



CH 176

Church Keyboard

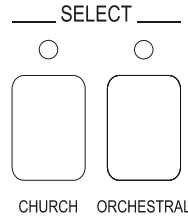
Owners Manual

GENERAL FEATURES

Keyboard:	76 note
Pedalboard:	Optional Midi Pedalboard
I Manual:	CHURCH ORGAN STOPS: Flote 8', Prinzival 4', Gemshorn 4', Blockflote 2', Mixtur 3f, Trompete 8' ORCHESTRAL SOUNDS: Piano, Piano&Strings, Strings, Slow Strings, Choir, Church&Vocal - TOTAL: 384 Sounds
II Manual:	CHURCH ORGAN STOPS: Bourdon 8', Gamba 8', Flote 4', Quinte 2 2/3', Prinzival 2', Terz 1 3/5', Krumhorn 8', Tremulant. ORCHESTRAL SOUNDS : Piano, Harpsi, Strings&Oboe, Scat Voice, Symphonic Orchestra, Cathedral, Chorus - TOTAL:384 Sounds
Pedal:	CHURCH ORGAN STOPS: Subbass 16', Bourdon 8', Nachthorn 4'. ORCHESTRAL SOUNDS: Organ, Acoustic, Finger - TOTAL:384 Sounds
Disk Drive:	HD (1.4MB) Floppy Disk Only - Real Time Standard Midi File Player, Record, Play, Stop/Pause, Track Select, Melody On/Off
Reverb:	3 types: Room, Hall, Cathedral
Combination :	6 Combination Presets, SET, Panel
Coupler:	II/P, II/I
Functions:	SPLIT, Bass To I Manual, Main/Root Bass, Bass Sustain.
Tuning:	Transpose – Pitch
Pedals:	Volume Pedal
Dynamic:	4 types : Hard/Normal/Light – No Dynamic
Headphone:	Headphone sockets
Midi:	Midi In/Out/Thru
Connections:	L/R Outputs, L/R Inputs
Amplification :	3 Channels, 3 speakers (SCS Technology) 60 Watts
Finish:	Cherry Wood Finish

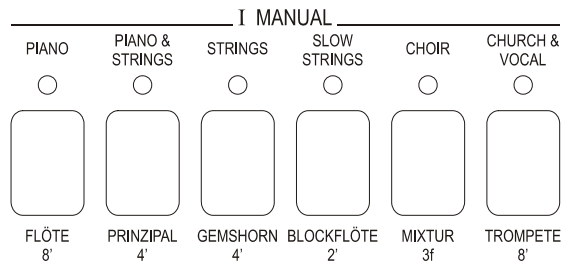
PLAYING THE ORLA CH176

SELECT BUTTONS



The Select Buttons enables different sections of sounds to be selected. The White button switches on the sounds for Church Organ Stops. The grey button switches on the sounds for Orchestral Section.

I MANUAL – Left Manual

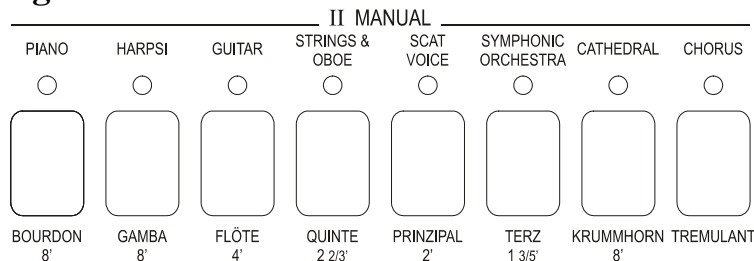


This section offers two separate families of sounds: the Church Organ sound family (indicated below the buttons) and the Orchestral Voice sound family (indicated above the buttons).

CHURCH ORGAN when one of the voices is selected its Led is On. It is possible to select all the voices of this section at the same time.

ORCHESTRAL SOUNDS when one of the voices is selected its Led is On. It is possible to select only one of the voices available in this section at the time.

II MANUAL – Right Manual

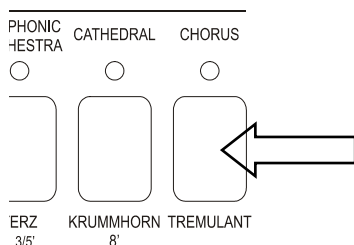


This section also offers two separate families of sounds: the Church Organ sound family (indicated below the buttons) and the Orchestral Voice sound family (indicated above the buttons).

CHURCH ORGAN when one of the voices is selected its Led is On. It is possible to select all the voices of this section at the same time.

ORCHESTRAL SOUNDS when one of the voices is selected its Led is On. It is possible to select only one of the voices available in this section at the time.

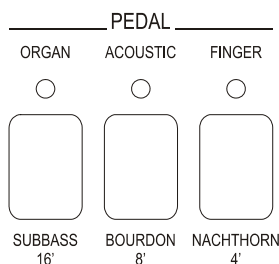
TREMULANT - CHORUS EFFECT



The TREMULANT effect is active only when playing the Church Organ sounds and simulates the effect of the air going through the pipes of a real organ

The CHORUS effect is active only when playing the Orchestral sounds and gives to all the ORCHESTRAL sounds all the sounds a fuller, rounder and warmer sound.

BASS PEDAL

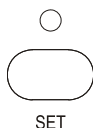


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CHURCH ORGAN when one of the voices is selected its Led is On. It is possible to select all the voices of this section at the same time.

ORCHESTRAL SOUNDS when one of the voices is selected its Led is On. It is possible to select only one of the voices available in this section at the time.

THE SET BUTTON



The SET button is situated at the right of the control panel, above the MIDI button. This button allows to change several of the most important settings of the instrument: change of the sounds on the stops, panel memory registrations, fine tuning, etc.

SELECTING SOUNDS FROM THE INTERNAL LIBRARY

The instrument has an internal sound library of more than 380 sounds and each one of them can be stored in one of the available sound buttons when playing in ORCHESTRAL mode.

When playing in CHURCH mode there are 32 pipe sounds.

Follow these steps to program a church sound:

- Press the CHURCH button
- Press the SET button. All the programmable function will blink.
- Press the button of the I MANUAL, for example FLOTE 8'. The display shows:

NAME	PC	BNK
Flote 8'	16	33

- Using the ▲ and ▼ buttons located below the display select the new desired sound (see the sound list at the end of this manual).
- Select, for example, the GAMBA 8' sound. The display shows

NAME	PC	BNK
Flote 8'	16	33

- Press the SET button Off to store the sound.

We have now stored the GAMBA 8' sound in the FLOTE 8' button.

It is possible to store as many sounds as the number of the available sound buttons.

Follow these steps to program an orchestral sound:

- Press the ORCHESTRAL button
- Press the SET button. All the programmable function will blink.
- Press the button of the I MANUAL, for example PIANO. The display shows:

NAME	PC	BNK
Gr.Piano	1	0

- Using the ▲ and ▼ buttons located below the display select the new desired sound (see the sound list at the end of this manual).
- Select, for example, the Rock Piano sound. The display shows

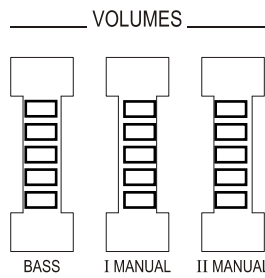
NAME	PC	BNK
Rock Pian	2	0

- Press the SET button Off to store the sound.

We have now stored the Rock Piano sound in the Piano button.

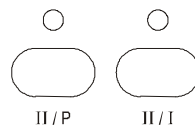
It is possible to store as many sounds as the number of the available sound buttons.

SOUND SECTIONS VOLUMES



All of the Orchestra sections have their own Volume control, which is situated, to the left of the section. The green LED's indicate the level of volume. To increase the volume press the button at the top and to decrease the volume press the button at the bottom. There are more steps of volume than there are LED's so the lights do not change at every press of the button.

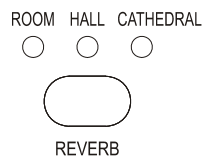
COUPLER



Another very important function is the COUPLER function which makes your instrument extremely practical since it transfers the sounds of the registers from one keyboard to another.

- II MANUAL TO PEDAL
- II MANUAL TO I MANUAL

DIGITAL REVERB

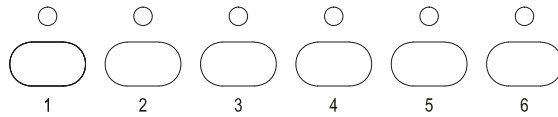


The DIGITAL REVERB effects expand the sounds of your instrument giving your music a new dimension. The instrument has three different Reverb Type:

1 – Room 2 – Hall 3 – Theatre.

If the REVERB effect is selected, it will stay switched ON even if a different sound is selected while playing. At Power Up the REVERB effect will always be switched at ROOM reverb.

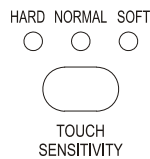
COMBINATION PRESETS



To select the factory Combination Presets make sure that the BANK SELECT button is switched OFF. The factory combination can not be changed. It is possible to select also a second bank of 6 combination that can be modified that can be selected with the BANK SELECT button switched ON. It is also possible to modify these combinations and create a new selection of Combination Presets:

- set up the desired sound registration by pressing the desired sound buttons
- press the SET button. All the programmable features of the instrument will start blinking.
- press a Combination Preset button (1– 6) where to store the new setting. Its Led will stop blinking.
- switch off the Set button
- the registration is now stored.

TOUCH SENSITIVITY



Like an acoustic piano, when using the Orchestral Sounds, the instrument responds to velocity controls. This means that the level of the audio signal will be in proportion with the velocity of the key pressed. If you play soft you will have a quiet sound, while if you play very hard you will have a much louder sound. The Touch Sens. button can be simply be switched off.

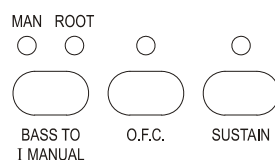
When playing with the Touch Sensitivity OFF is possible to select the maximum volume:

- Press the Orchestral Grey button ON.
- Press the SET button
- Press the Touch Sensitivity button and the display will show:

DYNAMIC
Set value =100

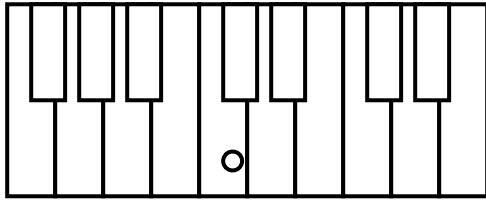
Using the ▼ and ▲ buttons it is possible to increase the volume up to the maximum value of 127. Pressing the ▼ and ▲ at the same time it is possible to restore the default value to 100.

ONE FINGER CHORD

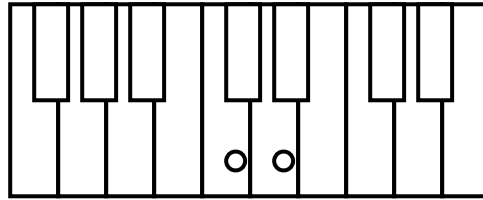


The OFC feature allows you to play using a very simple chord recognition system called ONE FINGER CHORD system. The OFC systems can be set to be compatible with other brands system.

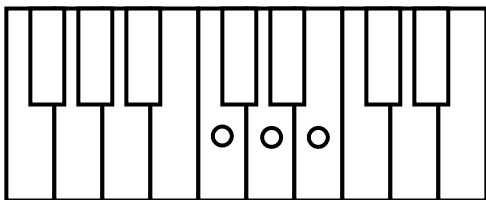
- C Major Press the key C.
- C minor Press the key C + the next key to the right
- C Seventh Press the key C + the next two keys to the right
- C Diminished Press the key C + the next three keys to the right



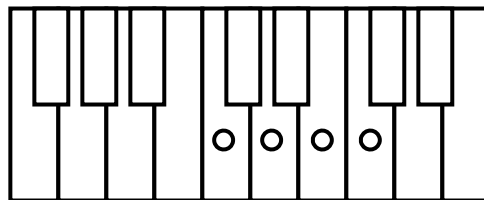
C chord - press C key



C minor - press C + next key to right



C 7th - press C key + next 2 keys to right



C dim - press C + next 3 keys to right

BASS TO I MANUAL - LEFT

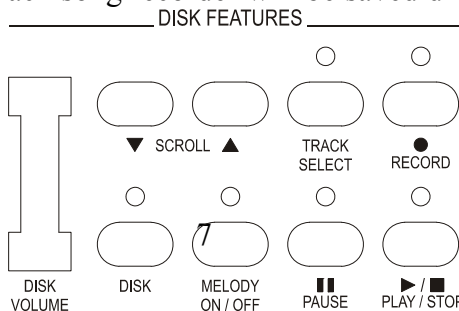
This feature allows to play the Bass sounds on the left of the keyboard if the MAN feature is selected it is possible to manually play the bass. If the ROOT feature is selected the bass will play the fundamental note of the chord played on the left part of the keyboard.

BASS SUSTAIN

When switched On the Bass Sustain feature allows to sustain and slowly decay the bass notes.

DIRECT TO DISK RECORDER

The CH176 is equipped with a simple to use Song Recorder and through the use of disks it is possible to store as many songs as desired. Each song recorder will be saved directly on to the disk in Standard



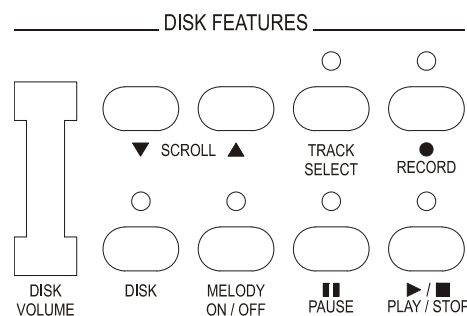
Midi file 0 format.

How to Record a Song.

- 1 - Insert a HD floppy disk in the disk drive. Set up the Organ as required and press the RECORD button in the DISK FEATURES section.
- 2 - As soon as the first note is played or the Rhythm is started the recording begins and the disk will start storing the song information The disk will store all volume and registration changes.
- 3 - Press the Record button again to stop recording.

At the end of the recording the song will be automatically saved with a progressive number.

DISK DRIVE FEATURES



PLAY/STOP

Press this button to start the song. Press again to stop the song during replay. If the PLAY/STOP button is pressed again the song will start from the beginning

PAUSE

When this button is pressed the song automatically stops. If it is pressed again the song will start from the same place it stopped

RECORD

When this button is pressed the disk is ready to start recording a new song. The actual recording will start as soon as the first note is played.

SCROLL

The two controls permit the selection of all parameters in the disk drive section

MELODY ON/OFF

Most of the Songs in Standard Midi File have the Melody line in Midi Channel nr 4. The Melody On/Off button is used to mute midi channel 4 when selected

PLAY MODE

To use the SMF disk drive

- 1- Insert a standard midi file song disk into the disk drive unit.
- 2- Automatically the first song contained in the disk is indicated in the Disk display.
- 3 - Using the SCROLL buttons select the desired song from the display
- 4- Press the PLAY/STOP button and the selected song will start playing

5 - To stop the song press the same PLAY/STOP button again.

NOTE When using the disk drive is very important to allow the disk drive unit to complete the current procedures before starting a new one. For example when a SMF disk is inserted wait until the disk drive has completely loaded the data and after select the PLAY button.

RECORD MODE

Before starting the recording a song make sure that the disk is not protected. The recording at this point will be very simple.

1 Press the record button and the display shows:



Using the ◀ and ▶ buttons below the display is possible to move the cursor on the 4/4 to modify the Time Signature values.

It is possible to select several configurations positioning the cursor below the Time Signature values

For the first value is possible to select the following values: 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15.

For the second value is possible to select the following values: 0, 2, 4, 8, 16.

When selected the Time Signature start recording.

2 As soon as the first note is played the internal computer starts loading the data direct to disk . All the vents will be stored in the disk.

3 To stop recording press the RECORD button.

At the end of the recording the display will show:

**SAVE TO
SONG_001_**

To confirm the recording press the ▶ button below the display. To cancel the recording press the ◀ button below the display.

DISK VOLUME

This allows you to balance the overall volume of the disk unit with the rest of the instrument. This is particularly useful when playing along with a pre recorded disk to ensure a correct balance between the disk and the organ.

TRACKS VOLUME

Sometimes is useful to have full control of the volume of a particular track of the song to balance the overall volume.

1 - Select the desired song using the SCROLL button and press TRACK SELECT button.

2 - The display shows:

Track 1 ON

3 - Using the ◀ and ▶ buttons select the Track On or OFF

4 - Using the SCROLL button it is possible to select the following tracks.

DISK SERVICES

By pressing the DISK button you can select one of the following features:

DIRECTORY, SAVE COMBINATIONS, LOAD COMBINATIONS, DELETE SONGS, DELETE COMBINATIONS.

NOTE

The ◀ and ▶ buttons below the display allow to move the cursor during programming and they also have ENTER ▶ or ESCAPE ◀ function . The ENTER function allows to confirm the operations on disk, the ESCAPE function allows to cancel the operations on disk.

Lets see the DISK functions:

DIRECTORY

Press the **DISK** button and the display will indicate

[DIRECTORY]

Using the SCROLL button is possible to see all the available files on Disk.

Press the ▲ button below the display to select the next page.

SAVE COMBINATIONS

The display now shows:

[SAVE COMB]

It is possible to save 6 combinations from the volatile RAM memory of the instrument on disk. To store the data press the ▶ button below the display and the display shows:

COMB_001

To cancel press the ◀ button below the display.

To confirm press the ▶ button below the display and the display shows:

SAVE FILE.....

At the end of recording the DISK button will switch Off.

NOTE If you will store a new combination the display will show

COMB_002

COMB_003

COMB_00X

LOAD COMBINATIONS

This functions allows us to load COMBINATIONS data from the disk into the INSTRUMENT
Press the **DISK** button and using the ▲ and ▼ buttons below the display select LOAD
COMBINATION on the display that will show

[**LOAD COMB**]

Using the SCROLL buttons you can select all the files available on disk. Load for example
COMBINATION 002. The display shows:

[**LOAD COMB**]
COMB 002

To cancel press the ◀ button below the display.

To confirm press the ▶ button below the display and the display shows:

[**LOAD COMB**]
LOAD FILE

At the end of the loading procedure the DISK button automatically switch OFF.

NOTE If you will load a new combination the display will show

COMB_002
COMB_003
COMB_00X

DELETE SONGS

This function allows you to remove any unwanted files from a disk.

Press the **DISK** button and using the ▲ and ▼ buttons below the display select the function on the
display that will show

[**Delete Songs**]

To confirm press the ▶ button below the display and the display shows will show the name of the first
available song.

Using the SCROLL buttons you can select the song files available on disk. Select thn the name of the
songs to be cancelled (for example SONG 001) . The display shows:

[**Delete Songs**]
SONG 001

To stop the feature press the ◀ button below the display.

To confirm the feature and cancel the song press the ▶ button below the display, at the end of the
procedure the DISK button automatically switch OFF.

SONG 001 is now cancelled.

DELETE COMBINATIONS

Press the **DISK** button and using the ▲ and ▼ buttons below the display select the function on the
display that will show

[**Delete Comb**]
COMB_002

To confirm press the ► button below the display and the display shows will show the name of the first available song.

Using the SCROLL buttons you can select the combination files available on disk. Select thn the name of the combination to be cancelled (for example COMB 002) . The display shows:

[Delete Comb]
DEL FILE COMB

To stop the feature press the ◀ button below the display.

To confirm the feature and cancel the combination press the ► button below the display, at the end of the procedure the DISK button automatically switch OFF.

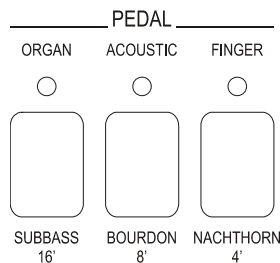
SONG 001 is now cancelled.

RESET

This instrument contains protection against power surges or electromagnetic waves. Should it be affected it may cause the instrument to cease to function correctly. Usually if this occurs simply switching off and waiting for about 20 seconds before switching on will restore the functions. If this is not successful a full reset may be necessary. A reset should only be used as a last resort as all user settings will be erased.

If it should be necessary to completely erase the internal RAM memory, a very simple reset feature is provided.

- 1 - Make sure that the instrument is switched off.
- 2 - Press and hold the top 3 bass sound buttons



- 3 - Switch on the instrument holding the 3 buttons down.

Do not reset the instrument if is not necessary. All your information will be automatically erased from the internal RAM memory.

CONNECTIONS

HEADPHONE

Headphone can be plugged in for private practice. The socket is located at the front of the instrument below the left part of the lower keyboard and allows you to play without disturbing anyone else or being disturbed by outside noise.

LINE IN

The two inputs (Left and Right) are used to send the audio signal of an external sound source (keyboard or sound module) to the same amplifier when you are running out of input sockets in your mixer.

LINE OUT

The two outputs (Left and Right) and they are used to send the audio signal out an external amplifier, mixer console or recording equipment. To connect the instrument to an external amplification system use Output 2 and connect both Left and Right outputs. To use a mono system, connect one jack lead to the L/R output.

MIDI CONNECTIONS

The Midi IN 2 (DISK) connector receives the Midi data from an external Midi device. Using MIDI IN 2 it is possible to send midi information to the first set of Midi Channels that the instrument provides without effecting the operations in the panel.

The Midi IN 1 (KEYB.) connector also receives the Midi data from an external Midi device. Using MIDI IN 1 it is possible to send midi information to the second set of Midi Channels that the instrument provides without affecting the operations of the disk/song section.

The Midi THRU connector retransmits any data from the Midi IN directly to other Midi devices.

The Midi OUT connector transmits Midi data generated by the instrument to other Midi instruments and it is possible to configure it to send out Song notes or keyboard notes.

BASS PEDALBOARD

This is the connection for a midi bass pedalboard.

CH176 Sound List

Bnk	PC	Sound	Display
0	1	Grand Piano 1	Gr.Piano
8	1	Grand Piano 2	G.Piano2
16	1	Grand Piano+Strings	PianoStr
31	1	Tibia 16 & 4 Trem	Tibia_1
32	1	Bassoon	Bassoon
33	1	Bourdon 16'	Bourd16'
0	2	Bright Piano	RockPian
31	2	Tibia 16 & 8 Trem	Tibia_2
32	2	Cassotto	Cassotto
33	2	Prinzipal 8'	Prinzp8'
0	3	El.Grand Piano	Eg.Piano
31	3	Tibia 16 & 4 & 2 Trem	Tibia_3
32	3	Double Bassoon	D.Bassoon
33	3	Gedackt 8'	Gedack8'
0	4	Honky Tonk	Honky_T
31	4	Tibia 16 & 8 & 4 Trem	Tibia_4
32	4	16+16+8	16+16+8
33	4	Montre 8'	Montre8'
0	5	E. Piano 1	E.Piano1
8	5	Detune E.Piano1	DetunEP1
16	5	Soft E.Piano	SoftEP
24	5	Mixed E.Piano	MixEP
31	5	Tibia 16 & 8 & 4 & 2 T.	Tibia_5
32	5	Bandon 1	Bandon1
33	5	Oktave 4'	Oktave4'
0	6	E.Piano 2	E.Piano2
8	6	Detune E.Piano2	DetunEP2

Bnk	PC	Sound	Display
33	10	Mixtur 3F	Mixtur3F
0	11	Music Box	Music_B.
31	11	Tibia 8 & 1 3/5 Trem	Tib_Ens6
32	11	Harmonium	Harmon
33	11	Trompete 8'	Trompet8
0	12	Vibes	Vibes
31	12	Tibia 8 + 2 2/3+ 1 3/5 T.	Tib_Ens7
32	12	Master 1	Master_1
33	12	Prinzipal 16' Pedal	Prinz16P
0	13	Marimba	Marimba
31	13	Tib 16+ 6+2/5+8+4+2 T.	FullTib1
32	13	Master 2	Master_2
33	13	Prinzipal 8' Pedal	Prinz8P
0	14	Xylophone	Xylophon
31	14	Tib16+62/5+8+4+22/3 T.	FullTib2
32	14	Master 3	Master_3
33	14	Gedackt 8' Pedal	Gedack8P
0	15	Chimes	Chimes
8	15	Church Bell	ChurBell
9	15	Church Bell 2	ChurBel2
16	15	Tubular Bells	TubBells
31	15	Theatre Organ 1	Theatre1
32	15	Master 4	Master_4
33	15	Fagott 16' Pedal	Fagot16P
0	16	Dulcimer	Dulcimer
31	16	Theatre Organ 2	Theatre2
32	16	Master 5	Master_5

16	6	Soft E.Piano+Strings	E.PiaStr
31	6	Tibia 16 & 2 2/3 Trem	Tib_Ens1
32	6	Bandon 2	Bandon2
33	6	Koppelflote 4'	Floete4'
0	7	Harpsichord 1	Harpsi
8	7	Harpsichord 2	Harpsi_2
16	7	Harpsi+Strings	HarpsStr
31	7	Tibia 16 & 8 & 2 2/3 T.	Tib_Ens2
32	7	Tuba Fisa	TubaFisa
33	7	Nazard 2/3'	Nazd2/3'
0	8	Clavinet	Clavinet
8	8	Funky Clavinet	FunkClav
31	8	Tibia 16 & 4 & 2 2/3 T.	Tib_Ens3
32	8	Accordeon	Accord
33	8	Super Oktave 2'	Oktave2'
0	9	Celesta	Celesta
31	9	Tibia 16+8+4+2+2 2/3 T.	Tib_Ens4
32	9	Horn	Horn
33	9	Blockflote 2'	Floete2'
0	10	Glockenspiel	Glocken
31	10	Tibia 16 & 8 & 3 1/5 T.	Tib_Ens5
32	10	Organ	Organ
Bnk	PC	Sound	Display
33	18	Bourdon 8'	Bourd8'
0	19	Rock Organ 1	RockOrg1
8	19	Rock Organ 2	RockOrg2
14	19	Chapel Organ 2	Chapel_2
15	19	Tibia 2	Tibia_2
16	19	Overdrive Organ	OverDOrg
31	19	Tib8T.+VoxT.+ Glock	Theatre5
32	19	French	French
33	19	Gamba 8'	Gamba8'
0	20	Church Organ 1	Church1
8	20	Church Organ 2	Church2
14	20	Chapel Organ 3	Chapel_3
15	20	Tibia 3	Tibia_3
16	20	Church Organ 3	Church3
24	20	Church / Dynamic Choir	DynChurc
31	20	Tib8 T.+Kinura8+Glock	Theatre6
32	20	Italian Accordion	Italian
33	20	Terz 1 3/5'	Terz3/5'
0	21	Reed Organ	Reed_Org
31	21	Tib8T.+Trumpet 8 T.	Theatre7
32	21	Brilliant	Brillant
33	21	Krummhorn 8'	Krumhr8'
0	22	Musette	Musette
8	22	Master	Master
31	22	Tib 8 T.+ Post Horn 8	Theatre8
32	22	Violino	Violino
33	22	Subbass 16'	Subas16'
0	23	Harmonica	Harmonic

33	16	Flote 8'	Flote8'
0	17	Drawbar Organ	Drwb_Org
8	17	Detune Organ 1	Det_Org1
14	17	Theatre Organ 1	Theatre1
15	17	Theatre Organ 2	Theatre2
16	17	60' Organ	60'Organ
31	17	Tibia 16+8+4 T.+PH8 T.	Theatre3
32	17	Master 6	Master_6
33	17	Gemshorn 4'	Gemshrn4
0	18	Jazz Organ 1	J.Organ1
8	18	Jazz Organ 2	J.Organ2
14	18	Chapel Organ 1	Chapel_1
15	18	Tibia 1	Tibia_1
16	18	Detune Organ 2	Det_Org2
17	18	Jazz Organ 3	J.Organ3
18	18	Cool Organ	CoolOrg
19	18	Tone Weel	ToneWeel
20	18	Jazz Organ 4	J.Organ4
21	18	Rotor Organ	Rotors
22	18	Gospel Organ	Gospel
31	18	Tibia 8 Trem + Glock	Theatre4
32	18	Musette	Musette
Bnk	PC	Sound	Display
31	27	Tib 8 T.+ Kinura 8	Tib&Kin1
32	27	Musette+Piccolo	Mus+Picc
33	27	Larigot 1 1/3'	Larigot
0	28	Clean Guitar 1	CleanGtr
8	28	Clean Guitar 2	CleanGt2
31	28	Tib8+2 2/3 T.+Kinura 8	Tib&Kin2
32	28	Oboe1	Oboe_1
33	28	Salizional 8'	Salizion
0	29	Muted Guitar	MutedGtr
8	29	Funk Guitar	Funk_Gtr
31	29	Tibia 8 & 4 Trem	Tib_Acc2
32	29	Oboe 2	Oboe_2
33	29	Regal 8'	Regal8'
0	30	Overdrive Guitar	OverdGtr
31	30	Tibia 8 & 2 Trem	Tib_Acc3
32	30	Clarinet	Clarinet
33	30	Subbass 16'+Gedackt8'	Sub16+G8
0	31	Distortion Guitar	DistGtr
8	31	Feed Back Guitar	FeedbGtr
16	31	Distorted Guitar Vibr.	D.GtrVbr
31	31	Tibia 8 & 4 & 2 Trem	Tib_Acc4
32	31	Flute	Flute
33	31	Prinzipal 16' + 8' Pedal	Pri16+8P
0	32	Guitar Harmonics	GtrHarmo
8	32	Guitar Feed Back	GtrFeedb
31	32	Tibia 8 & 4 & 2 2/3 T.	Tib_Acc5
32	32	Piccolo	Piccolo
33	32	Prinzip + Fag16' Ped	Pr+Fg16P

31	23	Tib8&4 T.+ PosHor 8	Theatre9
32	23	Celeste	Celeste
33	23	Nachthorn 4'	Nachth4'
0	24	Tango Accordion	T.Accord
31	24	Tib 8 T. + Vox 8 T.	Tib&Vox1
32	24	Tremolo	Tremolo
33	24	Vox Celeste	VoxCeles
0	25	Nylon Guitar1	NylonGtr
8	25	Nylon Guitar 2	NylonGt2
16	25	Nylon Guitar+Strings	NylonStr
31	25	Tib 8 & 4 T.+ Vox T.	Tib&Vox2
32	26	American Tremolo	AmerTrem
33	26	Floete Celeste	FloetCel
0	26	Steel Guitar	SteelGtr
8	26	12 Strings	12strGtr
16	26	Mandolin	Mandolin
31	26	Tibia 8 Trem	Tib_Acc1
32	26	Tango Accordion	T.Accord
33	26	Diapason 16'	Diaps16'
0	27	Jazz Guitar	JazzGtr
8	27	Hawaiian Guitar	Hawaiian
	PC	Sound	Display
Bnk			
0	37	Slap Bass 1	SlapBas1
8	37	Slap Bass 2	SlapBas2
31	37	Trumpet 8	Tpt_8
32	37	AccordionBass2	AccBass2
0	38	Slap Bass 3	SlapBas3
8	38	Slap Bass 4	SlapBas4
31	38	Trumpet 8 Trem	Tpt_8_Tr
32	38	Accordion Chord 1	AccChrd1
0	39	Synth Bass 1	SyntBas1
8	39	Synth Bass 3	SyntBas3
16	39	Synth Bass 5	SyntBas5
31	39	Post Horn	P.Horn_8
32	39	Accordion Chord 2	AccChrd2
0	40	Synth Bass 2	SyntBas2
8	40	Synth Bass 4	SyntBas4
31	40	Post Horn + Trem	PH_8_Tr
32	40	Accordion Bass 3	AccChrd3
0	41	Violin 1	Violin1
8	41	Violin 2	Violin2
31	41	Kinura 8	Kinura_8
0	42	Viola	Viola
31	42	Kinura 8 + Trem	Kin_8_Tr
0	43	Cello	Cello
31	43	Vox Humana 8	Vox_8
0	44	Contrabass	Contrbas
31	44	Vox 8 Trem	Vox_8_Tr
0	45	Tremolo Strings	TremStrg

0	33	Acoustic Bass 1	Ac.Bass1
8	33	Acoustic Bass 2	Ac.Bass2
16	33	Bass+Ride Cymbal	BassRide
31	33	Tibia 8 T.+Chrysoglott	Tib&Chry
32	33	Diatonic	Diatonic
0	34	Finger Bass	FingBass
8	34	Big Bass	BigBass
16	34	Big Bass Sustain	BigB.Sus
24	34	Organ Bass 1	BassOrg1
31	34	Post Horn + Trumpet	Ph_ &_Tpt
32	34	Diatonic Bass	DiatBass
0	35	Pick Bass	PickBass
8	35	Bass 16+8	Bass16+8
16	35	Bass 8	Bass8
24	35	Organ Bass 2	BassOrg2
31	35	P.Horn+Trump.+Kinura	Ph&Tp&K1
32	35	Diatonic Chord	DiatChrd
0	36	Fretless Bass 1	Fretles1
8	36	Fretless Bass 2	Fretles2
31	36	P.Horn+Trump.+KinuraT.	Ph&Tp&K2
32	36	Accordion Bass 1	AccBass1
	Bnk	PC	Sound
			Display
0	55	Synth Voice	SynVoice
0	56	Orchestra Hit	Orch.Hit
0	57	Trumpet 1	Trumpet
0	58	Trombone 1 Vibr.	Trombon1
8	58	Trombone 2	Trombon2
16	58	Trombone 1 Vibr.	Tromb1Vb
0	59	Tuba	Tuba
0	60	Muted Trumpet	MtdTrump
16	60	Muted Trumpet Vibr.	MtdTrVbr
0	61	French Horn 1	Fr.Horn1
8	61	French Horn 2	Fr.Horn2
16	61	French Horn Vibr.	FHornVbr
0	62	Brass	Brass
8	62	Soft Brass	SoftBras
16	62	Big Brass	BigBrass
0	63	Synth Brass 1	SynBras1
8	63	Synth Brass 3	SynBras3
0	64	Synth Brass 2	SynBras2
8	64	Synth Brass 4	SynBras4
0	65	Soprano Sax	Soprano
0	66	Alto Sax 1	Alto1
8	66	Alto Sax 2	Alto2
16	66	Romagna Sax	RomagSax
0	67	Tenor Sax	Tenor
8	67	Night Sax	NighSax1
16	67	Tenor Sax Vibr.	TenorVbr
0	68	Baritone Sax	Baritone

0	46	Pizzicato	Pizzicat
0	47	Harp	Harp
0	48	Timpani	Timpani
0	49	Strings Ensemble 1	StrgEns1
8	49	Orchestra	Orchestr
25	49	Orchestra + Flute	Orch&Flt
26	49	Orchestra + Oboe	Orch&Obo
27	49	Strings/Oboe	Str&Oboe
28	49	Orchestra + Horn 1	OrchHrn1
29	49	Orchestra + Horn 2	OrchHrn2
30	49	Dynamic Orchestra	DynOrch.
0	50	Strings Ensemble 2	StrgEns2
8	50	Octa Strings	OctaStrg
16	50	Strings Ensemble 3	StrgEns3
0	51	Synth Strings 1	SyntStr1
16	51	Synth Strings 3	SyntStr3
0	52	Synth Strings 2	SyntStr2
0	53	Choir Aah	ChoirAah
4	53	Choir Aah+Voice	Vocal
8	53	Big Choir	BigChoir
16	53	Choir+Strings	ChoirStr
0	54	Scat Voice	Scat
Bnk	PC	Sound	Display
0	85	Charang	Charang
0	86	Voice	Voice
8	86	Voice Sust.	VoiceSus
0	87	Fifths	Fifths
0	88	Bass Lead 1	BassLea1
8	88	Bass Lead 2	BassLea2
0	89	Fantasy 1	Fantasy1
8	89	Orchestra Bell	OrchBell
16	89	Fantasy 2	Fantasy2
0	90	Warm Pad	Warm
0	91	Polysynth	Polysynt
0	92	Choir	Choir
0	93	Bowed	Bowed
0	94	Metallic	Metallic
0	95	Halo	Halo
0	96	Sweep	Sweep
0	97	Rain	Rain
0	98	Soundtrack	SndTrack
0	99	Crystal	Crystal
0	100	Atmosphere 1	Atmosph1
8	100	Atmosphere 2	Atmosph2
0	101	Brightness	Brightn
0	102	Goblins	Goblins
8	102	Ghost	Ghost
0	103	Echoes	Echoes
2	103	Echo Pan	EchoPan
0	104	Sci-fi	Sci-fi
0	105	Sitar	Sitar

0	69	Oboe	Oboe
0	70	English Horn	Eng.Horn
0	71	Bassoon	Bassoon
0	72	Clarinet	Clarinet
16	72	Romagna Clarinet	RomagCla
0	73	Piccolo	Piccolo
0	74	Flute	Flute
8	74	Jazz Flute	J.Flute
0	75	Recorder	Recorder
0	76	Pan Flute	PanFlute
0	77	Blow Bottle	BlowBott
0	78	Shakuhac	Shakuhac
0	79	Whistle	Whistle
0	80	Ocarina	Ocarina
0	81	Square 1	Square1
1	81	Square 2	Square2
8	81	Syn Wave	SynWave
0	82	Saw Tooth 1	SawToot1
1	82	Saw Tooth 2	SawToot2
8	82	Syn Flute	SynFlute
0	83	Calliope	Calliope
0	84	Chiff	Chiff
Bnk	PC	Sound	Display
0	121	Guitar Fret Noise	GtrFretN
1	121	Guitar Cut Noise	GtrCutN
2	121	String Slap	StrgSlap
0	122	Breath Noise	Breath_N
1	122	Key Click	KeyClick
0	123	Sea Shore	SeaShore
1	123	Rain	Rain
2	123	Thunder	Thunder
3	123	Wind	Wind
4	123	Stream	Stream
5	123	Bubble	Bubble
0	124	Bird	Bird
1	124	Dog	Dog
2	124	Horse	Horse
3	124	Birds 2	Bird_2
0	125	Telephone 1	Telephon
1	125	Telephone 2	Teleph_2
2	125	Door Open	Door_1
3	125	Door Close	Door_2
4	125	Scratch	Scratch
5	125	Wind Chime	WinChime
0	126	Helicopter	Helicopt
1	126	Car Start	CarStart
2	126	Car Break	CarBreak
3	126	Car Pass	CarPass
4	126	Car Crash	CarCrash
5	126	Police	Police
6	126	Train	Train

64 - E4	Conga Low	Conga Low	Conga Low	Conga Low	808Low Conga
65 - F4	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale
66 - F#4	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale
67 - G4	High Agogo	High Agogo	High Agogo	High Agogo	High Agogo
68 - G#4	Low Agogo	Low Agogo	Low Agogo	Low Agogo	Low Agogo
69 - A4	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa
70 - A#4	Maracas	Maracas	Maracas	Maracas	808 Maracas
71 - B4	Short Whistle	Short Whistle	Short Whistle	Short Whistle	Short Whistle
72 - C5	Long Whistle	Long Whistle	Long Whistle	Long Whistle	Long Whistle
73 - C#5	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro
74 - D5	Long Guiro	Long Guiro	Long Guiro	Long Guiro	Long Guiro
75 - D#5	Claves	Claves	Claves	Claves	808 Claves
76 - E5	Hi Woodblok	Hi Woodblok	Hi Woodblok	Hi Woodblok	Hi Woodblok
77 - F5	Low Woodblok	Low Woodblok	Low Woodblok	Low Woodblok	Low Woodblok
78 - F#5	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica
79 - G5	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Open Cuica
80 - G#5	Mute Triangle	Mute Triangle	Mute Triangle	Mute Triangle	Mute Triangle
81 - A5	Open Triangle	Open Triangle	Open Triangle	Open Triangle	Open Triangle
82 - A#5	Shaker	Shaker	Shaker	Shaker	Shaker
83 - B5	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell
84 - C6	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree
85 - C#6	Castanets	Castanets	Castanets	Castanets	Castanets
86 - D6	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo
87 - D#6	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo
88 - E6	xxxxxxxxxxxxx	xxxxxxxxxxxxx	xxxxxxxxxxxxx	xxxxxxxxxxxxx	xxxxxxxxxxxxx
89 - F6	One	One	One	One	One
90 - F#6	Two	Two	Two	Two	Two
91 - G6	Three	Three	Three	Three	Three
92 - G#6	Four	Four	Four	Four	Four

CH176 Drum Kit - b-

	JAZZ PC=33	BRUSH PC=41	ORCHES. PC=49	SOUND FX PC=57	
24 - C1	Fingers Snap Left	Fingers Snap Left	Fingers Snap Left	xxxxxxxxxxxxx	
25 - C#1	Finger Snap Right	Finger Snap Right	Finger Snap Right	xxxxxxxxxxxxx	
26 - D1	Snare Roll	Snare Roll	Snare Roll	xxxxxxxxxxxxx	
27 - D#1	High Q	High Q	Closed Hi-hat	xxxxxxxxxxxxx	
28 - E1	Slap	Slap	Pedal Hi-Hat	xxxxxxxxxxxxx	
29 - F1	Scratch Push	Scratch Push	Open Hi-Hat	xxxxxxxxxxxxx	
30 - F#1	Scratch Pull	Scratch Pull	Ride Cymbal	xxxxxxxxxxxxx	
31 - G1	Sticks	Sticks	Sticks	xxxxxxxxxxxxx	
32 - G#1	Square Click	Square Click	Square Click	xxxxxxxxxxxxx	
33 - A1	Metron. Click	Metron. Click	Metron. Click	xxxxxxxxxxxxx	
34 - A#1	Metron. Bell	Metron. Bell	Metron. Bell	xxxxxxxxxxxxx	
35 - B1	Bass Drum 2	Bass Drum 2	Bass Drum 2	xxxxxxxxxxxxx	
36 - C2	Jazz Bass Drum	Bass Drum 1	Bass Drum 1	xxxxxxxxxxxxx	
37 - C#2	Side Stick	Side Stick	Side Stick	xxxxxxxxxxxxx	
38 - D2	Jazz Snare 2	Brush Tap	Concert SD	xxxxxxxxxxxxx	
39 - D#2	Hand Clap	Brush Slap	Castanets	High Q	
40 - E2	Jazz Snare 1	Brush Swirl	Concert SD	Slap	
41 - F2	Low Floor Tom	Low Floor Tom	Timpani F	Scratch Push	
42 - F#2	Close Hi-Hat	Close Hi-Hat	Timpani F#	Scratch Pull	
43 - G2	H. Floor Tom	H. Floor Tom	Timpani G	Sticks	
44 - G#2	Pedal Hi-Hat	Pedal Hi-Hat	Timpani G#	Square Click	
45 - A2	Low Tom	Low Tom	Timpani A	Metronome Click	
46 - A#2	Open Hi-Hat	Open Hi-Hat	Timpani A#	Metronome Bell	
47 - B2	Low Mid Tom	Low Mid Tom	Timpani B	Guitar Slide	
48 - C3	Hi Mid Tom	Hi Mid Tom	Timpani C	Guitar Cut Noise 1	
49 - C#3	Crash Cymbal1	Crash Cymbal1	Timpani C#	Guitar Cut Noise 2	
50 - D3	High Tom	High Tom	Timpani D	Double Bass Slap	
51 - D#3	Ride Cymbal 1	Ride Cymbal 1	Timpani D#	Key Click	
52 - E3	Chinese Cymbal	Chinese Cymbal	Timpani E	Laughing	
53 - F3	Ride Bell	Ride Bell	Timpani F	Screaming	
54 - F#3	Tambourine	Tambourine	Tambourine	Punch	
55 - G3	Splash Cymbal	Splash Cymbal	Splash Cymbal	Heart Beat	
56 - G#3	Cowbell	Cowbell	Cowbell	Foot Step 1	
57 - A3	Crash Cymbal2	Crash Cymbal2	Concert Cymb. 2	Foot Step 2	
58 - A#3	Vibraslap	Vibraslap	Vibraslap	Applause	
59 - B3	Ride Cymbal 2	Ride Cymbal 2	Concert Cymb. 1	Door Creaking	
60 - C4	Hi Bongo	Hi Bongo	Hi Bongo	Door Closing	
61 - C#4	Low Bongo	Low Bongo	Low Bongo	Scratch	
62 - D4	Mute Hi Conga	Mute Hi Conga	Mute Hi Conga	Wind Chime	
63 - D#4	Open Hi Conga	Open Hi Conga	Open Hi Conga	Car Start	
64 - E4	Conga Low	Conga Low	Conga Low	Car Breaking	

65 - F4	High Timbale	High Timbale	High Timbale	Carr Pass	
66 - F#4	Low Timbale	Low Timbale	Low Timbale	Car Crash	
67 - G4	High Agogo	High Agogo	High Agogo	Police	
68 - G#4	Low Agogo	Low Agogo	Low Agogo	Train	
69 - A4	Cabasa	Cabasa	Cabasa	Jet	
70 - A#4	Maracas	Maracas	Maracas	Helicopter	
71 - B4	Short Whistle	Short Whistle	Short Whistle	Starship	
72 - C5	Long Whistle	Long Whistle	Long Whistle	Gun Shot	
73 - C#5	Short Guiro	Short Guiro	Short Guiro	Machine Gun	
74 - D5	Long Guiro	Long Guiro	Long Guiro	Laser	
75 - D#5	Claves	Claves	Claves	Explosion	
76 - E5	Hi Woodblok	Hi Woodblok	Hi Woodblok	Dog	
77 - F5	Low Woodblok	Low Woodblok	Low Woodblok	Horse	
78 - F#5	Mute Cuica	Mute Cuica	Mute Cuica	Birds	
79 - G5	Open Quica	Open Quica	Open Quica	Rain	
80 - G#5	Mute Triangle	Mute Triangle	Mute Triangle	Thunder	
81 - A5	Open Triangle	Open Triangle	Open Triangle	Wind	
82 - A#5	Shaker	Shaker	Shaker	Seashore	
83 - B5	Jingle Bell	Jingle Bell	Jingle Bell	Bubble	
84 - C6	Bell Tree	Bell Tree	Bell Tree	Yeah	
85 - C#6	Castanets	Castanets	Castanets	xxxxxxxxxxxxx	
86 - D6	Mute Surdo	Mute Surdo	Mute Surdo	xxxxxxxxxxxxx	
87 - D#6	Open Surdo	Open Surdo	Open Surdo	xxxxxxxxxxxxx	
88 - E6	xxxxxxxxxxxxx	xxxxxxxxxxxxx	Applause	xxxxxxxxxxxxx	
89 - F6	One	One	One	One	
90 - F#6	Two	Two	Two	Two	
91 - G6	Three	Three	Three	Three	
92 - G#6	Four	Four	Four	Four	