

Prog Edit
Kross2 V1

Pot 1



Pot 2



Pot 3



Pot 4



Pot 5



Pot 6



Pot 7



Pot 8



F1: Def	Vol OSC1	Vol OSC2	Oct OSC1	Oct OSC2	Pan OSC1	Pan OSC2	Vol DrumTrk	Vol StepSeq
F2: pitch	Osc1 Trans	Osc2 Trans	Osc1 Det	Osc2 Det	CC16 Pitch +12	Portamento	OSC1 EG	OSC2 EG
F3: pitchEG	Start Level	Attack Time	Attack Level	Decay Time	Decay Level	Slope Time	Rel Time	Rel level
F4: tone	CutOff	Resonance	EG Intensity	Vel Intensity	EG Attack	EG Decay	EG Sustain	EG Rel
F5: filter	OSC 1 A freq	OSC 1 A reso	OSC 2 A freq	OSC 2 A reso	OSC 1 B freq	OSC 1 B reso	OSC 2 B freq	OSC 2 B reso
F6: ^{Filtr EG} OSC1	Start Level	Attack Time	Attack Level	Decay Time	Decay Level	Slope Time	Sus level	Rel Time
F7: ^{Filtr EG} OSC2	Start Level	Attack Time	Attack Level	Decay Time	Decay Level	Slope Time	Sus level	Rel Time
F8: FX	FX send 1	FX send 2	RevebTime	FX1Return	FX2Return	CC 16	CC 12	CC 13
F9: LFO	LFO1 freq OSC1y2	LFO2 freq OSC1y2	LFO1 Wave OSC1y2	LFO2 Wave OSC1y2	LFO1 Shape OSC1y2	LFO2 Shape OSC1y2	LFOspeed	LFOdepth
F10: ^{Amp EG} OSC1	Start Level	Attack Time	Attack Level	Decay Time	Decay Level	Slope Time	Rel Time	Rel level
F11: ^{Amp EG} OSC2	Start Level	Attack Time	Attack Level	Decay Time	Decay Level	Slope Time	Rel Time	Rel level
F12:waves	DWGS OSC1	DWGS OSC2	Organs OSC1	Organs OSC2	Sustained OSC1	Sustained OSC2	Basic OSC1	Basic OSC2
Desp:waves	percussion OSC1	percussion OSC2	Bells OSC1	Bells OSC2	synth1 OSC1	synth1 OSC2	Hits OSC1	Hits OSC2
Dorm:waves	wav level MS1 OSC1	wav level MS1 OSC2	perc y sus OSC1	perc y sus OSC2	guit y bass OSC1	guit y bass OSC2	pluk-synbass OSC1	pluk-synbass OSC2
Apag: Layer	Wav MS2 wav level MS2 OSC1	wav level MS2 OSC2	Organs OSC1	Organs OSC2	Sustained OSC1	Sustained OSC2	Basic OSC1	Basic OSC2
Esc:								