

VLP-MA3

(PCM Voice Library for MA-3)

Version 1.1.2

2003/7/14

YAMAHA Corporation

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<Revision History>

Ver.	Date	Description
1.0.2	2002/9/13	First release
1.1.0	2003/1/24	<p>GM Set Library was added. (01_Pno-CP-OrgBank, 02_Gtr-BassBank, 03_Str-Ens-BrsBank, 04_Rd-PipeBank, 05_Lead-Pad-FXBank, 06_Eth-Perc-SEBank, 07_4op_DrumsBank2, 08_2op_DrumsBank2)</p> <p>Voices of Str_Lo2 and Str_MLo2 were added to StringEnsemble.vm3 of Normal Voice Library.</p> <p>RR value of each voice in PizzcatoStrings.vm3 of Normal Voice Library was changed.</p> <p>TL value of each voices in Violin.vm3 of Normal Voice Library was changed,</p> <p>Each default voices of 4op_NormalBank2, 2op_NormalBank2, 4op_DrumsKit and 2op_DrumsKit were changed to the latest version.</p> <p>Waveform of FingerSnap stored in Standard2Kit and AnalogKitDrum of Voice Library were replaced.</p> <p>Description of GM Set Library was added.</p> <p>In addition, clerical errors were also corrected.</p>
1.1.1	2003/7/8	<p>4op_NormalBank2, 2op_NormalBank2, 4op_DrumsKit, and 2op_DrumsKit, the default voice of each data were updated to newer version.</p> <p>EG was attached to each voice when it is set-up for one-shot playback, and has waveforms.</p> <p>EG, at the time of “Hold” is effective, was corrected.</p> <p>(Marimba_M, Marimba_H, Timp, Pizz_L, Pizz_M, Pizz_H, HaloPd, MelodTom, Pizz_Lo, Pizz_Mid, Pizz_Hi, Timpani)</p> <p>Loop Pint is changed-over. (Piccolo, Bottle, Analog SD2, Analog HH-Op, Analog Cowbell)</p> <p>End Point was changed-over. (Cowbell P, Guiro Long P, Analog HH-Op)</p> <p>Including into “02_Gtr-BassBank.vm3”. The AR value of FngrBa was changed-over. The RR value was changed-over. (FretlesBa, Shakhch, FretNz, BrthNz)</p> <p>The value of TL is changed-over. (Glocken, Basson, WarmPd, PolysynPd, SweepPd, Sitar, TelRIng, Helicopt, Conga H Mute P, Finger Snap, Timbale H P, Timbale L P, EAM, DAM, and LFO values were changed-over. (Flute, Recorder, Whistle, NewAgePd, WarmPd, SweepPd, SoundTrk)</p> <p>An article “The procedure of Import” was deleted. In accordance with the deletion, the face of the article “Description of VLP-MA3” was adjusted.</p> <p>The clerical mistakes about the voice name in this document were corrected. HaroPd → HaloPd</p>
1.1.2	2003/7/14	The voice which LoopPoint=EndPoint, its LoopPoint or EndPoint is changed.

Description about VLP-MA3 (PCM Voice Library for MA-3)

This voice library is for extending a voice data which is suitable for MA-3 Authoring Tool. By importing this voice library onto the “Voice List Window” of the Authoring Tool, it is realizable a real sound which is peculiar to PCM and differ to FM without any difficulty.

All of the .vm3 voice lists are set to “Bank” units data, so that, when import it onto the “Voice List Window”, you can import it into any “Banks” whichever you like. In addition, it is also able to combine with your-self produced and your favorite voices. (For more specific details, please refer to the “User’s manual” attached to the Authoring Tool)

The .vm3 voice list files recorded in this voice library are as follows.

- Normal: Voice Library has Normal Voice.
 Drum: Voice Library has the default voices of 4op&2op and PCM voices.
 GM: Set Library can play the whole GM voices by using waveform with small data size.

You can use them properly according to the situation at the music creation.

	Normal Voice Library Drum Voice Library	GM Set Library
Feature	Emphasis on real sound	Emphasis on data size
Data size	Large	Small
Effective operation	Part of melody line Part to make it conspicuous Part to make it impact.	Part of backing Part which needs wide range. Music to make it have many PCM voices.

Notes about Import

- ※ Since these .vm3 voice list files are Bank data, they cannot be imported into [Open MA3 Voice File] (all voice reading) of the [file] menu in menu bar.
- ※ Import each file of Normal Voice Library to Normal Bank (#124), and import each file of Drum Voice Library to Drum Bank (#125), respectively.
About GM Set Library, Import each file of 01_*.vm3 ~ 06_*.vm3 to Normal Bank (#124), Import each file of 07_*.vm3 ~ 08_*.vm3 to Drum Bank (#125).
When Bank differs, it cannot be imported.
- ※ Voice list files which file name is 4op_*.vm3 can be used only in the FM16 mode.
- ※ You can not open more than 128 of PCM voices (waveform data), when you import data to [Voice List window]. Therefore, the whole Bank data of GM Set Library cannot be read at the same time.

Normal Voice Library

New Voice Bank

String Ensemble		
Pch#	Voice Name	Notes
0	Str_Lo(43-56)	highest Note#=66
1	Str_Lo2(36-56)	highest Note#=77
2	Str_MLo(55-76)	highest Note#=92
3	Str_MLo2(48-72)	highest Note#=87
4	Str_MHi(70-84)	highest Note#=98
5	Str_Hi(79-92)	highest Note#=101

Pizzicato Strings		
Pch#	Voice Name	Notes
0	Pizz_Lo(48-64)	highest Note#=78
1	Pizz_Mid(60-77)	highest Note#=80
2	Pizz_Hi(72-88)	highest Note#=92

Violin		
Pch#	Voice Name	Notes
0	Vln_Lo(36-62)	highest Note#=85
1	Vln_MLo(58-74)	highest Note#=85
2	Vln_MHi(70-86)	highest Note#=91
3	Vln_Hi(80-96)	highest Note#=98

Timpani		
Pch#	Voice Name	Notes
0	Timp_P(41-55)	highest Note#=60(recommend)

Orchestra Hit 1		
Pch#	Voice Name	Notes
0	OrHit_Nor(55-72)	highest Note#=85
1	OrHit_LFi(55-72)	highest Note#=85
2	BrHit_Stb(55-72)	highest Note#=85
3	BrHit_LFi(53-65)	highest Note#=85

Orchestra Hit 2		
Pch#	Voice Name	Notes
0	VoxHit_1(55-72)	highest Note#=90
1	VoxHit_2(48-65)	highest Note#=85
2	DisGt_Hit(57-69)	highest Note#=85

New GM128 Bank

4op_Normal Bank 2		
Pch#	Voice Name	Notes
117	MelodTom_P(48-72)	highest Note#=107
118	Syn.Drum_P(48-84)	highest Note#=90
	Other voices are same as a voice in 4op Default Bank	

2op_Normal Bank 2		
Pch#	Voice Name	Notes
117	MelodTom_P(48-72)	highest Note#=107
118	Syn.Drum_P(48-84)	highest Note#=90
	Other voices are same as a voice in 4op Default Bank	

Pch Origin=0

Figure in parentheses of the Voice Name shows a recommended sound range in the pronunciation range. However, it is not because a sound range out of the indicated range cannot be used but because it is for an indication of a standard

When it is over the highest Note #, the musical interval won't be raised anymore.

Drum Voice Library

	Default Voice		Library Voice				
Note#	Standard Kit	Standard 2 Kit	Latin Kit	Power Kit	Analog Kit	HipHop Kit	Symphonic Kit
13							
14							
15		Hi Q			Hi Q		
16							
17							
18							
19		Finger Snap			Finger Snap		
20							
21							
22							
23							
24	Seq Click H						
25	Brush Tap						
@ 26	Brush Swirl						
27	Brush Slap						
@ 28	Brush Tap Swirl						
@ 29	Snare Roll						
30	Castanet						
31	Snare L	Snare L	Snare L	Snare L	Analog SD1	Snare L	Snare L
32	Sticks						
33	Bass Drum L						
34	Open Rim Shot	Open Rim Shot P	Open Rim Shot P	Open Rim 2	Open Rim Shot	Open Rim 2	Open Rim Shot
35	Bass Drum M	Bass Drum M	Bass Drum M	Bass Drum M	Analog BD1	HipHop BD1	Sym BD Long
36	Bass Drum H	Bass Drum H	Bass Drum H	Power BD	Analog BD2	HipHop BD2	Sym BD Short
37	Closed Rim Shot						
38	Snare M	Snare M	Snare M	Piccolo SD	Analog SD2	HipHop SD1	Snare M
39	Hand Clap	Hand Clap P	Hand Clap	Hand Clap	Hand Clap P	Hand Clap	Hand Clap
40	Snare H	Snare H	Snare H	Power SD	Analog SD3	HipHop SD2	Snare H
41	Floor Tom L						
42	Hi-Hat Closed	Hi-Hat Closed	Hi-Hat Closed	Power HH	Analog HH-Cls	Hi-Hat Closed	Hi-Hat Closed
43	Floor Tom H						
44	Hi-Hat Pedal						
45	Low Tom						
46	Hi-Hat Open	Hi-Hat Open	Hi-Hat Open	Hi-Hat Open	Analog HH-Op	Hi-Hat Open	Hi-Hat Open
47	Mid Tom L						
48	Mid Tom H						
49	Crash Cymbal 1	Hand Cymbal					
50	High Tom						
51	Ride Cymbal 1	Hnd Cmb1 Shrt					
52	Chinese Cymbal						
53	Ride Cymbal Cup						
54	Tambourine	Tambourine P	Tambourine P	Tambourine	Tambourine P	Tambourine	Tambourine
55	Splash Cymbal						
56	Cowbell	Cowbell	Cowbell P	Cowbell	Analog Cowbell	Cowbell	Cowbell
57	Crash Cymbal 2						
58	Vibraslap						
59	Ride Cymbal 2						
60	Bongo H	Bongo H	Bongo H P	Bongo H	Bongo H	Bongo H	Bongo H
61	Bongo L	Bongo L	Bongo L P	Bongo L	Bongo L	Bongo L	Bongo L
62	Conga H Mute	Conga H Mute	Conga H Mute P	Conga H Mute	Conga H Mute	Conga H Mute	Conga H Mute
63	Conga H Open	Conga H Open	Conga H Open P	Conga H Open	Conga H Open	Conga H Open	Conga H Open
64	Conga L	Conga L	Conga L P	Conga L	Conga L	Conga L	Conga L
65	Timbale H	Timbale H	Timbale H P	Timbale H	Timbale H	Timbale H	Timbale H
66	Timbale L	Timbale L	Timbale L P	Timbale L	Timbale L	Timbale L	Timbale L
67	Agogo H						
68	Agogo L						
69	Cabasa						
70	Maracas						
@ 71	Samba Whistle H						
@ 72	Samba Whistle L						
73	Guiro Short	Guiro Short	Guiro Short P	Guiro Short	Guiro Short	Guiro Short	Guiro Short
74	Guiro Long	Guiro Long	Guiro Long P @	Guiro Long	Guiro Long	Guiro Long	Guiro Long
75	Claves						
76	Wood Block H						
77	Wood Block L						
78	Cuica Mute	Cuica Mute	Cuica Mute	Cuica Mute	Scratch H	Cuica Mute	Cuica Mute
79	Cuica Open	Cuica Open	Cuica Open	Cuica Open	Scratch L	Cuica Open	Cuica Open
80	Triangle Mute						
81	Triangle Open						
82	Shaker	Shaker P	Shaker P	Shaker	Shaker	Shaker	Shaker
83	Jingle Bells						
84	Bell Tree						
85							
86							
87							
88							
89							
90							
91							

The voice including "@" in Drum Voice reacts to KeyOff.

	Default Voice
	Use of ROM wave
	RAM wave (Un-necessary to Register)
	No voice

* The each Bank Data (vm3) between 4op_DrumsKit and 2op_DrumsKit has same contents ,except the numbers of Operator in the Default voice are different.

GM Set Library

01_Pno-CP-OrgBank.vm3

Pch#	Voice Name	Notes
Grand Piano		
0	G.Pno_Lo(43-56)	highest Note#=74
1	G.Pno_Mid(36-56)	highest Note#=86
2	G.Pno_Hi(55-76)	highest Note#=98
Bright Piano		
3	B.Pno_M(53-72)	highest Note#=86
4	B.Pno_H(72-96)	highest Note#=98
Electric Grand Piano		
5	E.GrP_M(48-72)	highest Note#=86
6	E.GrP_H(72-96)	highest Note#=98
Honky-Tonk Piano		
7	HnkTnk_M(48-72)	highest Note#=86
8	HnkTnk_H(68-96)	highest Note#=98
Electric Piano 1		
9	E.Pno1_M(55-76)	highest Note#=86
10	E.Pno1_H(72-96)	highest Note#=98
Electric Piano 2		
11	E.Pno2_M(48-72)	highest Note#=86
12	E.Pno2_H(72-96)	highest Note#=98
Harpsichord		
13	Harpsi.(55-78)	highest Note#=86
Clavi		
14	Clavi.(43-60)	highest Note#=86

Celesta		
15	Celesta(72-96)	highest Note#=102
Glockenspiel		
16	Glocken(72-96)	highest Note#=102
MusicBox		
17	MusicBox(72-96)	highest Note#=102
Vibraphone		
18	Vibes(55-84)	highest Note#=86
Marimba		
19	Marimba_M(53-76)	highest Note#=86
20	Marimba_H(70-84)	highest Note#=98
Xylophone		
21	Xylophon(72-84)	highest Note#=86
Tubular Bells		
22	TubulBel(55-69)	highest Note#=98
Dulcimer		
23	Dulcimer(48-84)	highest Note#=86

Drawber Organ		
24	DrwOrg_M(48-72)	highest Note#=86
25	DrwOrg_H(72-96)	highest Note#=98
Percussive Organ		
26	PerOrg_M(60-84)	highest Note#=86
27	PerOrg_H(80-96)	highest Note#=98
Rock Organ		
28	RockOg_M(60-84)	highest Note#=86
29	RockOg_H(72-96)	highest Note#=98
Church Organ		
30	ChrchOg_L(36-72)	highest Note#=74
31	ChrchOg_M(60-84)	highest Note#=86
Reed Organ		
32	ReedOrg(48-72)	highest Note#=86
Accordion		
33	Acordion(53-78)	highest Note#=86
Harmonica		
34	Harmonica(67-84)	highest Note#=98
Tango Accordion		
35	TangoAcd(64-84)	highest Note#=86

02_Gtr-BassBank.vm3

Pch#	Voice Name	Notes
Nylon Guitar		
0	NyInGt_L(48-72)	highest Note#=74
1	NyInGt_M(72-84)	highest Note#=86
Steel Guitar		
2	StelGt_L(60-72)	highest Note#=74
3	StelGt_M(72-84)	highest Note#=98
Jazz Guitar		
4	JazzGt_L(53-72)	highest Note#=74
5	JazzGt_M(60-84)	highest Note#=86
Clean Guitar		
6	ClnGt_L(48-67)	highest Note#=74
7	ClnGt_M(60-84)	highest Note#=98
Muted Guitar		
8	MuteGt(55-72)	highest Note#=86
Overdriven Guitar		
9	OvrDrv_L(36-60)	highest Note#=74
10	OvrDrv_M(60-84)	highest Note#=98
Distortion Guitar		
11	DistGt_L(48-60)	highest Note#=74
12	DistGt_M(60-72)	highest Note#=98
Guitar Harmonics		
13	GtHarmo(60-88)	highest Note#=98

Acoustic Bass		
14	AcoBa(28-50)	highest Note#=62
Finger Bass		
15	FngrBa(28-50)	highest Note#=62
Pick Bass		
16	PickBa(28-50)	highest Note#=62
Fretless Bass		
17	FretlesBa(28-50)	highest Note#=62
Slap Bass 1		
18	SlapBa1(28-50)	highest Note#=62
Slap Bass 2		
19	SlapBa2(28-50)	highest Note#=62
Synth Bass 1		
20	SynBa1(28-50)	highest Note#=62
Synth Bass 2		
21	SynBa2(28-50)	highest Note#=62

03_Str-Ens-BrsBank.vm3

Pch#	Voice Name	Notes
Violin		
0	Vln_M(60-84)	highest Note#=98
1	Vln_H(76-96)	highest Note#=98
Viola		
2	Viola(60-84)	highest Note#=86
Cello		
3	Cello(43-60)	highest Note#=74
Contrabass		
4	ContraBs(28-50)	highest Note#=62
Tremolo Strings		
5	TrmStr_L(48-60)	highest Note#=74
6	TrmStr_M(60-72)	highest Note#=86
Pizzicato Strings		
7	Pizz_L(36-60)	highest Note#=74
8	Pizz_M(60-84)	highest Note#=98
Orchestral Harp		
9	Harp_L(36-60)	highest Note#=74
10	Harp_M(60-84)	highest Note#=86
Timpani		
11	Timp(41-53)	highest Note#=74

Strings 1		
12	Str1_L(31-43)	highest Note#=74
13	Str1_M(46-60)	highest Note#=86
14	Str1_H(60-72)	highest Note#=98
Strings 2		
15	Str2_M(46-60)	highest Note#=86
16	Str2_H(60-72)	highest Note#=98
Synth Strings 1		
17	SynSt1(60-84)	highest Note#=86
Synth Strings 2		
18	SynSt2(60-84)	highest Note#=86
Choir Aahs		
19	Aah(53-67)	highest Note#=86
Voice Oohs		
20	Ooh(60-79)	highest Note#=86
Synth Voice		
21	SynVox(60-79)	highest Note#=86
Orchestra Hit		
22	OrHit(55-67)	highest Note#=98

Trumpet		
23	Trmpet(60-84)	highest Note#=98
Trombone		
24	Trmbon(45-60)	highest Note#=86
Tuba		
25	Tuba(28-48)	highest Note#=62
Muted Trumpet		
26	MuteTp(55-72)	highest Note#=86
French Horn		
27	Horn(67-77)	highest Note#=98
Brass Section		
28	BrsSct_M(48-69)	highest Note#=86
29	BrsSct_H(70-82)	highest Note#=98
Synth Brass 1		
30	SynBrs1(55-72)	highest Note#=86
Synth Brass 2		
31	SynBrs2(55-72)	highest Note#=86

04_Rd-PipeBank.vm3

Pch#	Voice Name	Notes
Soprano Sax		
0	S.Sax(67-87)	highest Note#=98
Alto Sax		
1	A.Sax(53-72)	highest Note#=86
Tenor Sax		
2	T.Sax(48-64)	highest Note#=74
Baritone Sax		
3	B.Sax(37-53)	highest Note#=62
Oboe		
4	Oboe(72-91)	highest Note#=98
English Horn		
5	EngHorn(60-76)	highest Note#=86
Bassoon		
6	Basson(45-60)	highest Note#=74
Clarinet		
7	Clarinet(60-76)	highest Note#=86

Piccolo		
8	Piccolo(84-101)	highest Note#=102
Flute		
9	Flute(72-96)	highest Note#=98
Recorder		
10	Recorder(72-96)	highest Note#=98
Pan Flute		
11	PanFl(76-90)	highest Note#=98
Blown Bottle		
12	Bottle(60-72)	highest Note#=86
Shakuhachi		
13	Shakhch(60-72)	highest Note#=86
Whistle		
14	Whistle(72-96)	highest Note#=96
Ocarina		
15	Ocarina(65-84)	highest Note#=98

05_Lead-Pad-FXBank.vm3

Pch#	Voice Name	Notes
	Square Lead	
0	SquareLd(60-84)	highest Note#=98
	Sawtooth Lead	
1	SawLd(60-84)	highest Note#=98
	Calliope Lead	
2	CalliopLd(72-84)	highest Note#=98
	Chiff Lead	
3	ChiffLd(60-84)	highest Note#=98
	Charang Lead	
4	CharnLd(60-84)	highest Note#=98
	Voice Lead	
5	VoxLd(60-84)	highest Note#=98
	Fifths Lead	
6	5thLd(60-84)	highest Note#=98
	Bass & Lead	
7	Ba&Ld(60-84)	highest Note#=86

New Age Pad		
8	NewAgePd(60-84)	highest Note#=98
	Warm Pad	
9	WarmPd(60-84)	highest Note#=86
	Poly Synth Pad	
10	PolySynPd(60-78)	highest Note#=86
	Choir Pad	
11	ChoirPd(60-78)	highest Note#=86
	Bowed Pad	
12	BowedPd(60-84)	highest Note#=86
	Metallic Pad	
13	MetalPd(48-72)	highest Note#=86
	Halo Pad	
14	HaloPd(60-72)	highest Note#=98
	Sweep Pad	
15	SweepPd(72-84)	highest Note#=98

Rain		
16	Rain(72-88)	highest Note#=102
	Sound Track	
17	SoundTrk(55-72)	highest Note#=98
	Crystal	
18	Crystal(72-96)	highest Note#=102
	Atmosphere	
19	Atmosph(60-84)	highest Note#=86
	Brightness	
20	Bright(60-84)	highest Note#=98
	Goblins	
21	Goblin(60-72)	highest Note#=86
	Echoes	
22	Echo(55-67)	highest Note#=90
	Sci-Fi	
23	SciFi(60-84)	highest Note#=86

06_Eth-Perc-SEBank.vm3

Pch#	Voice Name	Notes
	Sitar	
0	Sitar(55-72)	highest Note#=96
	Banjo	
1	Banjo(55-72)	highest Note#=90
	Shamisen	
2	Shamisen(60-72)	highest Note#=90
	Koto	
3	Koto(60-72)	highest Note#=98
	Kalimba	
4	Kalimba(60-72)	highest Note#=98
	Bagpipe	
5	Bagpipe(55-65)	highest Note#=90
	Fiddle	
6	Fiddle(60-84)	highest Note#=98
	Shanai	
7	Shanai(60-72)	highest Note#=86

Tinkle Bell		
8	TnkBel(72-84)	highest Note#=98
	Agogo	
9	Agogo(60-72)	highest Note#=102
	Steel Drums	
10	SteelDr(55-65)	highest Note#=102
	Woodblock	
115	WoodB(-60-)	highest Note#=98
	Taiko Drum	
116	Taiko(-60-)	highest Note#=98
	Melodic Tom	
117	MelodTom(-60-)	highest Note#=84
	Synth Drum	
118	SynDr(-60-)	highest Note#=102
	Reverse Cymbal	
119	ReverseCym(-60-)	highest Note#=84

Fret Noise		
120	FretNz(-60-)	highest Note#=102
	Breath Noise	
121	BrthNz(-60-)	highest Note#=102
	Seashore	
122	Seashore(-60-)	highest Note#=96
	Bird Tweet	
123	Tweet(-60-)	highest Note#=100
	Telephone Ring	
124	TelRing(-60-)	highest Note#=102
	Helicopter	
125	Helicptr(-60-)	highest Note#=102
	Applause	
126	Applause(-60-)	highest Note#=102
	Gunshot	
127	Gunshot(-60-)	highest Note#=102

07_4op_DrumsBank.vm3

Note#	Voice Name
37	ClosedRimShot P
39	Hand Clap P
53	RideCymbalCup P
54	Tambourine P
56	Cowball P
69	VibraSlap P
60	Bongo H P
61	Bongo L P
62	Conga H Mute P
63	Conga H Open P
64	Conga L P
65	Timbale H P
66	Timbale L P
67	Agogo H P
68	Agogo L P
69	Cabasa P
70	Maracas P
71	SambaWhistle HP
72	SambaWhistle LP
73	Guiro Short P
74	Guiro Long P
75	Claves P
76	Wood Block H P
77	Wood Block L P
78	Cuica Mute P
79	Cuica Open P
80	Triangle Mute P
81	Triangle Open P

08_2op_DrumsBank.vm3

Note#	Voice Name
37	ClosedRimShot P
39	Hand Clap P
53	RideCymbalCup P
54	Tambourine P
56	Cowball P
69	VibraSlap P
60	Bongo H P
61	Bongo L P
62	Conga H Mute P
63	Conga H Open P
64	Conga L P
65	Timbale H P
66	Timbale L P
67	Agogo H P
68	Agogo L P
69	Cabasa P
70	Maracas P
71	SambaWhistle HP
72	SambaWhistle LP
73	Guiro Short P
74	Guiro Long P
75	Claves P
76	Wood Block H P
77	Wood Block L P
78	Cuica Mute P
79	Cuica Open P
80	Triangle Mute P
81	Triangle Open P

* The each bank data (.vm3) between 4op_DrumsBank and 2op_DrumsBank has same contents ,except the number of FM voice (Default voice) operators are different.

GM Set Library

Pch Origin=0

GMSetLibrary						
MSB#	124	124	124	124	124	124
Pch#	Pno-CP-Org	Gtr-Bass	Str-Ens-Brs	Rd-Pipe	Lead-Pad-FX	Eth-Perc-SE
0	G.Pno_Lo(43-56)	NyInGt_L(48-72)	Vln_M(60-84)	S.Sax(67-87)	SquareLd(60-84)	Sitar(55-72)
1	G.Pno_Mid(36-56)	NyInGt_M(72-84)	Vln_H(76-96)	A.Sax(53-72)	SawLd(60-84)	Banjo(55-72)
2	G.Pno_Hi(55-76)	StelGt_L(60-72)	Viola(60-84)	T.Sax(48-64)	CallioLd(72-84)	Shamisen(60-72)
3	B.Pno_M(53-72)	StelGt_M(72-84)	Cello(43-60)	B.Sax(37-53)	ChiffLd(60-84)	Koto(60-72)
4	B.Pno_H(72-96)	JazzGt_L(53-72)	ContraBs(28-50)	Oboe(72-91)	CharnLd(60-84)	Kalimba(60-72)
5	E.GrP_M(48-72)	JazzGt_M(60-84)	TrmStr_L(48-60)	EngHorn(60-76)	VoxLd(60-84)	Bagpipe(55-65)
6	E.GrP_H(72-96)	ClnGt_L(48-67)	TrmStr_M(60-72)	Basson(45-60)	5thLd(60-84)	Fiddle(60-84)
7	HnkTnk_M(48-72)	ClnGt_M(60-84)	Pizz_L(36-60)	Clarinet(60-76)	Ba&Ld(60-84)	Shanai(60-72)
8	HnkTnk_H(68-96)	MuteGt(55-72)	Pizz_M(60-84)	Piccolo(84-101)	NewAgePd(60-84)	TnkBel(72-84)
9	E.Pno1_M(55-76)	OvrDrv_L(36-60)	Harp_L(36-60)	Flute(72-96)	WarmPd(60-84)	Agogo(60-72)
10	E.Pno1_H(72-96)	OvrDrv_M(60-84)	Harp_M(60-84)	Recorder(72-96)	PolySynPd(60-78)	SteelDr(55-65)
11	E.Pno2_M(48-72)	DistGt_L(48-60)	Timp(41-53)	PanFl(76-90)	ChoirPd(60-78)	
12	E.Pno2_H(72-96)	DistGt_M(60-72)	Str1_L(31-43)	Bottle(60-72)	Pp BowedPd(60-84)	Pad
13	Harpsi.(55-78)	GtHarmo(60-88)	Str1_M(46-60)	Shakhch(60-72)	MetalPd(48-72)	
14	Clavi.(43-60)	AcoBa(28-50)	Str1_H(60-72)	Whistle(72-96)	HaloPd(60-72)	
15	Celesta(72-96)	FngrBa(28-50)	Str2_M(46-60)	Ocarina(65-84)	SweepPd(72-84)	
16	Glocken(72-96)	PickBa(28-50)	Str2_H(60-72)		Rain(72-88)	
17	MusicBox(72-96)	FretlesBa(28-50)	SynSt1(60-84)	Ens	SoundTrk(55-72)	
18	Vibes(55-84)	SlapBa1(28-50)	SynSt2(60-84)	Ba	Crystal(72-96)	
19	Marimba_M(53-76)	SlapBa2(28-50)	Aah(53-67)		Atmosph(60-84)	
20	Marimba_H(70-84)	SynBa1(28-50)	Ooh(60-79)		Bright(60-84)	FX
21	Xylophon(72-84)	SynBa2(28-50)	SynVox(60-79)		Goblin(60-72)	
22	TubulBel(55-69)		OrHit(55-67)		Echo(55-67)	
23	Dulcimer(48-84)		Trmpet(60-84)		SciFi(60-84)	
24	DrwOrg_M(48-72)		Trmbon(45-60)			
25	DrwOrg_H(72-96)		Tuba(28-48)			
26	PerOrg_M(60-84)		MuteTp(55-72)			
27	PerOrg_H(80-96)		Horn(67-77)	Brs		
28	RockOg_M(60-84)		BrsSct_M(48-69)			
29	RockOg_H(72-96)	Org	BrsSct_H(70-82)			
30	ChrchOg_L(36-72)		SynBrs1(55-72)			
31	ChrchOg_M(60-84)		SynBrs2(55-72)			
32	ReedOrg(48-72)					
33	Acordion(53-78)					
34	Harmonica(67-84)					
35	TangoAcid(64-84)					
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GMSetLibrary						
MSB#	124	124	124	124	124	124
Pch#	Pno-CP-Org	Gtr-Bass	Str-Ens-Brs	Rd-Pipe	Lead-Pad-FX	Eth-Perc-SE
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*1 115						WoodB(-60-)
*2 116						Taiko(-60-)
*3 117						MelodTom(-60-)
*4 118						SynDr(-60-)
*4 119						ReverseCym(-60-)
120						FretNz(-60-)
121						BrthNz(-60-)
*5 122						Seashore(-60-)
*6 123						Tweet(-60-)
*7 124						TelRing(-60-)
*7 125						Helicptr(-60-)
*6 126						Applause(-60-)
*5 127						Gunshot(-60-)

*1 : 50cent/halfnote, #69=F#4	*5 : 20cent/halfnote
*2 : 50cent/halfnote, #69=A2	*6 : 5cent/halfnote
*3 : 50cent/halfnote, #69=C#4	*7 : 10cent/halfnote
4 : 50cent/halfnote	At the key concept, the voice with "" is taken as Drum sound.

GM Set Library

GMSetLibrary		
MSB#	125	125
Note#	4op_Drums	2op_Drums
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23		
24	Seq Click H	Seq Click H
25	Brush Tap	Brush Tap
@ 26	Brush Swirl	Brush Swirl
27	Brush Slap	Brush Slap
@ 28	Brush Tap Swirl	Brush Tap Swirl
@ 29	Snare Roll	Snare Roll
30	Castanet	Castanet
31	Snare L	Snare L
32	Sticks	Sticks
33	Bass Drum L	Bass Drum L
34	Open Rim Shot	Open Rim Shot
35	Bass Drum M	Bass Drum M
36	Bass Drum H	Bass Drum H
37	ClosedRimShot P	ClosedRimShot P
38	Snare M	Snare M
39	Hand Clap P	Hand Clap P
40	Snare H	Snare H
41	Floor Tom L	Floor Tom L
42	Hi-Hat Closed	Hi-Hat Closed
43	Floor Tom H	Floor Tom H
44	Hi-Hat Pedal	Hi-Hat Pedal
45	Low Tom	Low Tom
46	Hi-Hat Open	Hi-Hat Open
47	Mid Tom L	Mid Tom L
48	Mid Tom H	Mid Tom H
49	Crash Cymbal 1	Crash Cymbal 1
50	High Tom	High Tom
51	Ride Cymbal 1	Ride Cymbal 1
52	Chinese Cymbal	Chinese Cymbal
53	RideCymbalCup P	RideCymbalCup P
54	Tambourine P	Tambourine P
55	Splash Cymbal	Splash Cymbal
56	Cowball P	Cowball P
57	Crash Cymbal 2	Crash Cymbal 2
58	VibraSlap P	VibraSlap P
59	Ride Cymbal 1	Ride Cymbal 1
60	Bongo H P	Bongo H P
61	Bongo L P	Bongo L P
62	Conga H Mute P	Conga H Mute P
63	Conga H Open P	Conga H Open P

Dr

Dr

GMSetLibrary			
MSB#	125		125
Note#	4op_Drums	2op_Drums	
64	Conga L P		Conga L P
65	Timbale H P		Timbale H P
66	Timbale L P		Timbale L P
67	Agogo H P		Agogo H P
68	Agogo L P		Agogo L P
69	Cabasa P		Cabasa P
70	Maracas P		Maracas P
@ 71	SambaWhistle HP		SambaWhistle HP
@ 72	SambaWhistle LP		SambaWhistle LP
73	Guiro Short P		Guiro Short P
@ 74	Guiro Long P	Dr	Guiro Long P
75	Claves P		Claves P
76	Wood Block H P		Wood Block H P
77	Wood Block L P		Wood Block L P
78	Cuica Mute P		Cuica Mute P
79	Cuica Open P		Cuica Open P
80	Triangle Mute P		Triangle Mute P
81	Triangle Open P		Triangle Open P
82	Shaker		Shaker
83	Jingle Bells		Jingle Bells
84	Bell Tree		Bell Tree
85			
86			
87			
88			
89			
90			
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The voice included "@" corresponds with KeyOff.

	Default voice
	RAM wave (Un-nessary to registrar)
	No voice

* The each Bank Data (vm3) between 4op_DrumsKit and 2op_DrumsKit has same contents ,except the numbers of FM voice (Default voice) operators are different.

VLP-MA3 (PCM Voice Library for MA-3) Voice Data Size

Normal Voice		Drum Voice		Use of 2 tones Drum Voice	
Voice Name	Difference with FM4op	Voice Name	Difference with FM4op	Voice Name	Difference with FM4op
Str_Lo(43-56)	2816	Hi Q	263		
Str_Lo2(36-56)	2583	Finger Snap	215		
Str_MLo(55-76)	3206	Open Rim Shot P	-17		
Str_MLo2(48-72)	3740	HandClap P	658		
Str_MHi(70-84)	3701	Tambourine P	1343		
Str_Hi(79-92)	4349	Shaker P	648		
Pizz_Lo(48-64)	1453	Cowbell P	345		
Pizz_Mid(60-77)	1965	Bongo H P	392	Bongo H&L P	375
Pizz_Hi(72-88)	2544	Bongo L P	392		
		Conga H Mute P	176		
Vln_Lo(36-62)	207	Conga H Open P	957	Conga H&L P	940
Vln_MLo(58-74)	224	Conga L P	957		
Vln_MHi(70-86)	278	Timbale H P	1496	Timbale H&L P	1479
Vln_Hi(80-96)	281	Timbale L P	1496		
		Guiro Short P	1381	Guiro S&L P	1364
Timp_P(41-55)	2178	Guiro Long P	1381		
OrHit_Nor(55-72)	3573	Open Rim 2	1885		
OrHit_LFi(55-72)	2924	Power BD	941		
BrHit_Stb(55-72)	2880	Piccolo SD	1885		
BrHit_LFi(53-65)	2326	Power SD	1897		
		Power HH	2244		
VoxHit_1(55-72)	2157				
VoxHit_2(48-65)	2753	Analog SD1	511		
DisGt_Hit(57-69)	2722	Analog BD1	744		
		Analog BD2	692		
MelodTom_P(48-72)	-17	Analog SD2	1010		
Syn.Drum_P(48-84)	3758	Analog SD3	1338		
		Analog HH-Cls	902		
		Analog HH-Op	1837		
		Analog Cowbell	447		
		Scratch H	1000	Scratch H&L	983
		Scratch L	1000		
		HipHop BD1	909		
		HipHop BD2	808		
		HipHop SD1	1922		
		HipHop SD2	1822		
		Sym BD Long	2464	Sym BD L&S	2447
		Sym BD Short	2464		
		Hand Cymbal	2853	2HandCymbals	2836
		Hand CmbL Shrt	2853		

Unit : [Byte]

- * This table shows the increasing and decreasing of a data size in a musical composition at the time of FM voice use and PCM extended voice use. The unit of the data size is "Byte".
- * The voices of PCM extended, in a condition of "4op_NormalBank2 <---> 2op_NormalBank2" and "each 4op_DrumsKit <---> each 2op_DrumsKit", are identical, and the data size at the time of use are also common.

GM Set		GM Set		GM Set	
Voice Name	Difference with FM4op	Voice Name	Difference with FM4op	Voice Name	Difference with FM4op
S.Sax(67-87)	559	Sitar(55-72)	1674	ClosedRimShot P	317
A.Sax(53-72)	373	Banjo(55-72)	465	Hand Clap P	414
T.Sax(48-64)	724	Shamisen(60-72)	647	RideCymbalCup P	472
B.Sax(37-53)	374	Koto(60-72)	671	Tambourine P	389
Oboe(72-91)	285	Kalimba(60-72)	430	Cowball P	391
EngHorn(60-76)	359	Bagpipe(55-65)	391	VibraSlap P	456
Basson(45-60)	469	Fiddle(60-84)	97	Bongo H P	502
Clarinet(60-76)	501	Shanai(60-72)	390	Bongo L P	502
				Conga H Mute P	344
Piccolo(84-101)	456	TnkBel(72-84)	838	Conga H Open P	737
Flute(72-96)	431	Agogo(60-72)	410	Conga L P	737
Recorder(72-96)	52	SteelDr(55-65)	683	Timbale H P	535
PanFl(76-90)	666	WoodB(-60-)	255	Timbale L P	535
Bottle(60-72)	878	Taiko(-60-)	1605	Agogo H P	409
Shakhch(60-72)	1373	MelodTom(-60-)	1378	Agogo L P	409
Whistle(72-96)	46	SynDr(-60-)	1258	Cabasa P	417
Ocarina(65-84)	28	ReverseCym(-60-)	208	Maracas P	417
				SambaWhistle HP	325
		FretNz(-60-)	591	SambaWhistle LP	325
SquareLd(60-84)	116	BrthNz(-60-)	271	Guiro Short P	360
SawLd(60-84)	494	Seashore(-60-)	1556	Guiro Long P	718
CaliopLd(72-84)	381	Tweet(-60-)	1548	Claves P	138
ChiffLd(60-84)	477	TelRing(-60-)	1801	Wood Block H P	265
CharnLd(60-84)	312	Helicptr(-60-)	1831	Wood Block L P	265
VoxLd(60-84)	596	Applause(-60-)	1583	Cuica Mute P	566
5thLd(60-84)	586	Gunshot(-60-)	1093	Cuica Open P	740
Ba&Ld(60-84)	510			Triangle Mute P	390
				Triangle Open P	390
NewAgePd(60-84)	631				
WarmPd(60-84)	562				
PolySynPd(60-78)	605				
ChoirPd(60-78)	559				
BowedPd(60-84)	534				
MetalPd(48-72)	582				
HaloPd(60-72)	618				
SweepPd(72-84)	1612				
Rain(72-88)	1785				
SoundTrk(55-72)	626				
Crystal(72-96)	600				
Atmosph(60-84)	1124				
Bright(60-84)	1114				
Goblin(60-72)	1359				
Echo(55-67)	657				
SciFi(60-84)	941				

Unit : [Byte]

- * This table shows the increasing and decreasing of a data size in a musical composition at the time of FM voice use and PCM extended voice use. The unit of the data size is "Byte".
- * The voices of PCM extended, in a condition of "4op_NormalBank2 <--> 2op_NormalBank2" and "each 4op_DrumsKit <--> each 2op_DrumsKit", are identical, and the data size at the time of use are also common.

File Organization of VLP-MA3 (PCM Voice Library for MA-3)

VLP-MA3
Version : 1.1.2

