

Pot 1

Pot 2

Pot 3

Pot 4

Pot 5

Pot 6

Pot 7

Pot 8

WAV1 = DWGS OSC1   DWGS OSC2   Organ OSC1   Organ OSC2   Sostenidas OSC1   Sostenidas OSC2   Basic OSC1   Basic OSC2

WAV1 = Percusion OSC1   Percusion OSC2   Bells OSC1   Bells OSC2   Synth1 OSC1   Synth1 OSC2   Hits OSC1   Hits OSC2

WAV1 = Level OSC1   Level OSC2   PercYsustOSC1   PercYsustOSC2   Guit-BassOSC1   Guit-BassOSC2   Pluk-SynthBassOSC1   Pluk-SynthBassOSC2

WavLayer = Level OSC1   Level OSC2   Organ OSC1   Organ OSC2   Sostenidas OSC1   Sostenidas OSC2   Basic OSC1   Basic OSC2

----- POTs -----

Esc

F1 Def

F2 Pitch

F3 Pitch EG

F4 Tone Adjust

F5 Filtr freq reso

F6 Filt EG OSC1

F7 Filt EG OSC2

F8 FXs

F9 LFOs

F10 AmpEG OSC1

F11 AmpEG OSC2

F12 WAV1 Pots

Despert WAV2 Pots

Dormir WAV3 Pots

Apagar Layer wavs Pots

WAIT KEYBOARD

Def OSC1 1

Def OSC2 2

Layer OSC1 3

Layer OSC2 4

5

6

7

8

9

0

?

¿

ç

←

Boton 1

Boton 2

Portamento On

POLY

Single

Portamento Off

Mono

Double

START / STOP Drum Track

Ultima pantalla

----- Basic Waves OSC1 -----

----- Basic Waves OSC2 -----

----- Bloq Num -----

----- Bloq Mayús -----

----- Bloq Despl -----

Ctl + Win = Apaga Filtro CH 1

Ctl + Alt = Brillo al Filtro CH 1

Win + Ultima pantalla = Retorno

Def Key	Q... A... =	Basic Waves
Win Key	Q... A... =	Synth1 Waves

Control Key	Q... A... =	SAW based Waves
Control Key	1... 8... =	Basic Waves Layer MS2