

# Z 1000 Programmwechsellabelle

GM Mode	PGM.	Bank	Instrument	GM Mode	PGM.	Bank	Instrument	GM Mode	PGM.	Bank	Instrument	GM Mode	PGM.	Bank	Instrument
0	0	0	Grand Piano	27	96	0	Res.E.Guitar	60	0	0	French Horn	98	0	0	Crystal
0	8	0	Wide Piano1	28	0	0	Muted Guitar	61	0	0	Brass Section	99	0	0	Atmosphere
1	0	0	Bright Piano	28	8	8	Funk Pop	61	8	8	Brass2	100	0	0	Brightness
2	0	0	E.Grand Piano	29	0	0	Overdrive	62	0	0	Synth.Brass	101	0	0	Goblins
2	96	96	Wide Piano2	29	96	96	Res.O.D.	62	96	96	Octave Brass	102	0	0	Echoes
3	0	0	Honky tonk	30	0	0	Distortion	63	0	0	Synth.Brass2	103	0	0	Sci-Fi
3	96	96	Old Upright	30	8	8	Feedback	63	8	8	Synth.Brass3	104	0	0	Sitar
4	0	0	E.Piano1	30	16	16	Power Guitar	64	0	0	Soprano Sax	105	0	0	Banjo
4	16	16	Soft E.Piano	30	96	96	Res.Dist.	65	0	0	Alto Sax	106	0	0	Shamisen
4	24	24	AmbienceE.P.	31	0	0	Harmonics	65	8	8	Hyper Alto	107	0	0	Koto
5	0	0	E.Piano2	32	0	0	A.Bass1	66	0	0	Tenor Sax	107	8	8	Taisho Koto
5	96	96	Wide E.Piano	32	96	96	A.Bass2	66	8	8	BreathyTenor	108	0	0	Kalimba
6	0	0	Harpsichord	33	0	0	Finger Bass1	67	0	0	Bariton Sax	109	0	0	Bag Pipe
7	0	0	Clavi	33	96	96	Finger Bass2	68	0	0	Oboe	110	0	0	Fiddle
7	96	96	Wow Clavi	33	97	97	Jazz Bass	69	0	0	English Horn	111	0	0	Shanai
8	0	0	Celesta	34	0	0	Pick Bass	70	0	0	Bassoon	112	0	0	Tinkle Bell
9	0	0	Glockenspiel	34	8	8	Muted Bass	71	0	0	Clarinet	113	0	0	Agogo
10	0	0	Music Box	35	0	0	Fretless	72	0	0	Piccolo	114	0	0	Steel Drum
11	0	0	Vibraphone	36	0	0	Slap Bass1	73	0	0	Flute1	115	0	0	Woodblock
12	0	0	Marimba	37	0	0	Slap Bass2	73	96	96	Flute2	115	8	8	Castanet
13	0	0	Xylophone	38	0	0	Synth.Bass1	73	97	97	Winds1	116	0	0	Taiko
14	0	0	Tubular Bell	38	1	1	Acid Bass	73	98	98	Winds2	116	8	8	ConcertB.D.
14	8	8	Church Bell	38	8	8	Synth.Bass2	74	0	0	Recorder	117	0	0	Melodic Tom
15	0	0	Dulcimer	39	0	0	House Bass	75	0	0	Pan Flute	118	0	0	Synth.Drum
16	0	0	Drawbar	39	8	8	Beef Bass	76	0	0	Blown Bottle	118	8	8	E.Tom
16	8	8	DetuneOrgan1	39	16	16	Rubber Bass	77	0	0	Shakuhachi	118	9	9	E.Percus
16	16	16	60's Organ	40	0	0	Violin	78	0	0	Whistle	119	0	0	Reverse Cym.
16	24	24	Cheese Organ	40	8	8	Slow Violin	79	0	0	Ocarina	120	0	0	Fret Noise
16	32	32	Organ Bass	41	0	0	Viola	80	0	0	Square Lead1	120	1	1	Gt.Cut Noise1
17	0	0	Percus.Organ	42	0	0	Cello	80	8	8	Sine Wave	120	2	2	String Slap
17	32	32	DetuneOrgan2	43	0	0	Contrabass	80	96	96	Square Lead2	120	3	3	Gt.Cut Noise2
18	0	0	Rock Organ	44	0	0	Tremolo Str.	80	97	97	Dist.Square	121	0	0	Breath Noise
18	96	96	Rotary Organ	45	0	0	Pizzicato	81	0	0	Saw Lead1	122	0	0	Seashore
19	0	0	ChurchOrgan1	46	0	0	Harp	81	8	8	Doctor Solo	122	3	3	Wind
19	8	8	ChurchOrgan2	47	0	0	Timpani	81	96	96	Saw Lead2	123	0	0	Bird Tweet
20	0	0	Reed Organ	48	0	0	Ensemble1	81	97	97	Dist.Saw Lead	124	0	0	Telephone
21	0	0	Accordion1	48	8	8	Orchestra	82	0	0	Calliope	124	4	4	Scratch
21	8	8	Accordion 2	48	96	96	Ensemble2	83	0	0	Chiff	124	5	5	Wind Chimes
22	0	0	Harmonica	49	0	0	SlowEnsemble	84	0	0	Charang	125	0	0	Helicopter
23	0	0	Bandoneon	50	0	0	Syn.Strings1	85	0	0	Voice	126	0	0	Applause
24	0	0	NylonGuitar1	51	0	0	Syn.Strings2	86	0	0	Fifth	127	0	0	Gunshot
24	8	8	Ukulele	52	0	0	Choir Aahs1	87	0	0	Bass+Lead				
24	32	32	NylonGuitar2	52	32	32	Choir Aahs2	88	0	0	New Age				
25	0	0	SteelGuitar1	53	0	0	Voice Oohs1	89	0	0	Warm				
25	8	8	12str.Guitar	53	96	96	Voice Oohs2	90	0	0	Polysynth.				
25	9	9	Nylon+Steel	54	0	0	Synth.Voice	91	0	0	Choir				
25	16	16	Mandolin	55	0	0	Orchestrahit	92	0	0	Bowed				
25	96	96	SteelGuitar2	56	0	0	Trumpet	93	0	0	Metallic				
26	0	0	Jazz Guitar	56	96	96	Warm Trumpet	94	0	0	Halo				
26	8	8	Hawaiian	57	0	0	Trombone	95	0	0	Sweep				
26	96	96	Mellow Gt.	57	1	1	SoftTrombone	95	96	96	Unique				
27	0	0	Clean Guitar	58	0	0	Tuba	96	0	0	Rain				
27	8	8	Soft E.guiat	59	0	0	MutedTrumpet	97	0	0	Soundtrack				

Verwenden Sie für die Eingabe den EVENT EDIT des Sequencers.

Benutzen Sie den Controller 0 als Bank Select Befehl.

Beispiel:

Sie wollen einer Spur den Klang "Breathy Tenor" zuordnen.

Geben Sie am Spuranfang folgende Daten ein: 001:01:00 Control 0 Wert 8

001:01:00 Program 66

Alle Klänge die den Bankwert 0 haben brauchen keinen Controller 0.

Beispiel:

Sie wollen einer Spur den Klang "E.Piano 1" zuordnen.

Geben Sie am Spuranfang folgende Daten ein: 001:01:00 Program 4