

Controllers Common to All Models



Section	Controller	Parameter	Destination or operation when used with the [SHIFT] button
CTRL	1	VOLUME	VOLUME
	2	SL1	Assigned function (*1) SCENE COMMON EDIT > SL1
	3	SL2	Assigned function (*1) SCENE COMMON EDIT > SL2
	4	S1	Assigned function (*1) SCENE COMMON EDIT > S1
	5	S2	Assigned function (*1) SCENE COMMON EDIT > S2
	6	S3	Assigned function (*1) SCENE COMMON EDIT > S3
I-ARP	7	TYPE	Type ARP COMMON EDIT > Type
	8	RHYTHM	Rytm ARP COMMON EDIT > Rytm
	9	TEMPO	Change BPM Change BPM in 0.01 units
EFFECTS	10	MFX	Assign Parameters (*2) The "SCENE PART MFX > FilwToneMFX" parameter is "ON." Parameter corresponding to "TONE MFX" (*2) The "SCENE PART MFX > FilwToneMFX" parameter is "OFF." Parameter corresponding to "SCENE PART MFX" (*2)
	11	DRIVE	Drive SCENE EFFECT: OD > Drive
	12	REVERB	Rev Send The "SCENE PART EDIT > Output" parameter is "THRU." SCENE PART EDIT > Rev Send
	13	CHORUS	Cho Send The "SCENE PART EDIT > Output" parameter is "THRU." SCENE PART EDIT > Cho Send
	14	DELAY	Dly Send The "SCENE PART EDIT > Output" parameter is "THRU." SCENE PART EDIT > Dly Send
			Dly Send Lev The "SCENE PART EDIT > Output" parameter is "DRIVE." SCENE EFFECT: OD > Dly Send Lev

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EFFECTS	15	DELAY TIME	The "SYSTEM EFFECT: Dly > Source" parameter is "SYS." The "Dly Sync" parameter is "OFF." SYSTEM EFFECT: Dly > Dly Msec
			The "Dly Sync" parameter is "ON." SYSTEM EFFECT: Dly > Dly Note
			The "SYSTEM EFFECT: Dly > Source" parameter is "SCENE." SCENE EFFECT: Dly > Dly Msec
			The "Dly Sync" parameter is "OFF." Dly Msec
			The "Dly Sync" parameter is "ON." SCENE EFFECT: Dly > Dly Note

- * 1 The functions that can be assigned differ depending on the controller.
➔ "List of functions that can be assigned to the controllers" (p. 45)
- * 2 The corresponding parameter differs depending on the Type of MFX.
➔ "MFX Assign Parameters" (p. 35)