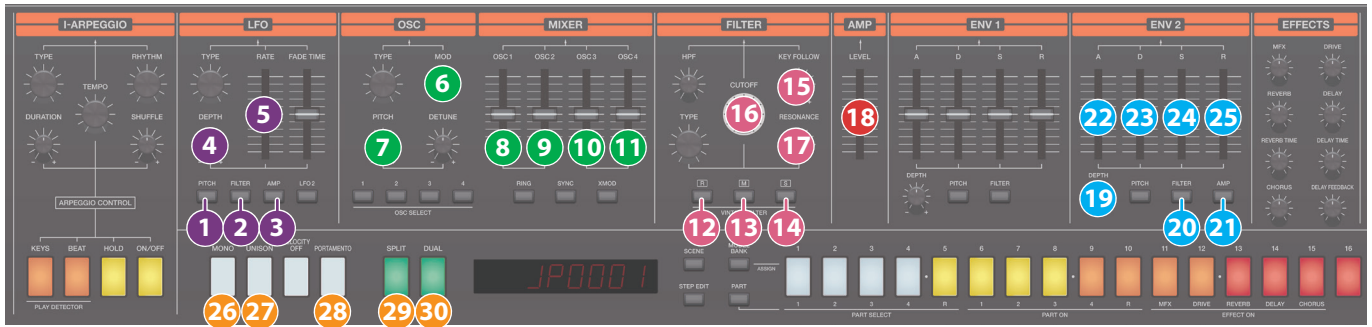


SH-101



Section	Controller	Parameter	Destination or operation when used with the [SHIFT] button	
LFO	1	Pitch	Select PITCH-LFO -	
	2	FILTER	Select FILTER-LFO -	
	3	TYPE	LFO WAVEFORM <b>SH: LFO WAVEFORM</b>	
	4	DEPTH	If "PITCH-LFO" is selected	<b>SH: OSC LFO MOD</b>
			If "FILTER-LFO" is selected	<b>SH: FILTER MOD</b>
5	RATE	LFO RATE <b>SH: LFO RATE</b>		
OSC	6	MOD	PULSE WIDTH MOD <b>SH: PULSE WIDTH MOD</b>	
	7	Pitch	OSC RANGE <b>SH: OSC RANGE</b>	
	8	OSC1 LEVEL	PW LEVEL <b>SH: PW LEVEL</b>	
	9	OSC2 LEVEL	SAW LEVEL <b>SH: SAW LEVEL</b>	
	10	OSC3 LEVEL	SUB OSC LEVEL <b>SH: SUB OSC LEVEL</b>	
	11	OSC4 LEVEL	NOISE LEVEL <b>SH: NOISE LEVEL</b>	
FILTER	12	[R]	Change FILTER TYPE <b>SH: VINTAGE FLT TYPE</b>	
	13	[M]	Change FILTER TYPE <b>SH: VINTAGE FLT TYPE</b>	
	14	[S]	Change FILTER TYPE <b>SH: VINTAGE FLT TYPE</b>	
	15	KEY-FOLLOW	FLT KEY FOLLOW <b>SH: FLT KEY FOLLOW</b>	
	16	CUTOFF	CUTOFF <b>SH: CUTOFF</b>	
	17	RESONANCE	RESONANCE <b>SH: RESONANCE</b>	
AMP	18	LEVEL	AMP LEVEL <b>SH: AMP LEVEL</b>	
ENV2	19	DEPTH	FLT ENV DEPTH <b>SH: FLT ENV DEPTH</b>	
	20	FILTER	Select G-AMP <b>SH: AMP ENV SEL</b>	
	21	AMP	Select ENV F&A <b>SH: AMP ENV SEL</b>	
	22	A	ENV ATTACK <b>SH: ENV ATTACK</b>	
	23	D	ENV DECAY <b>SH: ENV DECAY</b>	
	24	S	ENV SUSTAIN <b>SH: ENV SUSTAIN</b>	
	25	R	ENV RELEASE <b>SH: ENV RELEASE</b>	

EDIT	26	MONO	MONO <b>SH: KEY MODE</b>	
	27	UNISON	UNISON <b>SH: KEY MODE</b>	
	28	PORTAMENTO	PORTAMENTO <b>SH: PORTA TIME</b>	
	29	SPLIT	SPLIT -	
	30	DUAL	DUAL	L/R DUAL

\* For other parameters, refer to "Parameter Guide" (PDF).

\* SH parameters are in TONE EDIT.