







0 = GND
 X = Floating
 1 = VDD

OPT	RS4	RS3	RS2	RS1	RS0
X	0	1	1	1	1
X	0	0	X	X	1
X	0	1	0	0	1
X	0	0	0	X	1
X	0	0	X	0	1
X	0	0	0	X	1
X	0	0	X	1	1
X	0	0	0	1	1
X	0	1	0	1	1
X	0	1	0	1	1
X	0	0	0	1	1
X	0	0	0	0	1
X	0	0	1	1	1
X	0	0	1	1	1

Percussion : Xylophone / Drum / Cymbal
 Strings : Violin / Guitar / Koto / Sitar
 Keyboard : Piano / Accordion
 Woodwind : Clarinet / Flute
 Brass : Tuba / Trumpet

