

PRESET-15 OSC-GLOBAL

OSC-1

DETUNE

VELOCITY

GLOBAL

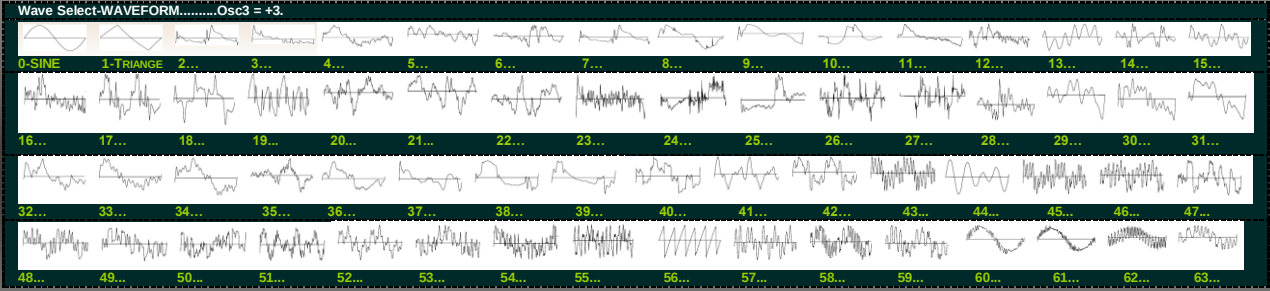
UNISON

OSC-2

FM

MIXER

1	SHAPE 0=64	WAVE SELECT1 0=1 63=64	PW	SEMITONE 0=64	KEY FOLLOW 0=64	OSC MODE 67=64 0-Off 1-Slave 2-Saw 3-Pulse 4-Sine 5-Triangle 6-Wave 3	SEMITONE 0=64	DETUNE	
2	DETUNE	PAN SPREAD	LFO PHASE 0=64	PW 0=64	FM 0=64	FILTER1 0=64	FILTER2 0=64	PAN 0=64	VOLUM 0=64
3	OSC1 0=64	OSC2 0=64	KEY MODE	TEMPO 0...190	SCALE LIN EXP	BEND UP+ 0=64	BEND 0=64	MAIN VOLUMEN	
4	TRANPOSE 0=64	0...Poly 1...Mono1 2...Mono2	3...Mono3 4...Mono4 5...Hold						
A	1 Off	2 Twin	3 3 voices	4 4 voices	5 5 voices	6 6 voices	7 7 voices	8 8 voices	
B	9 9 voices	10 10 voices	11 11 voices	12 12 voices	13 13 voices	14 14 voices	15 15 voices	16 16 voices	
1	SHAPE 0=64	WAVE SELECT2 0=1 63=64	PW	SEMITONE 0=64	DETUNE	KEY FOLLOW 0=64	PUNCH	PORTAMENTO	
2	FM AMOUNT	FM MODE 0...Pos-tri 1...Tri 2...Wave 3...Noise 4...In L 5...In L+R	ENV FM 0=64	ENV OSC-2 0=64	PHASE INIT	NOISE COLOR 0=64	SUB SHAPE IN	SEND	
3	OSC 1/BAL 0=64	OSC-3 VOL	SUB VOL	OSC VOLU 0=64	NOISE VOL	RING VOL	PAN 0=64	PATH VOLUM	



A	B
Sync Fm on/off	
C	D

PRESET-16 FILTERS

AMP ENV

SATURATION

FILTER 1

FILTER 2

FILTER ENV
Keybase, Balance, Routing

1	ATTACK	DECAY	SUSTAIN	TIME	RELEASE			OSC VOLUMEN 0=64
A	1 Off	2 LIGHT	3 SOFT	4 MIDDLE	5 HARD	6 DIGITAL	7 SHAPER	8 RECTIFIER
B	9 BIT REDUCTOR	10 RATE REDUCTOR	11 RATE REDUCTOR KF	12 LOW PASS	13 LOW PASS KF	14 HI PASS	15 HI PASS KF	16 LNK CUTOFF Link
1	FILT 1 MODE 0-Low Pass 1-High Pass 2-Band Pass 3-Band Stop	CUTOFF 1	RESONANCE	ENV AMT	KEY FOLLOW 0=64	RESO VELOCITY 0=64	ENV VELOCITY 0=64	ENV POLARITY INVERSE
2	FILT 2 MODE 0-Low Pass 1-High Pass 2-Band Pass 3-Band Stop	CUTOFF 2	RESONANCE2	ENV AMT2	KEY FOLLOW2 0=64	RESO VELOCITY2 0=64	ENV VELOCITY2 0=64	ENV POLARITY2 INVERSE
3	FILTER ATTACK	FILTER DECAY	FILTER SUSTAIN	FILTER TIME	FILTER RELEASE	KEY BASE Link	FILTER ROUTING 0-Serial 4 1-Serial6 2-Parallel4 3-Spit Mode	FILTER BALANCE 0=64

PRESET-17 LFO

LFO clock
0...Off
1...1/64
2...1/32
3...1/16
4...1/8
5...1/4
6...1/2
7...3/64
8...3/32
9...3/16
10...3/8
11...1/24
12...1/12
13...1/6
14...1/3
15...2/3
16...3/4
17...1/1
18...2/1
19...4/1
20...8/1
21...16/1

LFO 1

LFO 2

LFO 3

1	RATE	CLOCK 16/1	Shapewave	4	RATE 2	CLOCK2 16/1	Shapewave2	7	RATE 3	CLOCK3 16/1	Shapewave3
2	Symmetry			5	Symmetry 2			8	Symmetry 3		
A	1 ENV MODE OFF	2 LFO MODE POLY HOLD	3 Lfo1	6	1 ENV MODE OFF	2 LFO MODE POLY HOLD	3 Lfo2	9	1 ENV MODE OFF	2 LFO MODE POLY HOLD	3 Lfo3
1	Key follow	Key Trig	Reso 1+2 0=64	4	Key follow 2	Key Trig 2	Panorama 0=64	7	SHAPE Wave	FADE IN	
2	Osc 1 0=64	Osc 2 0=64	Pw 1+2 0=64	5	Filter 1 0=64	Filter 2 0=64	Shape 1+2 0=64	8	Key Follow		
3	Assign Amount 0=64	Assign Destination	Filter Gain 0=64	6	Assing Amount 2 0=64	Assing Destination 2	Fm Amount 2 0=64	9	Assign Amount 3	Assign Destination3	

SHAPEWAVE LFO

Lfo 3 assing destination
0...Osc 1 pich
1...Osc 1+2 pich
2...Osc 2 pich
3...Osc 1 pulseWidth
4...Osc 1 + 2 pulseWidth
5...Osc 2 pulseWidth