

SMPL 1 SMPL 2 OSC 1 OSC 2

SAMPLE START SAMPLE START

SAMPLE END SAMPLE END NOISE LEVEL SYNC

BROWSE BROWSE FEED-BACK FEED-BACK

RECORD RECORD RETRIG or PHASE RETRIG or PHASE

PITCH / TIME PITCH / TIME PULSE WIDTH PULSE WIDTH

SPEED SPEED SHAPE SHAPE

REVERSE REVERSE PITCH PITCH

MODE MODE LEVEL LEVEL

SMPL 1 SMPL 2 OSC 1 OSC 2

FM 1 FM 2 DISTORT

SATURATE RATE

FM DEST BIT CRUSH

FDBACK FDBACK DECI MATE

SYNTH MODE UNISON VOICES

PAN UNISON DETUNE

VIBRATO VOICE PRIORITY

PITCH PITCH MASTER PITCH POLYPH-ONY

FM AMOUNT FM AMOUNT MASTER LEVEL GLIDE

FM 1 FM 2 MASTER VOICE

LPF	HPF	EQ	EQ
LPF CUTOFF	HPF CUTOFF	BASS FREQ	TREBLE FREQ
LPF RESO	HPF RESO	BASS GAIN	TREBLE GAIN
LPF SLOPE	HPF SLOPE	SEND	
		SHAPE	ARP MODE

ENV 1 ATTACK	ENV 1 ATTACK	SDCHAIN ATTACK	ARP OCTAVES
ENV 1 DECAY	ENV 2 DECAY	SDCHAIN VOL DUCK	ARP GATE
ENV 1 SUSTAIN	ENV 2 SUSTAIN	SDCHAIN SYNC	ARP SYNC
ENV 1 RELEASE	ENV 2 RELEASE	LEVEL	ARP RATE

ENV 1    ENV 2    SDCHAIN    ARP

MOD FX	REVERB	MOD	MOD
MOD FX RATE	REVERB SIZE		
MOD FX DEPTH	REVERB DAMP	ENV 1 AMT	ENV 2 AMT
MOD FX FDBACK	REVERB WIDTH	LFO 1 AMT	LFO 2 AMT
MOD FX OFFSET	REVERB PAN	DELAY STEREO	SDCHAIN AMT

MOD FX TYPE	REVERB AMOUNT	DELAY AMOUNT	NOTE AMT
LFO 1 SHAPE	LFO 2 SHAPE	DELAY ANALOG	RANDOM AMT
LFO 1 SYNC	LFO 2 SYNC	DELAY SYNC	VELO AMT
LFO 1 RATE	LFO 2 RATE	DELAY RATE	AFTER TOUCH AMT

LFO 1    LFO 2    DELAY    MOD AMT