## **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)	SCENE COMMON EDIT > WHEEL1
	3	WHEEL2	Assigned function (*2)	SCENE COMMON EDIT > WHEEL2
	4	SL1	Assigned function (*2)	SCENE COMMON EDIT > SL1
	6	SL2	Assigned function (*2)	SCENE COMMON EDIT > SL2
	6	S1	Assigned function (*2)	SCENE COMMON EDIT > S1
	7	S2	Assigned function (*2)	SCENE COMMON EDIT > S2
	8	S3	Assigned function (*2)	SCENE COMMON EDIT > S3
I-ARP	9	TYPE	Туре	ARP COMMON EDIT > Type
	10	TEMPO	Change BPM	Change BPM in 0.01 units
	1	RHYTHM	Rytm	ARP COMMON EDIT > Rytm
	Ð	DURATION	G-Duration	ARP COMMON EDIT > G-Duration
	B	SHUFFLE	G-Shuffle	ARP COMMON EDIT > G-Shuffle
EFFECTS	14	MFX	Assign Parameters (*3)	The "SCENE PART MFX > FllwToneMFX" parameter is "ON."
				Parameter corresponding to "TONE MFX" (*2)
				The "SCENE PART MFX > FilwToneMFX" parameter is "OFF." Parameter corresponding to "SCENE PART MFX" (*2)
	ß	REVERB	The"SCENE PARTIEDITS Output"parameter is "THRU? Rev Send	SCENE PART EDIT > Rev Send
			The#SCENEPARMEDI7> Output#parameter/b#DRIVE# Ren Send Lev	SCENE EFFECT: OD > Rev Send Lev
	16	REVERB TIME	The "SVSTEM EFFECT Revo Source?parameter is "SVSS" Time	SYSTEM EFFECT: Rev > Time
			The "SYSTEM EFFECT Rays Source" parameter is "SCENE" Time	SCENE EFFECT: Rev > Time
	ſ	CHORUS	The#SCENEPARMEDIN> Output#parameter/b#UHRU# Cho Send	SCENE PART EDIT > Cho Send
			The#SCENEPARMEDITS Output#parameter/b#DRIVE# Cho Send Lev	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	The SCENE PARTIEDITS Output Parameter is THRUP Dly Send	SCENE PART EDIT > DIy Send
			The#SCENEPARTEDIT> Output#parameter/is#DRIVE# Dly Send Lev	SCENE EFFECT: OD > Dly Send Lev
	20	DELAY TIME	The "SYSTEM EFFECT: Diys Source" parameter is "SYS." The "Diy Sync" parameter is "OFF." Diy Msec	SYSTEM EFFECT: Dly > Dly Msec
			The"SYSTEMERFEERDIN Source"parameter/is"SYS" The "Dly Sync" parameter is "ON." Dly Note	SYSTEM EFFECT: Dly > Dly Note
			The "SYSTEM EFFEGT DIXS Source" parameter/is" SGENE? The "Diy Sync" parameter is "OFF." DIy Msec	SCENE EFFECT: Dly > Dly Msec
			The "SYSTEM EFFECT: DIvo Source" parameter is "SCENE?" The "Div Sync" parameter is "ON." Div Note	SCENE EFFECT: Dly > Dly Note
	21	DELAY FEEDBACK	ThefSYSTEMEFFEGEDIX Source/parameter/sfSYS/ Feedback	SYSTEM EFFECT: Dly > Feedback
			The#SYSTEM EFFECT: Dly> Source?parameter/b#SGENE? 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)