	Α	S	D	F	G	н	J	K	L	:	;	=	RETURN	←	
KEY	FltBass	SwpArp	PlkArp	SloArp	FltStk1	FltStk2	Pulsar	VibLead	SloRise	BndEcho	ArpLead	6 Saw	Cmd List	Custom	KEY
CTRL	Rel=0	Rel=5	Rel=8	Poly	5ths	5Port	Mono1	Arp1	Arp2	Arp3	Arp4	Arp5			CTRL
SHIFT	Atk=0	Atk=5	Atk=8	Vid=1	Vid=2	Vid=3	Vid On	Vid Snd	Vid Off	Full Scr	Patch Info		Clr Mod		SHIFT
C=	Cut=0	Cut=1	Cut=2	Cut=3	Cut=4	Cut=5	Cut=6	Cut=7							C=
RUN STOP	-40	-30	-20	-10	00	+10	+20	+30	+40	+50	PolyTune				RUN ST
	Α	s	D	F	G	Н	J	K	L	:	;	=	RETURN	←	
	Z	x	С	٧	В	N	М	,		1		1↓	\leftrightarrow	SPACE	
KEY	SwBass	Gritty	Port5th	SwPort	Puls5th	PulsHi	TriHiLng	TriDrop	Explo	MUTE		Poly	5ths	Bender	KEY
CTRL	None	Filt1	Filt2	Filt3	Filt4	Filt5	Puls1	Puls2	Puls3			P1=Off	P1=On		CTRL
SHIFT	Spd=0	Spd=1	Spd=2	Spd=3	Trem=0	Trem=1	Trem=2	Trem=3							SHIFT
C=	Filt=On	Filt=Off	Filt=Dis	P2=Off	P2=Pulse	P2=LFO	P2=Bend								C=
RUN STOP	NTSC	PAL	С	V	В	N	М	,	•	1		1↓	\leftrightarrow	SPACE	_
	Z	X													
											KEY	CTRL	SHIFT	RUN STOP	
	CC#	Parameter		Prog	Patch	Prog	Patch	Prog	Patch	F1	Oct=3	Vol=9	Port3	Edit KB	F1
	0	Filter Res		0	SwBass	10	FltBass	22	New 13	F3	Oct=2	Vol=6	Port2	Save	F3
	1	Filter Cutoff		1	Gritty	11	SwpArp	23	New 14	F5	Oct=1	Vol=4	Port1		F5
						1	1			7				1	_

F7 Oct=0

KEY

Vol=0

CTRL

Poly

Edit Piano **F7**

SHIFT RUN STOP

CC#	Parameter	Prog	Patch	Prog	Patch	Prog	Patch
0	Filter Res	0	SwBass	10	FltBass	22	New 13
1	Filter Cutoff	1	Gritty	11	SwpArp	23	New 14
2	Mode	2	Port5th	12	PlkArp	24	New 15
3	FX Mode	3	SwPort	13	SloArp	25	New 16
4	Attack	4	Puls5th	14	FltStk1	26	New 17
5	Release	5	PulsHi	15	FltStk2	27	New 18
6	Pulse Width	6	TriHiLo	16	Pulsar	28	New 19
7	Volume	7	TriDrop	17	VibLead		
8	Trem Depth	8	Explo	18	SloRise		
9	TremSpd	9	MUTE	19	BndEcho		
10				20	6 Saw		
11				21	ArpLead		
12							
13	Osc All						
14	Osc 2						
15	Osc 3						