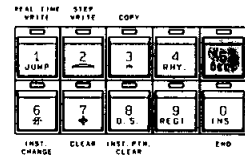
Correcting the rhythm:
While the "RHY." button is lit, set the correct Rhythm pattern and press the "RHY." button.



Correcting the registration:
While the "REGI." button is lit, set the correct REGISTRATION MEMORY button, then press the "REGI." button.




Deletion:
Advance the data pointer to the position of the data to be deleted, then press the "DEL." button.




Insertion:
Advance the data pointer to the position following the position where the data is to be inserted, then press the "INS." button. Next, program the data to be inserted.






MULTI MENU
1.SEQUENCER





SEQUENCER / PLAY MODE CHANGE


SEQUENCER
3.PLAY MODE CHNG



SEQ.PLAY MODE
SELECT BUTTON


SEQ.PLAY MODE
1.CHORD SEQ. ON

SEQUENCER

SEQ.PLAY MODE
1.CHORD SEQ. ON
 2.REGIST SEQ.ON
 3.REPEAT OFF
 4.LK ENABLE ON
 5.INTRO.TACT OFF


MULTI MENU
1.SEQUENCER



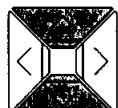
RHYTHM PATTERN COPY

REAL TIME	STEP WRITE	STEP WRITE	COPY	
1 JUMP	2	3	4 RHY	5 DEL
6	7	8 D.S	9 REGI	0 INS

RHY.PTN.COPY ΔV
45:USER 1 V1 J



RHY.PTN.COPY ΔV
01:8 BEAT 1 V1 J
02:8 BEAT 1 V2
03:8 BEAT 2 V1
04:8 BEAT 2 V2
05:8 BEAT 3 V1
06:8 BEAT 3 V2
07:16 BEAT 1 V1
:
:
:
42:WALTZ 1 V2
43:WALTZ 2 V1
44:WALTZ 2 V2
45:USER 1 V1
:
:
:
52:USER 4 V2



ABC.PTN.COPY ΔV
01:8 BEAT 1 V1 J
02:8 BEAT 1 V2
03:8 BEAT 2 V1
04:8 BEAT 2 V2
05:8 BEAT 3 V1
:
:
:
43:WALTZ 2 V1
44:WALTZ 2 V2
45:USER 1 V1
:
:
:
52:USER 4 V2

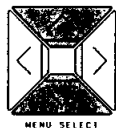


RHYTHM 1-V1 EDIT
SELECT JOB

RHYTHM INSTRUMENT CHANGE

1 JUMP	2	3	4 RHY	5 DEL
6	7	8 D.S	9 REGI	0 INS

INST.CHANGE ΔV
1.Ride ΔV J



INST.CHANGE ΔV
5.Syn-drum ΔV J
6.BD
7.Hand-Claps
8.Crash
1.Ride
2.HH
3.SD-1
4.Tom



+



INST.CHANGE ΔV
5.SD-1 ΔV J

(Repeat)

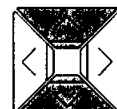


RHYTHM 1-V1 EDIT
SELECT JOB

RHYTHM INSTRUMENT PATTERN CLEAR

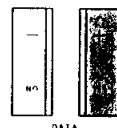
1 JUMP	2	3	4 RHY	5 DEL
6	7	8 D.S	9 REGI	0 INS

INST.PTN.CLEAR
1.Ride Y/N



INST.PTN.CLEAR
4.Tom Y/N

5.Syn-drum Y/N
6.BD Y/N
7.Hand-Claps Y/N
8.Crash Y/N
1.Ride Y/N
2.HH Y/N
3.SD-1 Y/N



INST.PTN.CLEAR
4.Tom Y/N



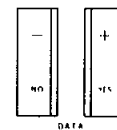
4.Tom
CLEARED!

RHYTHM 1-V1 EDIT
SELECT JOB

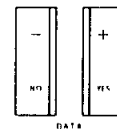
RHYTHM STEP WRITE

REAL TIME	STEP WRITE	STEP WRITE	COPY	
1 JUMP	2	3	4 RHY	5 DEL
6	7	8 D.S	9 REGI	0 INS

RHY.STEP WRITE
BAR=2 BEAT=4/4
BAR=1 BEAT=5/4
1/4
:

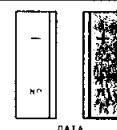


ENTER [J]

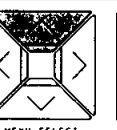
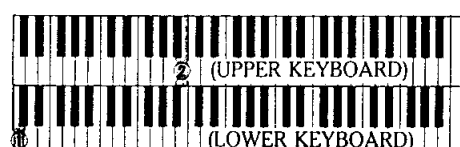
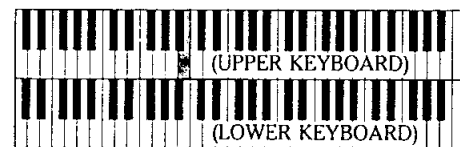


CLICK=ON
Q=1/4 CLICK=1/4
Q=1/6 CLICK=1/6
1/8
:

START [▶]



BAR BEAT +/- ΔV
1 2 1/4
1 3 1/4
:
:
:
2 4 1/4



CLICK=ON
Q=1/8 CLICK=1/4

(Repeat)

START [▶]

RHYTHM 1-V1 EDIT
SELECT JOB