

Controllers Common to All Models



| Section | Controller | Parameter | Destination or operation when used with the [SHIFT] button |
|---------|------------|-------------|--|
| CTRL | 1 | VOLUME | VOLUME |
| | 2 | WHEEL1 | Assigned function (*2) |
| | 3 | WHEEL2 | Assigned function (*2) |
| | 4 | SL1 | Assigned function (*2) |
| | 5 | SL2 | Assigned function (*2) |
| | 6 | S1 | Assigned function (*2) |
| | 7 | S2 | Assigned function (*2) |
| | 8 | S3 | Assigned function (*2) |
| I-ARP | 9 | TYPE | Type |
| | 10 | TEMPO | Change BPM |
| | 11 | RHYTHM | Rytm |
| | 12 | DURATION | G-Duration |
| | 13 | SHUFFLE | G-Shuffle |
| EFFECTS | 14 | MFX | Assign Parameters (*3) The "SCENE PART MFX > FlwToneMFX" parameter is "ON." Parameter corresponding to "TONE MFX" (*2) The "SCENE PART MFX > FlwToneMFX" parameter is "OFF" Parameter corresponding to "SCENE PART MFX" (*2) |
| | 15 | REVERB | SCENE PART EDIT > Rev Send SCENE EFFECT: OD > Rev Send Lev |
| | 16 | REVERB TIME | SYSTEM EFFECT: Rev > Time SCENE EFFECT: Rev > Time |
| | 17 | CHORUS | SCENE PART EDIT > Cho Send SCENE EFFECT: OD > Cho Send Lev |

| Section | Controller | Parameter | Destination or operation when used with the [SHIFT] button |
|---------|------------|----------------|--|
| EFFECTS | 18 | DRIVE | Drive SCENE EFFECT: OD > Drive |
| | 19 | DELAY | SCENE PART EDIT > Dly Send SCENE EFFECT: OD > Dly Send Lev |
| | 20 | DELAY TIME | SYSTEM EFFECT: Dly > Dly Msec SYSTEM EFFECT: Dly > Dly Note SCENE EFFECT: Dly > Dly Msec SCENE EFFECT: Dly > Dly Note |
| | 21 | DELAY FEEDBACK | SYSTEM EFFECT: Dly > Feedback SCENE EFFECT: Dly > Feedback |

- * 1 For parameters whose function can be assigned, the factory-set destination is listed. If the system parameter "Source" setting of a controller is set to "SYSTEM," you'll move to the corresponding SYSTEM parameter.
➔ "System Parameter List" (p. 44)
- * 2 The functions that can be assigned differ depending on the controller.
➔ "List of functions that can be assigned to the controllers" (p. 47)
- * 3 The corresponding parameter differs depending on the Type of MFX.
➔ "MFX Assign Parameters" (p. 36)