

Numerical notation is per font : Decimal 0, 15 / Hexa 00, 0F / Binary 0000, 1111

<b>Patch Request / 5 bytes</b>		
HEX	Purpose	Range
F0	Start of Exclusive	
21	SIEL Manufacturer ID	
00	Command 'Patch request'	
##	Patch number 0 to 49 ( 99 with RAM cartridge)	00-31 (63)
F7	End of Exclusive	

<b>Patch Dump / 78 bytes</b>		
HEX	Purpose	Range
F0	Start of Exclusive	
21	SIEL Manufacturer ID	
02	Command 'Patch dump'	
##	Patch number 0 to 49 ( 99 with RAM cartridge )	00-31 (63)
04	Patch format DK80	
0x	Data : 72 nibbles (only uses 4 lower bits of each midi byte)	00-0F
F7	End of Exclusive	

<b>Patch data / 72 nibbles</b>			CC message (1)
Index	Parameter-Voice : Name ( voice A yellow / B blue )	Range (default 00-0F)	B0 44 . . .
0	64-A : Square 16" level		00 + B0 35 #
1	65-A : Square 8" level		00 + B0 36 #
2	66-A : Square 4" level		00 + B0 37 #
3	67-A : Square 2" level		00 + B0 38 #
4	64-B : Square 16" level		40 + B0 35 #
5	65-B : Square 8" level		40 + B0 36 #
6	66-B : Square 4" level		40 + B0 37 #
7	67-B : Square 2" level		40 + B0 38 #
8	51-A : Lfo 1 frequency		00 + B0 2D #
9	51-B : Lfo 1 frequency		40 + B0 2D #
10	41-A : Lfo 2 frequency		00 + B0 27 #
11	41-B : Lfo 2 frequency		40 + B0 27 #
12	14-A : DEG VCA Slope time		00 + B0 18 #
13	16-A : DEG VCA Release time		00 + B0 1A #
14	11-A : DEG VCA Attack time		00 + B0 15 #
15	12-A : DEG VCA Decay time		00 + B0 16 #
16	14-B : DEG VCA Slope time		40 + B0 18 #
17	16-B : DEG VCA Release time		40 + B0 1A #
18	11-B : DEG VCA Attack time		40 + B0 15 #
19	12-B : DEG VCA Decay time		40 + B0 16 #
20	34-A : DEG VCF Slope time		00 + B0 23 #
21	36-A : DEG VCF Release time		00 + B0 25 #
22	31-A : DEG VCF Attack time		00 + B0 20 #
23	32-A : DEG VCF Decay time		00 + B0 21 #
24	34-B : DEG VCF Slope time		40 + B0 23 #
25	36-B : DEG VCF Release time		40 + B0 25 #
26	31-B : DEG VCF Attack time		40 + B0 20 #
27	32-B : DEG VCF Decay time		40 + B0 21 #
28	15-A : DEG VCA Sustain level		00 + B0 19 #
29	13-A : DEG VCA Break Point level		00 + B0 17 #
30	15-B : DEG VCA Sustain level		40 + B0 19 #
31	13-B : DEG VCA Break Point level		40 + B0 17 #
32	35-A : DEG VCF Sustain level		00 + B0 24 #

33	33-A : DEG VCF Break Point level		00 + B0 22 #
34	35-B : DEG VCF Sustain level		40 + B0 24 #
35	33-B : DEG VCF Break Point level		40 + B0 22 #
36	75-B : DEG VCF Level		40 + B0 3D #
37	75-A : DEG VCF Level		00 + B0 3D #
38	21-B : Semitones interval	00-0B	40 + B0 1D #
39	23-B : Noise level		40 + B0 1F #
40	82-B : Voice volume		40 + B0 3F #
41	82-A : Voice volume		00 + B0 3F #
42	72-B : Resonance amount		40 + B0 3A #
43	72-A : Resonance amount		00 + B0 3A #
44	53-B : Lfo 1 Initial level		40 + B0 2F #
45	53-A : Lfo 1 Initial level		00 + B0 2F #
46	52-B : Lfo 1 Final level		40 + B0 2E #
47	52-A : Lfo 1 Final level		00 + B0 2E #
48	43-B : Lfo 2 Initial level		40 + B0 29 #
49	43-A : Lfo 2 Initial level		00 + B0 29 #
50	42-B : Lfo 2 Final level		40 + B0 28 #
51	42-A : Lfo 2 Final level		00 + B0 28 #
52	54-B : Lfo 1 Delay		40 + B0 30 #
53	54-A : Lfo 1 Delay		00 + B0 30 #
54	44-B : Lfo 2 Delay		40 + B0 2A #
55	44-A : Lfo 2 Delay		00 + B0 2A #
56 + 57	71-A : LSB+MSB Cutoff frequency ( * )	0000-060F=00-F6	00 + B0 39 #
58 + 59	71-B : LSB+MSB Cutoff frequency ( * )	0000-060F=00-F6	40 + B0 39 #
60 + 61	61-B : Split ( lower key of voice B range )	0000-0D03=00-3D	40 + B0 32 #
62 + 63	61-A : Split ( upper key of voice A range )	0000-0D03=00-3D	00 + B0 32 #
64-b0	81-A : Chorus ( warning: on = 0 and off = 1 )	xxx0 - xxx1	00 + B0 3E #
64-b1	81-B : Chorus ( warning: on = 0 and off = 2 )	xx0x - xx1x	40 + B0 3E #
64-b2	45-A : lfo 2 mode ( manual=0, delayed=4)	x0xx - x1xx	00 + B0 2B #
64-b3	45-B : lfo 2 mode ( manual=0, delayed=8)	0xxx - 1xxx	40 + B0 2B #
65	22-B : Detune %		40 + B0 1E #
66-b01	73-A : VCF Keyboard track ( 0=off, half=1, all=2 )	xx00 - xx10	00 + B0 3B #
66-b23	73-B : VCF Keyboard track ( 0=off, half=4, all=8 )	00xx - 10xx	40 + B0 3B #
67-b0	46-A : Lfo 2 waveform ( 0=sine, 1=square )	xxx0 - xxx1	00 + B0 2C #
67-b1	46-B : Lfo 2 waveform ( 0=sine, 2=square )	xx0x - xx1x	40 + B0 2C #
67-b2	74-A : VCF Trigger mode ( 0=single, 4=multi )	x0xx - x1xx	00 + B0 3C #
67-b3	74-B : VCF Trigger mode ( 0=single, 8=multi )	0xxx - 1xxx	40 + B0 3C #
68-b0	55-A : Lfo 1 mode ( 0>manual, 1=delayed )	xxx0 - xxx1	00 + B0 31 #
68-b1	55-B : Lfo 1 mode ( 0>manual, 2=delayed )	xx0x - xx1x	40 + B0 31 #
68-b2	17-B : DEG VCA Velocity response ( 0=off, 4=on )	x0xx - x1xx	40 + B0 1B #
68-b3	37-B : DEG VCF Velocity response ( 0=off, 8=on )	0xxx - 1xxx	40 + B0 26 #
69-b0	18-A : Dump pedal ( 0=off, 1=on )	xxx0 - xxx1	00 + B0 1C #
69-b1	18-B : Dump pedal ( 0=off, 2=on )	xx0x - xx1x	40 + B0 1C #
69-b2	17-A : DEG VCA Velocity response ( 0=off, 4=on )	x0xx - x1xx	00 + B0 1B #
69-b3	37-A : DEG VCF Velocity response ( 0=off, 8=on )	0xxx - 1xxx	00 + B0 26 #
70-b01	62-A : Waveform ( 0=off, 1=square, 2=saw )	xx00 - xx10	00 + B0 33 #
70-b23	62-B : Waveform ( 0=off, 4=square, 8=saw )	00xx - 10xx	40 + B0 33 #
71-b01	63-A : Saw waveform octave ( 0=16", 1=8", 2=4" )	xx00 - xx10	00 + B0 34 #
71-b23	63-B : Saw waveform octave ( 0=16", 4=8", 8=4" )	00xx - 10xx	40 + B0 34 #

( 1 ) Control change messages show voice A or B selection B0 44 x0+ parameter message B0 pp #  
Values range for # are the same as displayed on the DK80

( \* ) For cutoff values 0,1,2...75, data = 0,2,4...150 (steps of 2)  
For values 76,77,78...99, data = 154,158,162...246 (steps of 4)