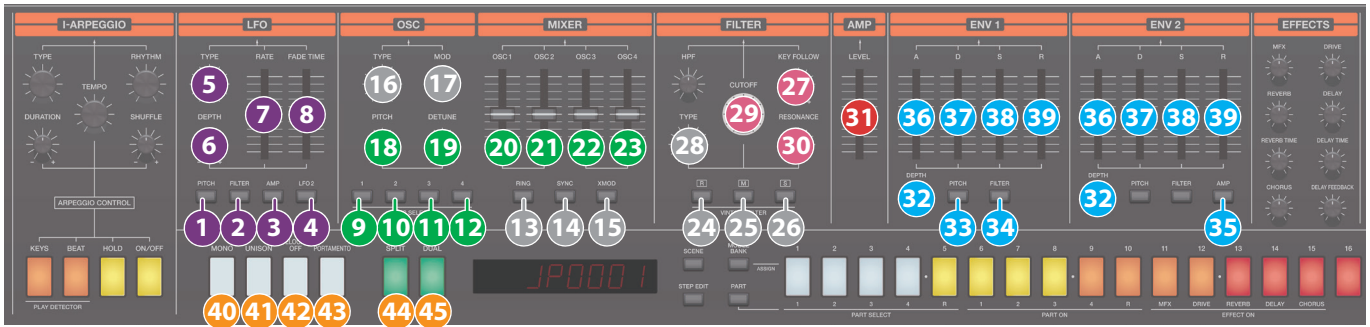


XV-5080, RD-PIANO, and Other Tones (When the SCENE EDIT Page is Shown)



Section	Controller	Parameter	Destination or operation when used with the [SHIFT] button	
LFO	1	Pitch	Select PITCH-LFO (*1) -	
	2	FILTER	Select FILTER-LFO (*1) -	
	3	AMP	Select AMP-LFO (*1) -	
	4	DEPTH	If "PITCH-LFO" is selected	SCENE PART EDIT > Pit LFO Dep
			If "FILTER-LFO" is selected	SCENE PART EDIT > Flt LFO Dep
			If "AMP-LFO" is selected	SCENE PART EDIT > Amp LFO Dep
5	RATE	Vib Rate	SCENE PART EDIT > Vib Rate	
6	FADE TIME	Vib Delay	SCENE PART EDIT > Vib Delay	
OSC	7	OSC1 SEL	Select PARTIAL1 PARTIAL1 Sw ON/OFF	
	8	OSC2 SEL	Select PARTIAL2 PARTIAL2 Sw ON/OFF	
	9	OSC3 SEL	Select PARTIAL3 PARTIAL3 Sw ON/OFF	
	10	OSC4 SEL	Select PARTIAL4 PARTIAL4 Sw ON/OFF	
	11	Pitch	Coarse Tune SCENE PART EDIT > Coarse Tune	
	12	DETUNE	Fine Tune SCENE PART EDIT > Fine Tune	
	13	OSC1 LEVEL	PARTIAL1 LEVEL TONE EDIT PARTIAL1 > Level	
	14	OSC2 LEVEL	PARTIAL2 LEVEL TONE EDIT PARTIAL2 > Level	
FILTER	17	KEY-FOLLOW	Flt KeyFlw SCENE PART EDIT > Flt KeyFlw	
	18	CUTOFF	Cutoff SCENE PART EDIT > Cutoff	
	19	RESONANCE	Resonance SCENE PART EDIT > Resonance	
AMP	20	LEVEL	If "Part1-4" is selected TONE COMMON EDIT > Level If "Part5" is selected SCENE PART EDIT > Part Level	
ENV1/2	21	DEPTH	If "PITCH ENV" is selected	SCENE PART EDIT > Pit ENV Depth
			If "FILTER ENV" is selected	SCENE PART EDIT > Flt ENV Depth
			If "AMP ENV" is selected	- Not operable
22	Pitch	Select PITCH ENV (* ENV1 only) -		

Section	Controller	Parameter	Destination or operation when used with the [SHIFT] button	
ENV1/2	23	FILTER	Select FILTER ENV (* ENV1 only) -	
	24	AMP	Select AMP ENV (always) -	
	25	A	If "PITCH ENV" is selected	SCENE PART EDIT > Pit Attack
			If "FILTER ENV" is selected	SCENE PART EDIT > Flt Attack
			If "AMP ENV" is selected	SCENE PART EDIT > Amp Attack
	26	D	If "PITCH ENV" is selected	SCENE PART EDIT > Pit Decay
			If "FILTER ENV" is selected	SCENE PART EDIT > Flt Decay
			If "AMP ENV" is selected	SCENE PART EDIT > Amp Decay
	27	S	If "PITCH ENV" is selected	SCENE PART EDIT > Pit Sustain
			If "FILTER ENV" is selected	SCENE PART EDIT > Flt Sustain
If "AMP ENV" is selected			SCENE PART EDIT > Amp Sustain	
28	R	If "PITCH ENV" is selected	SCENE PART EDIT > Pit Release	
		If "FILTER ENV" is selected	SCENE PART EDIT > Flt Release	
		If "AMP ENV" is selected	SCENE PART EDIT > Amp Release	
EDIT	29	MONO	MONO TONE COMMON EDIT > Mono Poly For VOCODER SCENE PART EDIT > Mono/Poly	
	30	UNISON	UNISON TONE COMMON EDIT > Unison Sw For VOCODER SCENE PART EDIT > Unison Sw	
	31	VELOCITY OFF	VELOCITY OFF SCENE PART EDIT > KBD Velo	
	32	PORTAMENTO	PORTAMENTO TONE COMMON EDIT > PORTA TIME	
	33	SPLIT	SPLIT -	
	34	DUAL	DUAL L/R DUAL	

* 1 The priority order for LFO type is PITCH > FILTER > AMP.
* For other parameters, refer to "Parameter Guide" (PDF).

XV-5080, RD-PIANO, and Other Tones (When the TONE EDIT Page is Shown)

Section	Controller	Parameter	Destination or operation when used with the [SHIFT] button	
LFO	1 Pitch	Select PITCH-LFO (*1)	-	
	2 FILTER	Select FILTER-LFO (*1)	-	
	3 AMP	Select AMP-LFO (*1)	-	
	4 LFO2	Select LFO2	-	
	5 TYPE	L1/2 Waveform	TONE EDIT > L1/2 Waveform	
	6 DEPTH	If "PITCH-LFO" is selected	TONE EDIT > L1/2 Pit Depth	
		If "FILTER-LFO" is selected	TONE EDIT > L1/2 Flt Depth	
		If "AMP-LFO" is selected	TONE EDIT > L1/2 Amp Depth	
7 RATE	L1/2 Rate	TONE EDIT > L1/2 Rate		
8 FADE TIME	L1/2 Fade Time	TONE EDIT > L1/2 Fade Time		
OSC	9 OSC1 SEL	Select PARTIAL1	PARTIAL1 Sw ON/OFF	
	10 OSC2 SEL	Select PARTIAL2	PARTIAL2 Sw ON/OFF	
	11 OSC3 SEL	Select PARTIAL3	PARTIAL3 Sw ON/OFF	
	12 OSC4 SEL	Select PARTIAL4	PARTIAL4 Sw ON/OFF	
	13 RING	Select RING MOD MODE	TONE COMMON EDIT > Struct12/34	
	14 SYNC	Select SYNC MOD MODE	TONE COMMON EDIT > Struct12/34	
	15 XMOD	Select XMOD MOD MODE	TONE COMMON EDIT > Struct12/34	
	16 TYPE	Simultaneously change OSC Type / Wav Form	TONE EDIT > Wav Form	
		If "MOD" is selected	TONE EDIT > Pulse Width	
		If "RING" is selected	TONE COMMON EDIT > Ring OSC2/4 Lv	
		If "SYNC" is selected	TONE EDIT > Pulse Width	
	17 MOD	If "XMOD" is selected	TONE COMMON EDIT > Xmd12 Dpth	
		18 Pitch	Coarse Tune	TONE EDIT > Coarse Tune
		19 DETUNE	Fine Tune	TONE EDIT > Fine Tune
		20 OSC1 LEVEL	PARTIAL1 LEVEL	TONE EDIT PARTIAL1 > Level
	OSC	21 OSC2 LEVEL	PARTIAL2 LEVEL	TONE EDIT PARTIAL2 > Level
		22 OSC3 LEVEL	PARTIAL3 LEVEL	TONE EDIT PARTIAL3 > Level
		23 OSC4 LEVEL	PARTIAL4 LEVEL	TONE EDIT PARTIAL4 > Level
FILTER	24 [R]	Change VCF TYPE	TONE EDIT > VCF Type	
	25 [M]	Change VCF TYPE	TONE EDIT > VCF Type	
	26 [S]	Change VCF TYPE	TONE EDIT > VCF Type	
	27 KEY-FOLLOW	Cutoff Keyf	TONE EDIT > Cutoff Keyf	
	28 TYPE	Simultaneously change TVF Type / Filter Type / Flt Slope / VCF Type	TONE EDIT > VCF Type	
	29 CUTOFF	Cutoff	TONE EDIT > Cutoff	

Section	Controller	Parameter	Destination or operation when used with the [SHIFT] button
FILTER	30	RESONANCE	Resonance TONE EDIT > Resonance
AMP	31	LEVEL	If "Part1-4" is selected TONE COMMON EDIT > Level If "Part5" is selected SCENE PART EDIT > Part Level
		32 DEPTH	If "PITCH ENV" is selected TONE EDIT > Pit Depth If "FILTER ENV" is selected TONE EDIT > Filtr Depth If "AMP ENV" is selected Not operable
ENV1/2	33	Pitch	Select PITCH ENV -
	34	FILTER	Select FILTER ENV -
	35	AMP	Select AMP ENV (always) -
	36 A	If "PITCH ENV" is selected TONE EDIT > Pit Time1	
		If "FILTER ENV" is selected TONE EDIT > Filtr Time1	
		If "AMP ENV" is selected TONE EDIT > Amp Time1	
	37 D	If "PITCH" is selected TONE EDIT > Pit Time3	
		If "FILTER ENV" is selected TONE EDIT > Filtr Time3	
		If "AMP ENV" is selected TONE EDIT > Amp Time3	
	38 S	If "PITCH" is selected TONE EDIT > Pit Lv3	
		If "FILTER ENV" is selected TONE EDIT > Filtr Lv3	
		If "AMP ENV" is selected TONE EDIT > Amp Lv3	
39 R	If "PITCH" is selected TONE EDIT > Pit Time4		
	If "FILTER ENV" is selected TONE EDIT > Filtr Time4		
	If "AMP ENV" is selected TONE EDIT > Amp Time4		
	40 MONO	MONO For VOCODER TONE COMMON EDIT > Mono Poly SCENE PART EDIT > Mono/Poly	
EDIT	41 UNISON	UNISON For VOCODER TONE COMMON EDIT > Unison Sw SCENE PART EDIT > Unison Sw	
	42 VELOCITY OFF	VELOCITY OFF SCENE PART EDIT > KBD Velo	
	43 PORTAMENTO	PORTAMENTO TONE COMMON EDIT > PORTA TIME	
	44 SPLIT	SPLIT -	
	45 DUAL	DUAL L/R DUAL	

* 1 The priority order for LFO type is PITCH > FILTER > AMP.

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