SYNTHMAVEN

4.1.4 ILLUSTRATED GUIDE

The oriental groove box for the FM-1

14 sound engines	**610** melodic presets	**4** drum kits
70 scales, 46 of them maqam	**4** layers at once, plus the drummer	**8** factory drum grooves

M-VAVE FM-1 | Firmware, web editor and iPad editor

Screens rendered from firmware; editor examples may use mock data.

Based on Melodee and the credited SynthMaven / Clipper lineage.

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Introduction

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SynthMaven 4: the oriental groove box



OPEN THIS SCREEN This page explains what SynthMaven 4 is for.

What it is	An FM-1 firmware for oriental live musicians, turning the standard M-VAVE FM-1 into an oriental groove box.
At a glance	14 sound engines, 610 melodic presets, 4 drum kits, 70 scales (46 of them maqam), 4 simultaneous layers plus the drummer, and 8 factory drum grooves.
Microtuning for maqam	46 maqam settings, a selectable root and octave boundary, custom offsets per key (10-cent steps on the panel, 1-cent steps in the editors), per-part bypass and scale-aware chords.
Multi-layer key mapping	Four parts per program, stacked or split across the keyboard, each with its own range, level and pan.
Groove box	An independent eight-lane drum machine beside all four parts, with factory grooves including Maksoom, Wahda, Baladi and Fox.
Sequencer	Up to 64 steps and 8 patterns per track, song arrangement, live recording, step chance, knob automation and a piano roll.
Song arranger	Up to 16 sections, each with a pattern for every track, a drum groove and 1-16 repeats, on the FM-1 or in the editors. A jam can become an arrangement.
MainStage-style performance	Programs with four scenes, a 32-entry setlist and learned pedal or controller actions, with a Perform screen in the web editor and the SM FM1 iPad app.
Multi-keyboard support	A separate MIDI input and channel for each layer and the drummer, over USB, TRS or both.
STEP BY STEP	1. Install SynthMaven and start on Program 1. 2. Tap SEL to choose a maqam. 3. Press HOME to reach the drums, choose a groove with ALGORITHM and press PLAY. 4. Play over it, then hold GLO for two seconds to bring in the other layers.

The design: cards, knobs and themes



OPEN THIS SCREEN Hold HOME for Settings, then choose COLOR.

Cards	Every page shows its four knobs as cards along the top, in the same order as KNOB 1-4. Each card has its colour along the top, its label and its value.
Colours	KNOB 1-4 and layers 1-4 use the theme's four colours in order, on every screen.
SYNTHMAVEN	The default: red as the main colour, then white, blue and grey.
ORANGE	Orange as the main colour, then white, blue and grey.
BABY BLUE	Baby blue as the main colour, then white, red and grey.
PINK	Pink as the main colour, then white, blue and grey.
Type	All screens use Rubik, with a smaller size on the Home cards so that names fit. The pixel font is gone.
STEP BY STEP	1. Hold HOME to open Settings. 2. With COLOR selected, turn KNOB 1 to change the theme; it applies straight away. 3. Turn KNOB 4 to leave.

First 10 minutes

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First 10 minutes



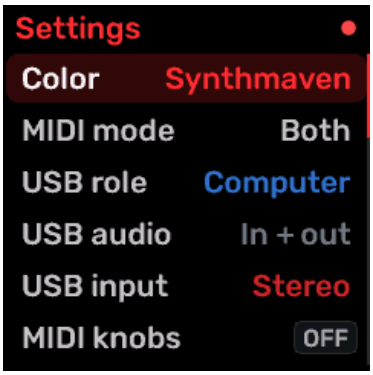
OPEN THIS SCREEN Start here after installing.

1. Choose a maqam	Tap SEL. Turn SELECT to choose a scale, KNOB 3 to choose the root and KNOB 4 to turn master tuning on.
2. Start a groove	Press HOME to reach the drums. Turn ALGORITHM to MAKSOOM or another groove, then press PLAY. Turn SELECT to set the tempo and KNOB 4 to set the drummer volume.
3. Bring in layers	Press HOME to return to the four cards. Hold GLO for two seconds to play all four layers together.
4. Choose a sound	Turn SELECT, once the drums are stopped, to choose a layer, then ALGORITHM for its engine and PRESETS for its sound.
5. Save your program	Stop playback and press SAVE to open PROGRAM. Turn KNOB 4 right twice within 1.5 seconds to save.
STEP BY STEP	1. Follow these in order the first time. 2. Back up before you install. Updating from SynthMaven 3.5 or later keeps your programs, sounds and settings.

Getting started

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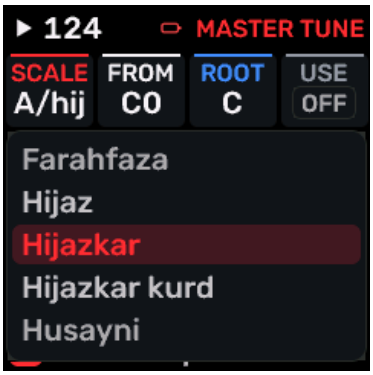
Settings menu: hold HOME



OPEN THIS SCREEN Hold HOME.

SELECT	Move through the rows; it wraps from the last row to the first.
KNOB 1	Change the selected row.
KNOB 4	Leave the menu. KNOB 2 no longer moves the row.
MIDI MODE	Where the MIDI-only tracks accept notes: USB, TRS or BOTH. The default is BOTH.
USB ROLE	COMPUTER for the editors and the installer; HOST for a keyboard, pad or pedal connected to the FM-1. It returns to COMPUTER at each power-on.
MIDI KNOBS	Lets a MIDI controller work the panel. OFF: its knobs only send MIDI. ABSOLUTE: for knobs with fixed end stops. RELATIVE: for endless encoders.
HOLD and LIGHTS	Now in GLO preference pages, not this menu.
STEP BY STEP	1. Hold HOME until Settings opens. 2. Turn SELECT to the row. 3. Turn KNOB 1 to change it. 4. Turn KNOB 4 to leave.

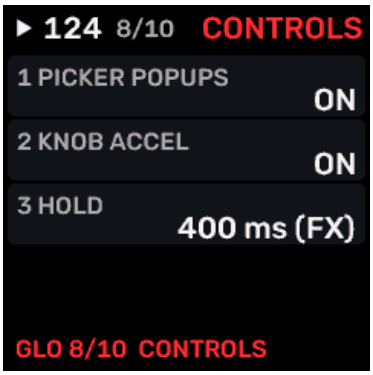
Scale list on Master Tune



OPEN THIS SCREEN Tap SEL.

SELECT or KNOB 1	Turn to open the list of full scale names over the keyboard. The tuning changes as you browse.
Stop turning	The list closes by itself and the keyboard shows the chosen scale.
OCT-	Close the list and put back the scale you started on.
Picker Popups off	The knob changes the scale directly, with no list.
Where a scale applies	Master Tune covers the layers ticked for it, from the chosen octave upward. Notes below that octave stay in equal temperament. Each layer also has its own scale on SCL, used when Master Tune is off.
STEP BY STEP	1. Tap SEL. 2. Turn SELECT through the list and listen. 3. Stop turning to keep the scale.

Start here: controls and storage



OPEN THIS SCREEN

Sound preset	One instrument sound. Factory sounds are read-only starting points; USER slots store individual edited sounds.
Program	Four parts with levels, pan, splits and scenes. P1-P8 are separate from the 384 USER sound slots.
Project	A-D stores the wider working setup, patterns and arrangement. Save a project after arranging a song.
Editor library	A named collection on your browser or iPad; it is not automatically a device save.
Master level	The physical MASTER knob controls listening level. Start low and raise gradually. Four layers share one processing budget; they do not each have a separate eight-voice allocation.
STEP BY STEP	1. Connect power and let HOME appear. Choose a program, then play at a comfortable level. 2. Select one part before editing its engine or sound. Save the complete program after mixing. 3. Export a full backup before updating: a firmware flash restores factory settings and programs.

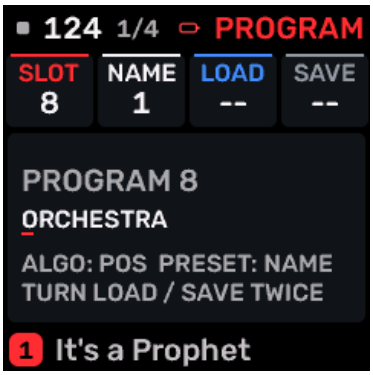
Install, back up and recover



OPEN THIS SCREEN

Installer	Use the SynthMaven installer in a browser supporting Web MIDI/SysEx. Allow MIDI permission and select the FM-1.
Backup	Use Projects & backup > Save backup. Keep the downloaded archive outside browser storage.
Install	Select the current firmware and follow the installer prompts. Keep USB power connected throughout writing and verification.
Recovery	If the normal editor cannot connect, reopen the installer and follow its detected recovery/loader instructions. Use the release recovery package if required; never interrupt a write.
After update	Allow the device to restart, reconnect the editor and verify its version. Restore a backup only if you want its previous settings/programs.
STEP BY STEP	1. Download the guide and release files first. Back up the working device. 2. Run the installer through its final verification and restart. 3. If a restart stalls after writing has completed, power-cycle and reconnect; do not power-cycle while writing.

USB computer, iPad and powered-host setup



OPEN THIS SCREEN

COMPUTER role	Use GLO > USB / SAVE > ROLE = COMPUTER for the web editor or iPad. The computer/iPad is the USB host.
HOST role	Use HOST for a class-compliant USB MIDI keyboard, pad controller or pedal connected to the FM-1. This changes the FM-1 to host role. There is no separate keys-only or pedal-only USB mode.
Power and hub	The FM-1 cannot power the USB port, so a bus-powered controller needs a powered hub or powered OTG adapter. Connect the hub upstream cable to the FM-1, the controller to a USB-A data port and the charger to the hub power input. Hubs with two internal hub chips are supported. A slow hub can take up to about 3 seconds to be found.
TRS together	TRS MIDI IN stays active in either role. With GLO > MIDI/CPU > ROUT = PARTS, MIDI channels 1-4 play layers 1-4, so a USB controller and a TRS controller on different channels can play different layers.
Return to editor	One USB port cannot act as device and host simultaneously. Return to COMPUTER, reconnect the computer/iPad cable and choose the FM-1 MIDI ports.
iPad	Open SM FM1 in landscape and choose Connect > USB cable. USB Audio defaults to IN+OUT. iPadOS may cache the FM-1 name as SoundMaven; the corrected app also checks its USB identity and selects matching input/output automatically. Bluetooth is excluded.
STEP BY STEP	1. Start in COMPUTER and confirm a normal editor connection. 2. Disconnect the editor, choose HOST, connect the powered hub with the controller, wait up to 3 seconds and verify received MIDI. 3. To edit again, return to COMPUTER before reconnecting the iPad or computer.

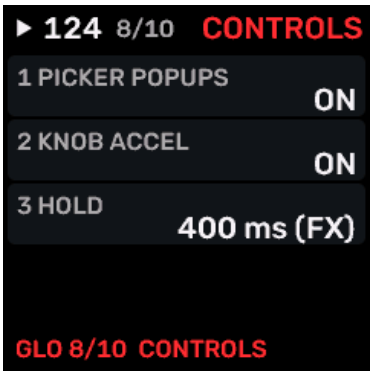
HOME: four-part program



OPEN THIS SCREEN Press HOME.

SELECT	Choose the focused part, 1-4. While the drums are running it sets the tempo instead.
KNOB 4 with the drums running	Sets the drummer volume on both Home screens. Stop the drums and it goes back to its usual job.
ALGORITHM	Cycle engines for that part.
PRESET	Cycle sounds within the selected engine.
OCT- / OCT+	A short press transposes the keyboard. With layering on, it moves only the selected layer an octave (both together put it back), so each layer can sit in its own octave. On HOME, hold OCT- for three seconds for Program Down; hold OCT+ for Program Up.
EDIT / GLO holds	Hold EDIT two seconds for the persistent four-volume mixer. Hold GLO two seconds to toggle layering and display Layered ON/OFF.
Cards	Each part has a card: its role, sound, engine, pattern and steps. The selected card is outlined, and a dimmed card isn't sounding.
Rotary knobs	The four knobs under the cards show KNOB 1-4 for the selected part. Turn one to edit it.
HOME	Press HOME again to switch to the independent drum screen. Ordinary page controls are documented on their own pages.
STEP BY STEP	1. Choose a program. Focus a part with SELECT. 2. Choose its engine and preset; keep the other three parts as support. 3. Hold EDIT to balance the four volumes, then SAVE the program.

Shortcuts and secondary actions



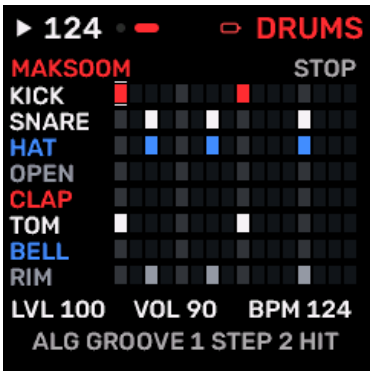
OPEN THIS SCREEN

EDIT: two seconds	Open the mixer; release the button and continue mixing.
GLO: two seconds	Toggle layering, with a temporary Layered ON/OFF notification.
ENV: three seconds	Open the chord screen. Normal short ENV presses open envelopes.
SEL: three seconds	Open custom microtuning; a short press opens master tuning.
OCT buttons: three seconds	On HOME only, previous/next program. Short taps retain octave behavior.
SEQ hold	Open pattern selection; the normal hold threshold is about 0.7 seconds.
HOME hold	Open system/settings. FX hold is a separate configurable performance overlay; its threshold is set in GLO.
Confirm / cancel	OCT+ confirms an offered action; OCT- cancels/backs out. PROGRAM uses its own two-turn save/load confirmation.
STEP BY STEP	1. Use a short press for the normal family page. 2. For a special screen, hold until it opens, then release. 3. Use HOME to return; navigating alone does not create a named save.

Groove box

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Drum Home and factory grooves



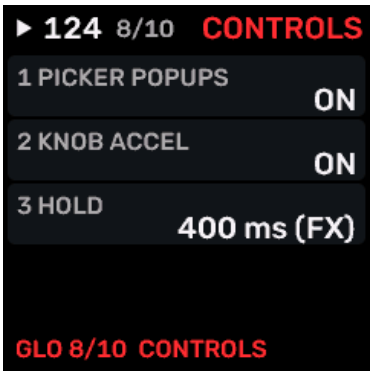
OPEN THIS SCREEN Press HOME on the four-part overview.

Editors	Studio > Drums has the same Groove control, plus Save pattern.
ALGORITHM	Choose a groove: BALLAD, HALF PIPE, STRAIGHT 8, ON THE FLOOR, MAKSOOM, WAHDA, BALADI or FOX. It replaces the eight lanes straight away.
MY PATTERN	Turn back to MY PATTERN to get your own steps again. Editing a groove makes it your pattern.
SELECT	Choose one of the eight lanes: KICK, SNARE, HAT, OPEN, CLAP, TOM, BELL or RIM. While the drums are running, SELECT sets the tempo instead, on both Home screens.
PRESETS / KNOB 1	Choose a step.
KNOB 2	Turn right to add a hit on the step, left to clear it.
KNOB 3 / KNOB 4	Set the lane level / set the tempo.
PLAY	Start or stop the independent drums. All four sound layers stay available to the keyboard.
Arabic rhythms	On these grooves dum plays KICK and TOM together, and tak plays RIM, SNARE and HAT together: MAKSOOM D T . T D . T . / BALADI D D . T D . T . / WAHDA D . . T . . T . / FOX D T D T.
Limits	The drum machine has 16 steps at 1/16 and no swing. Drum patterns save with the program.
STEP BY STEP	1. Press HOME until DRUMS shows in the header. 2. Turn ALGORITHM to the groove you want and press PLAY. 3. Change the tempo with KNOB 4. 4. Save the program to keep the drum pattern.

Sequencer

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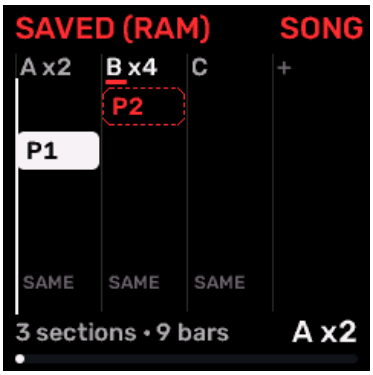
Recording a take



OPEN THIS SCREEN Select a track, then tap REC.

REC	Tap to arm or disarm the selected track. Only one track can be armed at a time.
REC + PLAY	Arm and start together.
Armed before PLAY	Records from step zero.
Armed while playing	Records from that track's next pattern start.
What is kept	Timing, velocity and held length, including repeats and overlapping chords.
Undo	After a take, hold EDIT for UNDO RECORDING. There is one such undo.
Click	Set click, click level and count-in in GLO > RECORDING. Set quantize on SEQ > TEMPO.
STEP BY STEP	1. Select the track and an empty pattern. 2. Set the click and count-in. 3. Press REC + PLAY and perform. 4. Stop, check NOTES, and save the project.

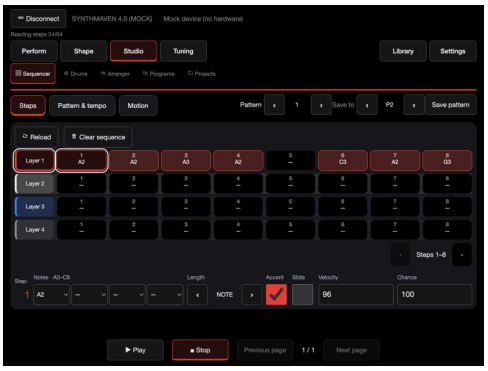
Song arranger on the FM-1



OPEN THIS SCREEN Press SEQ and turn SELECT to SONG.

SEQ > SONG	The arranger: sections as columns and five rows, one per layer plus the drums.
KNOB 1	Choose the section.
KNOB 2	Choose the row: a layer, or the drums row below the last layer.
KNOB 3	Choose that layer's pattern in this section. On the drums row, choose the groove: same as before, a factory groove, MY PATTERN or off.
KNOB 4	Set how many times the section repeats, 1-16.
Limits	Up to 16 sections. Sections change at track 1's loop boundary, and the last section stops the song.
Take a jam	While you jam with no song playing, each loop of track 1 is logged as a section. Hold REC on SONG, or use Take jam on the sheet, to turn that into the arrangement.
OCT+ sheet	Insert, Duplicate or Delete a section, Take jam, or Clear song.
Drummer	A section with a groove starts the drummer on that groove from the section's first step. Your own drum pattern comes back when the song stops.
STEP BY STEP	1. Make a few patterns first. 2. Open SEQ > SONG and add sections in playback order. 3. Choose each track's pattern and the repeats. 4. Press PLAY to audition, then stop and save the project.

Saving a pattern



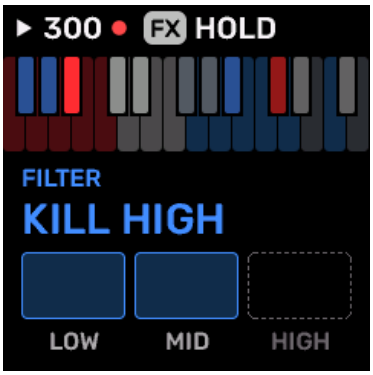
OPEN THIS SCREEN Studio > Sequencer.

In the editors	On Studio > Sequencer, choose a pattern under Save to and tap Save pattern. Tap again to confirm, because it replaces what is in that pattern.
On the FM-1	Open SEQ > PATTERNS, press OCT+ for the sheet and choose Save to.
Then	The saved pattern can be loaded onto its track in the Arranger. Save a project to keep it.
STEP BY STEP	1. Build the pattern in the step sequencer. 2. Save it to one of the track's 8 patterns. 3. Choose it in a section of the Arranger.

Performance

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Punch effects



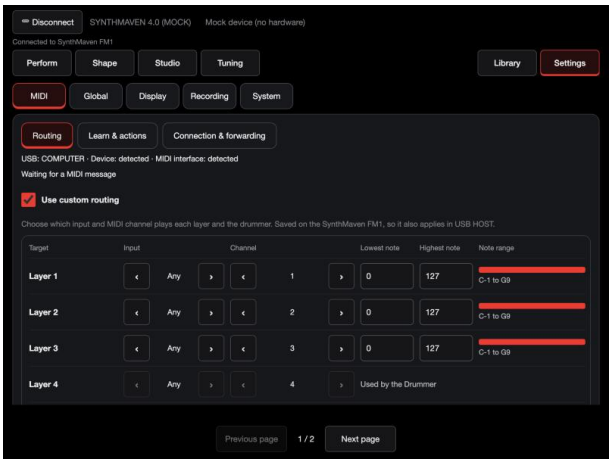
OPEN THIS SCREEN Hold FX.

FX + key	Hold FX and press a key to apply one of 27 effects to the whole stereo master. Let go of the key for dry audio.
Double-tap FX	Lock the layer; tap again to close it.
Effects	Loops, reverse, tape stop, half speed, filter sweeps, phone, crush, alias, gate, echo, wobble, band kills, rewind, octave up, flanger, auto-pan, freeze, mono and fade.
KNOB 1	Browse the key reference.
Notes	Effect keys play no notes and send no MIDI. Keys already held keep playing.
Reverse and rewind	Hold FX briefly first, so there is audio history to play back.
STEP BY STEP	1. Start a groove. 2. Hold FX and press an effect key at the end of a phrase. 3. Let go to return to the dry sound.

Web and iPad editor

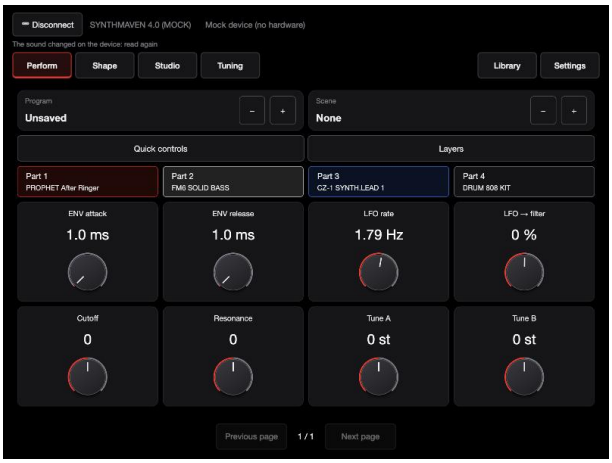
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Per-layer MIDI routing



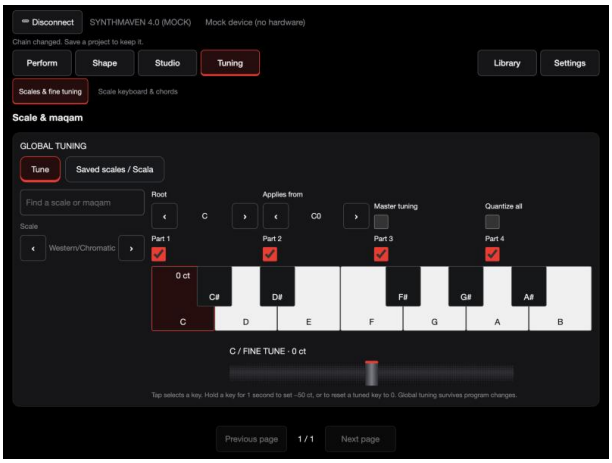
Open	Settings > MIDI > Routing.
Where	In the editors: Settings > MIDI > Routing.
Layers and drummer	Assign an input (Any, USB or TRS) and a channel (Off, 1-16 or All) to layers 1-4 and the Drummer. Routing is off by default and is saved on the FM-1.
Splits and stacks	Layers on the same input and channel split or stack by note range.
Drummer	Plays and records on the first part using the DRUM engine; that part is then not available as a layer.
MIDI Learn	Adds Transport Play / Stop, Record (selected part) and Record (drummer).
STEP BY STEP	1. Connect in COMPUTER role and open the editor. 2. Turn routing on. 3. Choose an input and channel for each layer and the Drummer. 4. Play each keyboard and check it reaches the right layer.

Playing with several keyboards



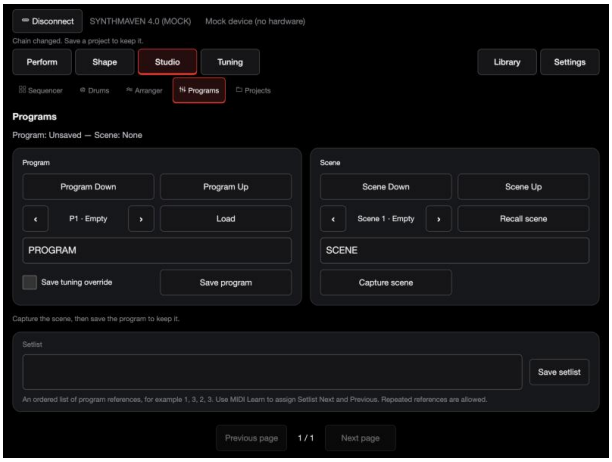
Open	Settings > MIDI > Routing.
Two keyboards by input	Put one on TRS and one on USB. Route each layer to the input that should play it.
Several on one input	Give each keyboard its own channel, and route each layer to one channel.
Controllers through a computer	The web editor can forward several controllers on a computer, each to its target's channel.
Controllers through an iPad	The iPad app forwards one controller at a time.
Directly into the FM-1	Set USB ROLE to HOST and use a powered data hub. The FM-1 can't power a USB controller itself. HOST and the editors can't be used over USB at the same time.
STEP BY STEP	1. Decide which keyboard plays which layers. 2. Set each keyboard's MIDI channel on the keyboard. 3. Set Routing to match. 4. Save the program.

Maqam tuning workflow



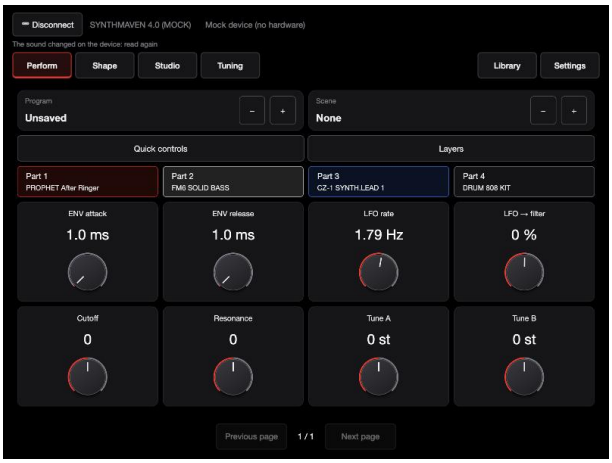
Open	Tap SEL, or open the Tuning tab.
SEL (tap)	Master tuning. SELECT or KNOB 1 chooses the scale: a list of full names opens over the keyboard and closes itself when you stop turning. The tuning changes as you browse, and OCT- puts back the scale you started on. KNOB 2 the lower octave boundary, KNOB 3 the root, KNOB 4 turns it on. Arabic scales show as A/ on the panel.
SEL (hold three seconds)	Custom tuning. KNOB 1 chooses the key, KNOB 2 changes its offset in 10-cent steps, KNOB 3 quantizes all, KNOB 4 applies master tuning to the selected part.
Editors	Tap a key and use the wheel for 1-cent steps. Hold an untuned key for one second for -50 cents; hold an adjusted key to reset it.
Octave boundary	Notes below it stay in equal temperament, which keeps bass and chords usable.
Per part	Each part can bypass master tuning, so a piano layer can stay in equal temperament.
Programs	Tuning survives program changes unless a program includes its own tuning.
STEP BY STEP	1. Tap SEL and choose a scale and root. 2. Choose the octave boundary. 3. Turn on master tuning. 4. Bypass any part that should stay in equal temperament.

MainStage-style performance: programs, scenes and setlists



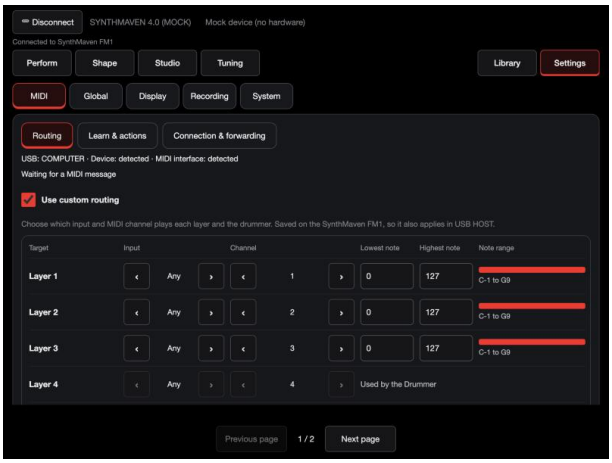
Open	Studio > Programs.
Program	Four parts with levels, pans, splits and scenes. P1-P8 are stored on the device.
Scene	Four per program: snapshots of levels, pans, mutes, effect sends, HYBRID macros and tuning.
Setlist	An ordered list of up to 32 references to P1-P8. A program can appear more than once.
Pedals and controllers	MIDI Learn assigns up to 16 actions, including Scene or Setlist Next / Previous.
Panel	On HOME, hold OCT- or OCT+ for three seconds for the previous or next program.
Editors	The Perform screen has program and scene navigation, a mixer and quick controls. Tuning has its own tab.
STEP BY STEP	1. Build a program for each song and save it. 2. Capture scenes in Programs & scenes, then save the program. 3. Build the setlist. 4. Learn a pedal to Scene Next and Setlist Next.

The SM FM1 iPad app



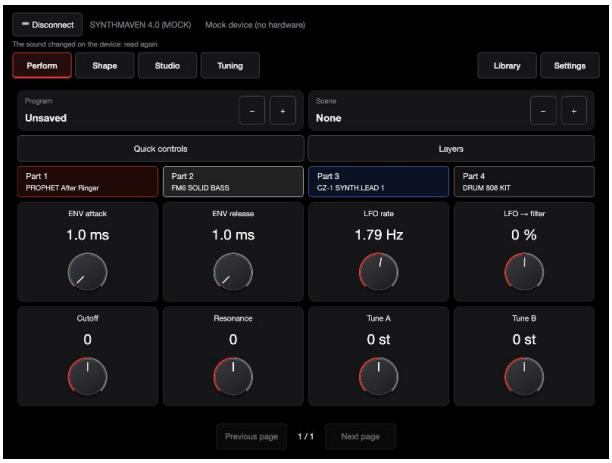
Open	Open SM FM1 on the iPad.
What it is	A landscape-only iPad app with the same editor and workspace as the web editor.
Connect	Set USB ROLE to COMPUTER and USB Audio to IN+OUT, then choose Connect > USB cable.
Workspaces	Perform for quick sound and layer controls; Tuning for scales and the tuning keyboard; Shape for engines; Studio for the sequencer, drums and programs.
Mock device	A page marked Mock device is a demonstration and can't play the FM-1.
Version	The current TestFlight app is 4.1 (25), matching this firmware (4.1.4).
STEP BY STEP	1. Connect the FM-1 with a data cable. 2. Open SM FM1 and run the connection wizard. 3. Choose a part in Perform.

Editor / MIDI routing for layers and the drummer



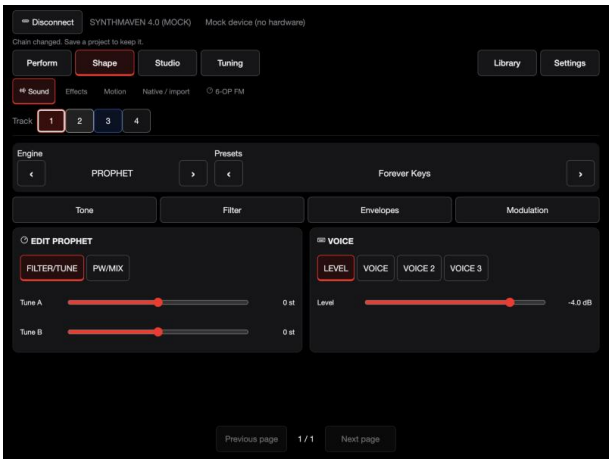
Open	Open the matching editor page shown below.
Controls and workflow	Open Settings > MIDI > Routing and turn on Use custom routing. While it is on, it replaces SYSTEM > ROUT.
Controls and workflow	For each of layers 1-4 and the Drummer, choose an input (Any, USB or TRS) and a channel (Off, 1-16 or All channels).
Controls and workflow	To split or stack, give two layers the same input and channel, then set their lowest and highest notes. Separate ranges split the keyboard; overlapping ranges stack. Note ranges are saved with the program.
Controls and workflow	Set one part to the DRUM engine for the Drummer. Pads play and record on that part, so it is not available as a layer. A layer cannot share an input and channel with the Drummer.
Controls and workflow	Choose Save to FM-1 between songs: saving releases held notes. Routing is saved on the device and applies in COMPUTER and HOST.
Controls and workflow	To record from a pedal, use Learn & actions: Transport Play / Stop, Record (selected part) and Record (drummer). One part records at a time.
Controls and workflow	On a computer, Connection & forwarding sends each connected controller to a target on that target's channel. Forwarding stops when the editor closes, and is not available in HOST, where one USB controller is served.
STEP BY STEP	1. Connect the real FM-1 in COMPUTER USB role. Mock mode changes demonstration data only. 2. Choose the part and screen before editing. Touch arrows cycle choices; card tabs reveal the remaining controls. 3. Save the sound/program/project as appropriate; a browser library copy is separate.

Editor / Perform: quick edits



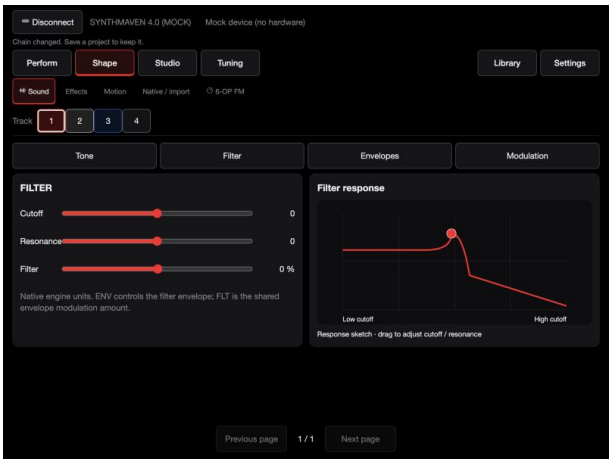
Open	Open the matching editor page shown below.
Controls and workflow	Select a part, adjust ENV or LFO and the engine controls, then use Program Up/Down or Scene Up/Down.
Controls and workflow	The names show the active selection.
Controls and workflow	Save edits in Programs before loading a different program.
STEP BY STEP	1. Connect the real FM-1 in COMPUTER USB role. Mock mode changes demonstration data only. 2. Choose the part and screen before editing. Touch arrows cycle choices; card tabs reveal the remaining controls. 3. Save the sound/program/project as appropriate; a browser library copy is separate.

Editor / Tone



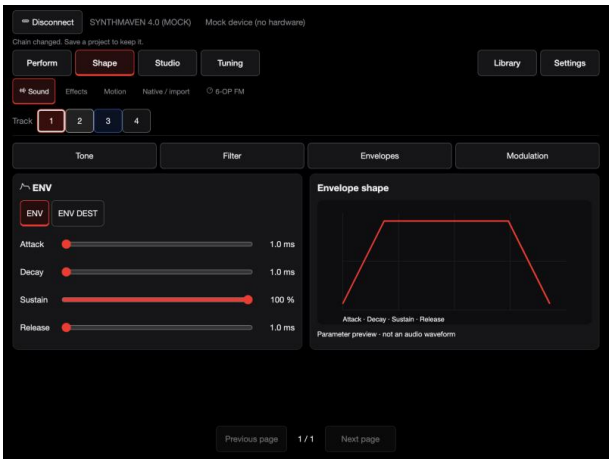
Open	Open the matching editor page shown below.
Controls and workflow	Choose an engine and preset with the side arrows.
Controls and workflow	Select a card page to reach additional voice settings.
Controls and workflow	Each page changes the same selected part.
STEP BY STEP	1. Connect the real FM-1 in COMPUTER USB role. Mock mode changes demonstration data only. 2. Choose the part and screen before editing. Touch arrows cycle choices; card tabs reveal the remaining controls. 3. Save the sound/program/project as appropriate; a browser library copy is separate.

Editor / Filter



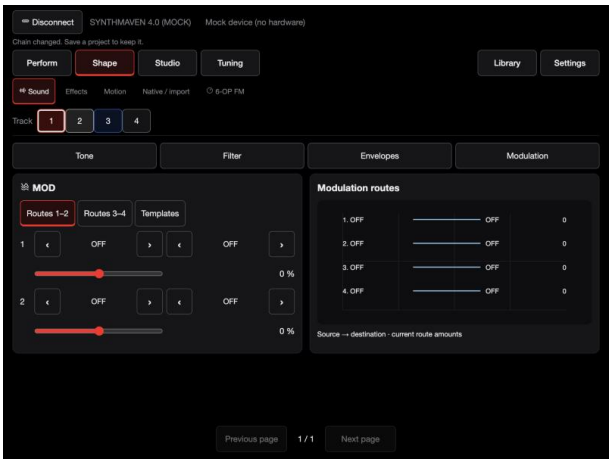
Open	Open the matching editor page shown below.
Controls and workflow	Select Filter, choose the supported model and adjust cutoff, resonance and envelope amount.
Controls and workflow	Drag the response sketch to change cutoff and resonance together.
STEP BY STEP	1. Connect the real FM-1 in COMPUTER USB role. Mock mode changes demonstration data only. 2. Choose the part and screen before editing. Touch arrows cycle choices; card tabs reveal the remaining controls. 3. Save the sound/program/project as appropriate; a browser library copy is separate.

Editor / Envelopes



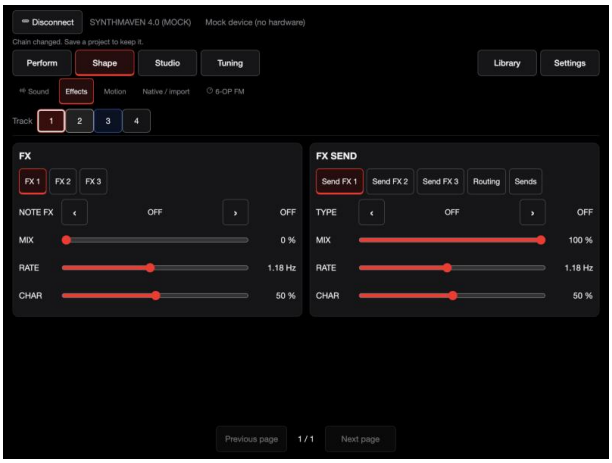
Open	Open the matching editor page shown below.
Controls and workflow	Choose Envelopes.
Controls and workflow	Set attack, decay, sustain and release; use the card pages for further controls.
Controls and workflow	The adjacent graph previews those settings.
STEP BY STEP	1. Connect the real FM-1 in COMPUTER USB role. Mock mode changes demonstration data only. 2. Choose the part and screen before editing. Touch arrows cycle choices; card tabs reveal the remaining controls. 3. Save the sound/program/project as appropriate; a browser library copy is separate.

Editor / Modulation



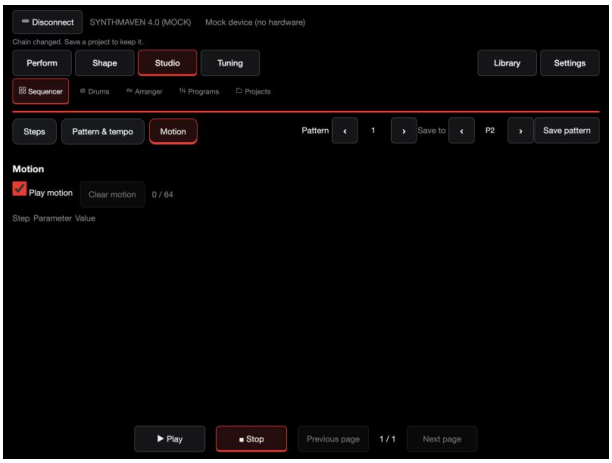
Open	Open the matching editor page shown below.
Controls and workflow	Choose Routes 1-2 or Routes 3-4, then source, destination and amount.
Controls and workflow	Templates fill a free route.
Controls and workflow	Save the sound/program after applying a template.
STEP BY STEP	1. Connect the real FM-1 in COMPUTER USB role. Mock mode changes demonstration data only. 2. Choose the part and screen before editing. Touch arrows cycle choices; card tabs reveal the remaining controls. 3. Save the sound/program/project as appropriate; a browser library copy is separate.

Editor / Effects



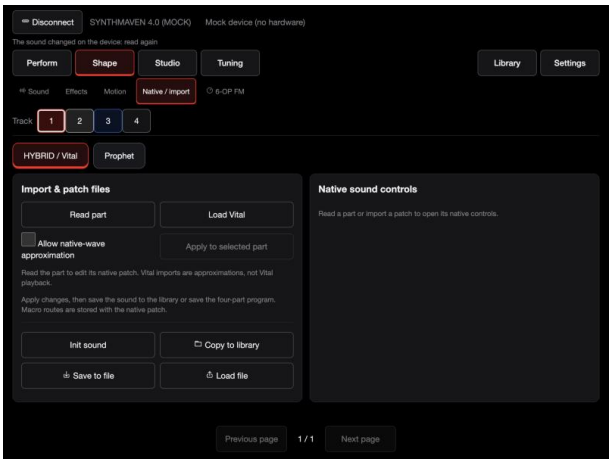
Open	Open the matching editor page shown below.
Controls and workflow	Select the effect slot and adjust its parameters.
Controls and workflow	For shared audio effects, select Send FX 1, 2 or 3, then Routing and Sends.
Controls and workflow	Raise the selected part’s send and shared return to hear the effect.
STEP BY STEP	1. Connect the real FM-1 in COMPUTER USB role. Mock mode changes demonstration data only. 2. Choose the part and screen before editing. Touch arrows cycle choices; card tabs reveal the remaining controls. 3. Save the sound/program/project as appropriate; a browser library copy is separate.

Editor / LFO and arpeggiator



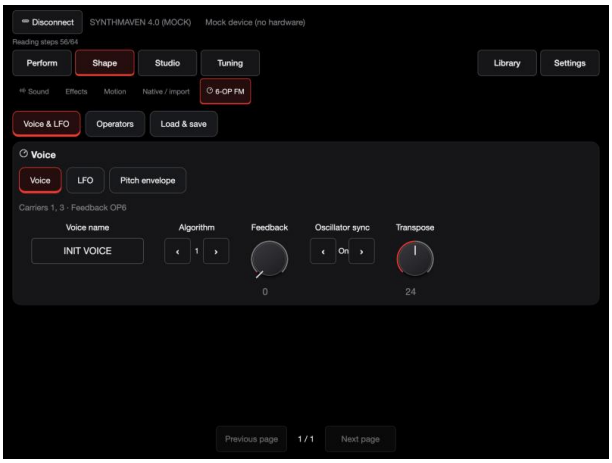
Open	Open the matching editor page shown below.
Controls and workflow	Use LFO, LFO DEST and LFO 2 to set rate, waveform, destinations and synchronization.
Controls and workflow	Use ARP and ARP 2 for pattern, range, gate, swing, probability and hold.
STEP BY STEP	1. Connect the real FM-1 in COMPUTER USB role. Mock mode changes demonstration data only. 2. Choose the part and screen before editing. Touch arrows cycle choices; card tabs reveal the remaining controls. 3. Save the sound/program/project as appropriate; a browser library copy is separate.

Editor / Native patch import



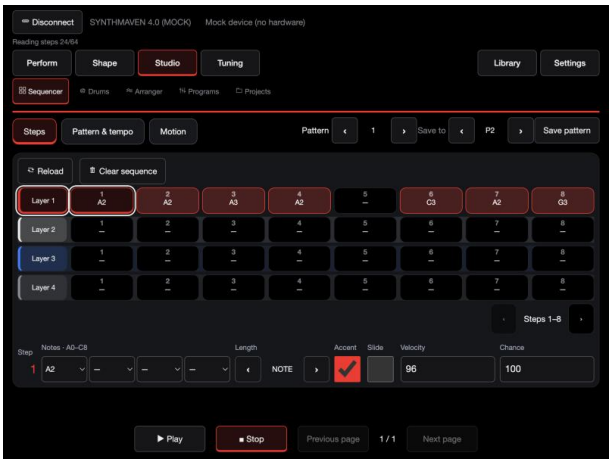
Open	Open the matching editor page shown below.
Controls and workflow	Select HYBRID / Vital or Prophet.
Controls and workflow	Read the selected part before editing, or import a compatible patch.
Controls and workflow	Review approximations, apply to the part and save.
Controls and workflow	Vital import is translation, not the Vital synthesizer running on the FM-1.
STEP BY STEP	1. Connect the real FM-1 in COMPUTER USB role. Mock mode changes demonstration data only. 2. Choose the part and screen before editing. Touch arrows cycle choices; card tabs reveal the remaining controls. 3. Save the sound/program/project as appropriate; a browser library copy is separate.

Editor / DX7 / FM6



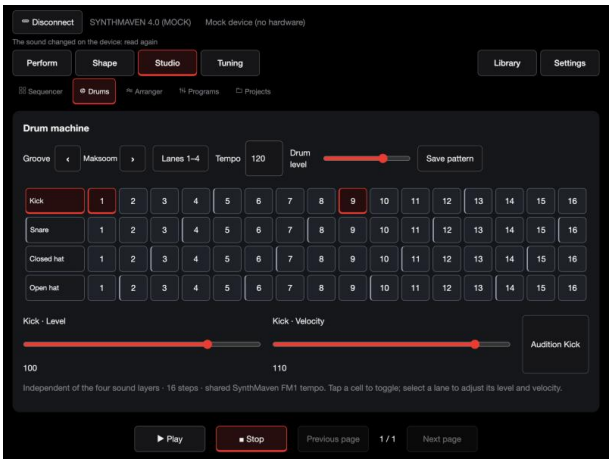
Open	Open the matching editor page shown below.
Controls and workflow	Use Voice & LFO, Operators and Load & save.
Controls and workflow	Select an operator to edit its frequency and envelope.
Controls and workflow	Import a DX7 SysEx file, choose a voice, send it to the selected part and save the program.
STEP BY STEP	1. Connect the real FM-1 in COMPUTER USB role. Mock mode changes demonstration data only. 2. Choose the part and screen before editing. Touch arrows cycle choices; card tabs reveal the remaining controls. 3. Save the sound/program/project as appropriate; a browser library copy is separate.

Editor / Sequencer



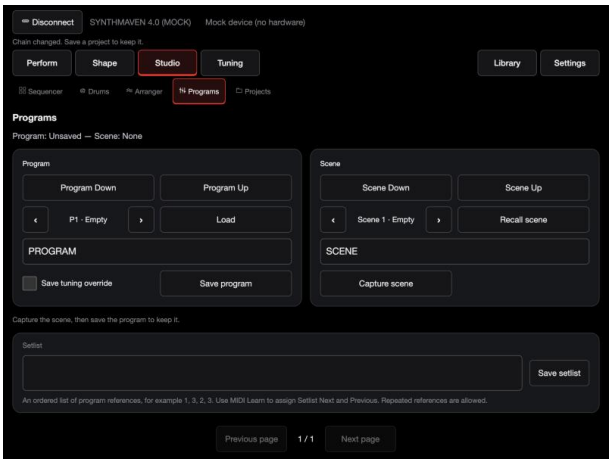
Open	Open the matching editor page shown below.
Controls and workflow	Select a track and pattern.
Controls and workflow	Tap a step, enter its note(s), length, velocity and chance, and toggle accent or slide.
Controls and workflow	Pattern & tempo sets loop behavior; Motion edits automation.
Controls and workflow	Play and Stop operate the connected FM-1.
STEP BY STEP	1. Connect the real FM-1 in COMPUTER USB role. Mock mode changes demonstration data only. 2. Choose the part and screen before editing. Touch arrows cycle choices; card tabs reveal the remaining controls. 3. Save the sound/program/project as appropriate; a browser library copy is separate.

Editor / Independent drum machine



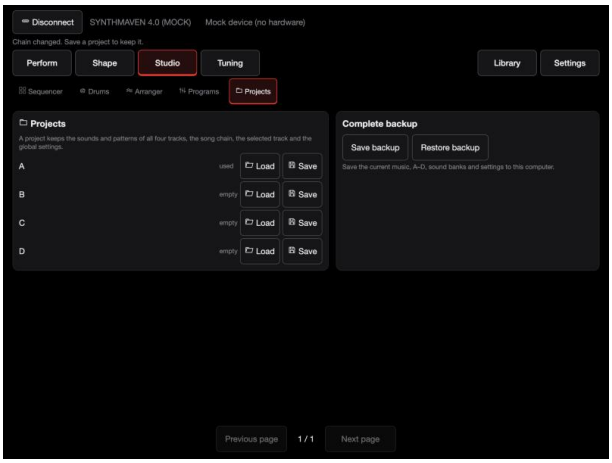
Open	Open the matching editor page shown below.
Controls and workflow	Tap steps to enable hits.
Controls and workflow	Select a lane for level, velocity and audition; switch lane banks for the other four sounds.
Controls and workflow	Set tempo and overall drum level, use Play/Stop, and Save pattern to retain edits.
STEP BY STEP	1. Connect the real FM-1 in COMPUTER USB role. Mock mode changes demonstration data only. 2. Choose the part and screen before editing. Touch arrows cycle choices; card tabs reveal the remaining controls. 3. Save the sound/program/project as appropriate; a browser library copy is separate.

Editor / Programs, scenes and setlists



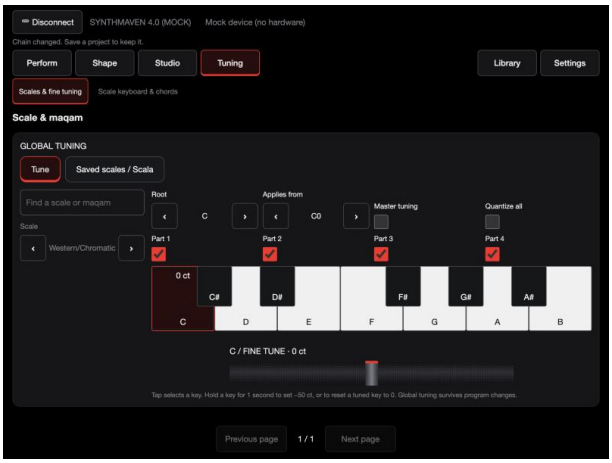
Open	Open the matching editor page shown below.
Controls and workflow	Select P1-P8, name the program and Save program.
Controls and workflow	Enable Save tuning override only when this program should replace global tuning.
Controls and workflow	Capture each scene, then save the program.
Controls and workflow	Enter an ordered setlist such as 1, 3, 2, 3 and Save setlist.
STEP BY STEP	1. Connect the real FM-1 in COMPUTER USB role. Mock mode changes demonstration data only. 2. Choose the part and screen before editing. Touch arrows cycle choices; card tabs reveal the remaining controls. 3. Save the sound/program/project as appropriate; a browser library copy is separate.

Editor / Projects and full backup



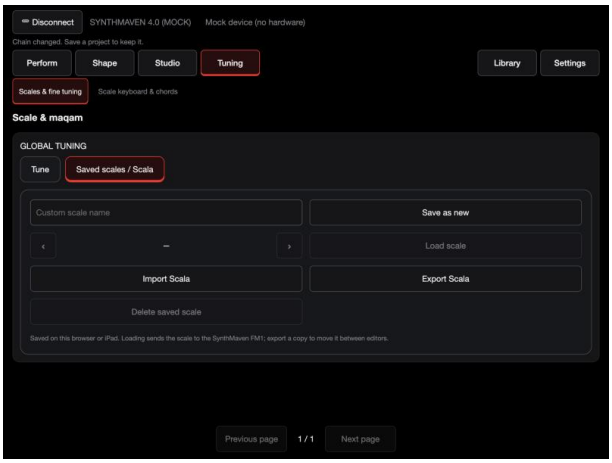
Open	Open the matching editor page shown below.
Controls and workflow	Save an A-D project to preserve sounds, patterns and arrangement.
Controls and workflow	Load recalls that project.
Controls and workflow	Save backup downloads a full archive; Restore backup restores one.
Controls and workflow	Add song rows to arrange patterns and repeats, then save the project.
STEP BY STEP	1. Connect the real FM-1 in COMPUTER USB role. Mock mode changes demonstration data only. 2. Choose the part and screen before editing. Touch arrows cycle choices; card tabs reveal the remaining controls. 3. Save the sound/program/project as appropriate; a browser library copy is separate.

Editor / Global microtuning



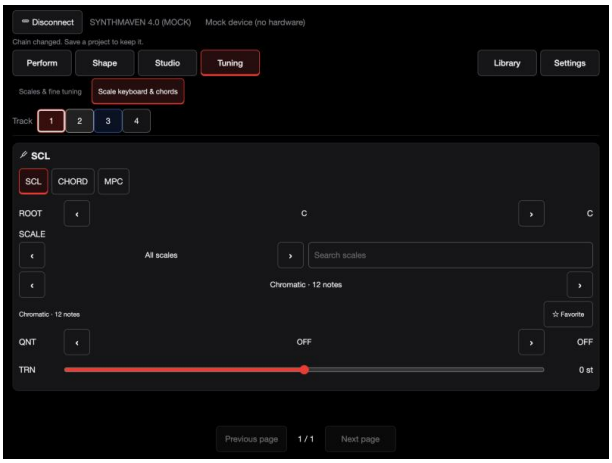
Open	Open the matching editor page shown below.
Controls and workflow	Select scale, root and the first affected octave.
Controls and workflow	Enable Master tuning and the required parts.
Controls and workflow	Quantize all constrains notes to the selected scale.
Controls and workflow	Tap a key and drag the wheel in 1-cent steps; double-tap sets -50 cents or resets a tuned key.
STEP BY STEP	1. Connect the real FM-1 in COMPUTER USB role. Mock mode changes demonstration data only. 2. Choose the part and screen before editing. Touch arrows cycle choices; card tabs reveal the remaining controls. 3. Save the sound/program/project as appropriate; a browser library copy is separate.

Editor / Saved scales and Scala



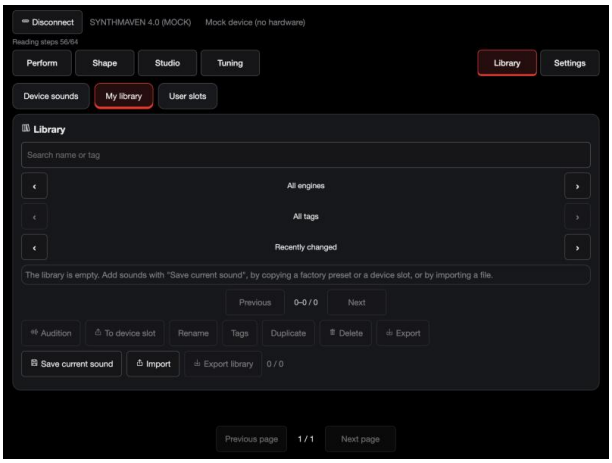
Open	Open the matching editor page shown below.
Controls and workflow	Enter a custom-scale name and Save as new.
Controls and workflow	Select a saved scale and Load scale to send it to the FM-1.
Controls and workflow	Import Scala reads a compatible .scl file; Export Scala makes a portable copy.
Controls and workflow	Named scales are local to this browser/app.
STEP BY STEP	1. Connect the real FM-1 in COMPUTER USB role. Mock mode changes demonstration data only. 2. Choose the part and screen before editing. Touch arrows cycle choices; card tabs reveal the remaining controls. 3. Save the sound/program/project as appropriate; a browser library copy is separate.

Editor / Scale keyboard and chords



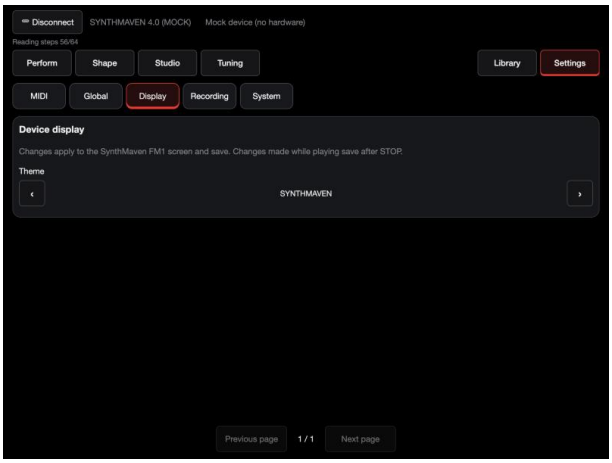
Open	Open the matching editor page shown below.
Controls and workflow	Use the SCL card pages for quantization and transpose, CHORD for voicing and strum, and MPC for scale-degree pads.
Controls and workflow	Master microtuning takes precedence for scale-aware pitch generation when enabled.
STEP BY STEP	1. Connect the real FM-1 in COMPUTER USB role. Mock mode changes demonstration data only. 2. Choose the part and screen before editing. Touch arrows cycle choices; card tabs reveal the remaining controls. 3. Save the sound/program/project as appropriate; a browser library copy is separate.

Editor / Library



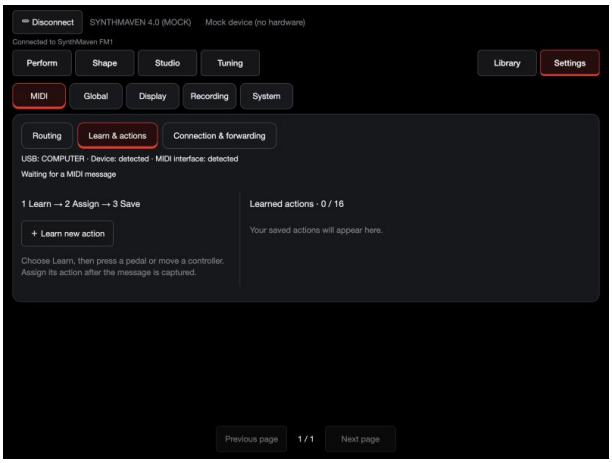
Open	Open the matching editor page shown below.
Controls and workflow	Use Device sounds to browse factory sounds, My library for local named entries, and User slots for device storage.
Controls and workflow	Save current sound adds a local entry.
Controls and workflow	Export library backs it up; To device slot writes a selected entry to the FM-1.
STEP BY STEP	1. Connect the real FM-1 in COMPUTER USB role. Mock mode changes demonstration data only. 2. Choose the part and screen before editing. Touch arrows cycle choices; card tabs reveal the remaining controls. 3. Save the sound/program/project as appropriate; a browser library copy is separate.

Editor / Settings



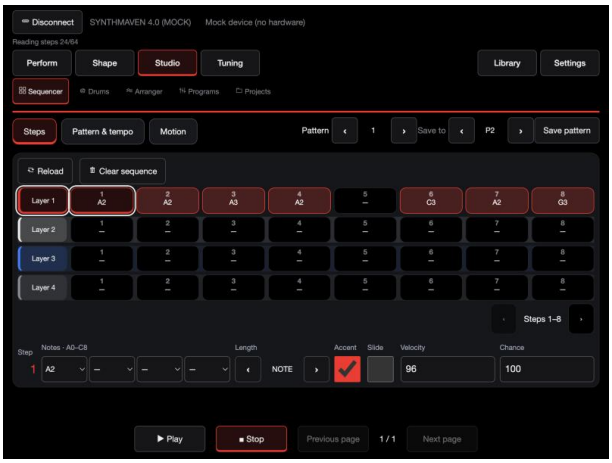
Open	Open the matching editor page shown below.
Controls and workflow	Choose Global, Display, Recording or System.
Controls and workflow	Global settings affect device behavior; System identifies the connected build and capabilities.
Controls and workflow	Screen pages expose additional controls without scrolling.
STEP BY STEP	1. Connect the real FM-1 in COMPUTER USB role. Mock mode changes demonstration data only. 2. Choose the part and screen before editing. Touch arrows cycle choices; card tabs reveal the remaining controls. 3. Save the sound/program/project as appropriate; a browser library copy is separate.

Editor / MIDI Learn



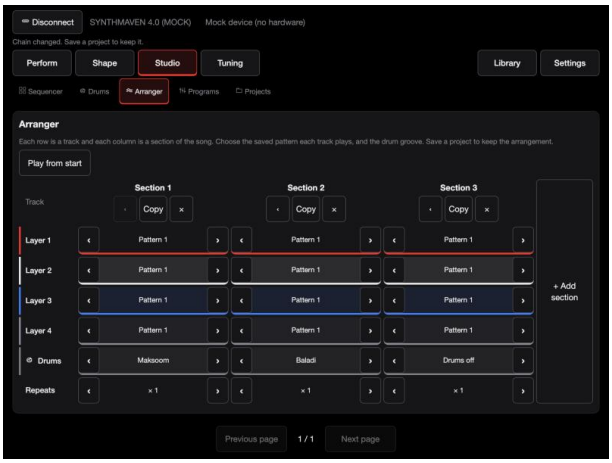
Open	Open the matching editor page shown below.
Controls and workflow	Choose Learn new action and operate the controller.
Controls and workflow	After the message is captured, assign the action or parameter and Save action.
Controls and workflow	The learned grid supports Relearn and Unlearn.
Controls and workflow	Set repeat suppression only as needed to ignore duplicate messages without losing deliberate taps.
STEP BY STEP	1. Connect the real FM-1 in COMPUTER USB role. Mock mode changes demonstration data only. 2. Choose the part and screen before editing. Touch arrows cycle choices; card tabs reveal the remaining controls. 3. Save the sound/program/project as appropriate; a browser library copy is separate.

Editor / Four-layer melodic sequencer



Open	Studio > Sequencer > Steps.
Four lanes	Each visible lane belongs to the matching program layer. Tap a step to select its layer and edit that step. The selected lane and step have an outline.
Steps	Eight steps are visible at a time. Previous/next step arrows expose the remaining steps without changing the pattern.
Notes A0-C8	Choose from all 88 piano notes in each of four note selectors. Use the dash for an empty chord slot. Notes are selectable, not free text.
Length / Accent / Slide	NOTE triggers the selected pitches, TIE connects steps, REST leaves silence. Accent and slide retain the firmware behavior.
Velocity / Chance	Velocity sets note strength, from 0 to 127. Chance sets probability from 0 to 100 percent.
Pattern / Play / Save	Choose one of eight patterns for the selected layer. Play runs on the connected FM-1. Save the project to retain patterns and arrangement.
STEP BY STEP	1. Select a layer and a pattern. Tap a step and choose one or more notes. 2. Set note length, velocity, chance, accent and slide as needed; repeat for other layers. 3. Open Studio > Arranger, arrange the patterns, then save the project. Use Drums for independent drum patterns.

Editor / Arranger

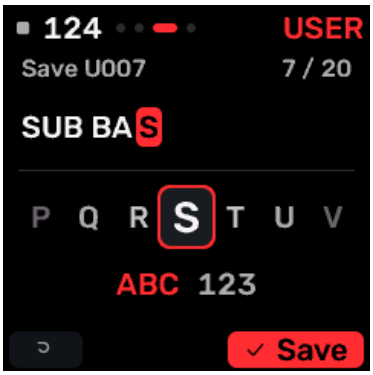


Open	Studio > Arranger.
Grid	Rows are the four layers plus Drums, and columns are the sections. Choose a saved pattern for each layer and a groove for Drums in each section, plus its repeats. Use Add section to extend the song.
Track 1-4 patterns	Each section selects one of eight patterns independently for each track. Side arrows cycle the pattern number; track colors identify the four parts.
Repeats	Play this section 1-16 times before moving to the next. A song contains up to 16 ordered sections.
Add / Copy / Move left / Delete	Add a section, duplicate a section, move it left or remove it. Structural edits are disabled while the song is playing.
Play from start / Stop	Play the arrangement on the connected FM-1. The current section and remaining repeats are reported by the device.
Projects & backup	Save the current project in A-D to retain the arrangement, then export a backup. Patterns must already contain melodic notes to produce sound; independent drums are edited on the Drums page.
STEP BY STEP	1. Create patterns in Studio > Sequencer for each of the four tracks. 2. Open Studio > Arranger; add sections and choose four patterns, a groove and repeats for each. 3. Play from start, stop to edit, then use Projects & backup to save.

SAVE

SynthMaven 4.1.4 Illustrated Guide

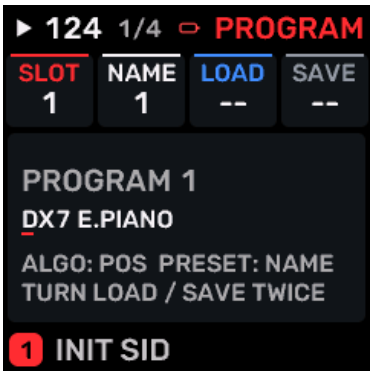
NAME: entering a sound or project name



OPEN THIS SCREEN Open a sound/project naming action from SAVE.

KNOB 1 / KNOB 2	Move the cursor / choose the character. KNOBS 3-4 have no naming assignment.
White keys	Enter letters with repeated taps, like a phone keypad. Wait briefly to move on; digits are available in number mode. Keys enter text instead of playing notes.
Black keys	C#: delete. D#: letters/numbers. F#: cursor left. G#: space. A#: cursor right.
OCT+ / OCT-	Confirm the name / cancel. This naming keyboard is separate from the PROGRAM inline name controls.
STEP BY STEP	1. Choose a sound/project Save action and enter the name screen. 2. Enter a short recognizable name; check the destination. 3. Confirm with OCT+, or cancel with OCT-.

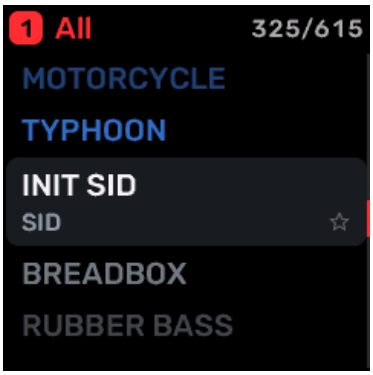
PROGRAM



OPEN THIS SCREEN Tap SAVE; PROGRAM is the first page. Stop playback before writing a save.

KNOB 1 - SLOT	Choose saved program slot P1-P8. Values: 1 to 8.
KNOB 2 - NAME	Change the character at the current name position. ALGORITHM chooses the position; PRESET also changes the character. Values: 1 to 12.
KNOB 3 - LOAD	Load the complete four-part program in the selected slot. Turn right twice within 1.5 seconds; turn left to cancel the armed action. Values: -- / GO.
KNOB 4 - SAVE	Save the complete four-part program in the selected slot. Turn right twice within 1.5 seconds; turn left to cancel the armed action. Values: -- / GO.
BUTTONS AND NAVIGATION	SELECT (or KNOB 1) chooses P1-P8. ALGORITHM chooses name position; PRESET/KNOB 2 edits the character. KNOB 3 loads and KNOB 4 saves with two right turns. Repeated SAVE opens PRESETS, USER and PROJECT; HOME exits.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

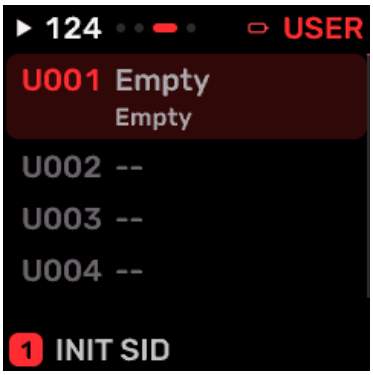
PRESETS



OPEN THIS SCREEN On HOME select the part, then press SAVE. Use SELECT or repeated family-button taps to find PRESETS.

KNOB 1 - LIST	Choose ALL, favorites, recent sounds or a category.
KNOB 2 - SOUND	Browse and load the highlighted sound into the focused part.
KNOB 3 - FAV	Turn right to mark a favorite; left to remove it.
KNOB 4 - ENGINE	Choose the engine whose presets are listed.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

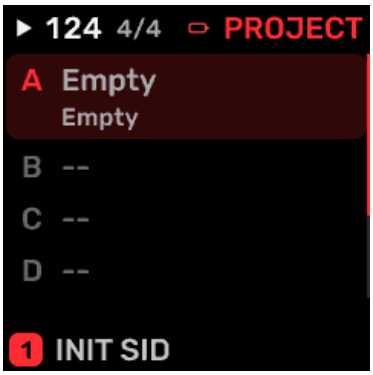
USER



OPEN THIS SCREEN On HOME select the part, then press SAVE. Use SELECT or repeated family-button taps to find USER.

KNOB 1 - SLOT	Choose one of 384 user sound slots.
KNOB 2 - LOAD	Turn right to select Load; confirm using OCT+.
KNOB 3 - ERASE	Turn right to select Erase; confirm only after backing up this sound.
KNOB 4 - SAVE	Turn right to select Save. Stop playback and confirm using OCT+.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

PROJECT



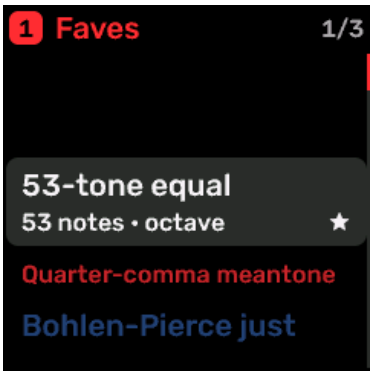
OPEN THIS SCREEN On HOME select the part, then press SAVE. Use SELECT or repeated family-button taps to find PROJECT.

KNOB 1 - SLOT	Choose project A-D or the template destination. This is separate from the eight PROGRAM slots. Values: 1 to TMPL.
KNOB 2 - BOOT	Choose the project loaded on startup: OFF or A-D. OFF uses the normal startup/template behavior; this is separate from named program slots. Values: OFF / A / B / C / D.
KNOB 3 - LOAD	Load the selected project. Turn the action knob right, then confirm with OCT+; OCT- cancels. Stop playback before saving. Values: -- / GO.
KNOB 4 - SAVE	Save the selected project. Turn the action knob right, then confirm with OCT+; OCT- cancels. Stop playback before saving. Values: -- / GO.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

SEL

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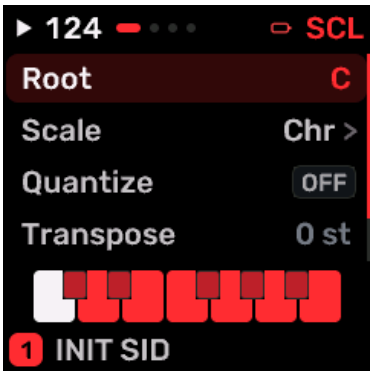
SCALE PICKER: categories and favorites



OPEN THIS SCREEN From the scale choice, open the offered list with OCT+.

Scale list	Browse the available scales; firmware prefixes W/, A/ and T/ keep names short. Editors use the full family names.
Favorites	A favorite narrows browsing; it does not change the scale intervals or create a new scale.
Confirm / return	OCT+ selects an offered choice. OCT- returns without accepting the picker choice.
Microtuning	Use MASTER TUNE for root and first affected octave; CUSTOM TUNE edits individual pitch classes. Lower notes remain equal-tempered below the selected octave.
STEP BY STEP	1. Open the scale setting and its picker. 2. Choose a family and scale, then confirm. 3. Play a note above the tuning threshold; fine-tune on CUSTOM TUNE and save a named scale in the editor.

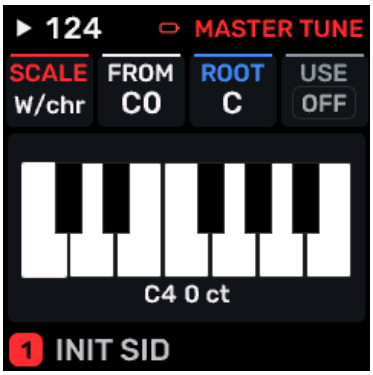
SCL



OPEN THIS SCREEN On HOME select the part, then press SEL. Use SELECT or repeated family-button taps to find SCL.

KNOB 1	Edit the highlighted row.
KNOB 2	Move the row highlight; the list scrolls to reveal the remaining settings.
KNOBS 3-4	No direct row editing on this list screen.
ROOT	Root note of the selected scale. This transposes the scale relationship; it does not transpose every played note. C to B
SCL	Keyboard scale used by note quantization and scale-aware chords. 70 named choices; browse the on-screen list.
QNT	OFF leaves note selection chromatic; SNAP moves notes to the chosen scale; WHITE maps white-key playing into that scale. ALL modes apply the setting across all four parts and MIDI input. OFF / SNAP / WHITE / ALL / MPC
DEG	Scale degree assigned to pad 02 in MPC quantization mode; establishes the pad-bank layout. 1 to 12
TRN	Transpose this part by semitones; octave shifts are multiples of 12. -24 to +24 st
BUTTONS AND NAVIGATION	KNOB 2 selects a row and KNOB 1 changes it. OCT+ opens a choice list when available; OCT- returns to HOME. SELECT/family button moves between screens. PLAY/REC retain transport/recording roles.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

MASTER TUNE



OPEN THIS SCREEN Tap SEL to open MASTER TUNE.

KNOB 1 - SCALE	Select the master scale. W/, A/ and T/ abbreviate Western, Arabic and Turkish names on the device. Values: 62 named choices; browse the on-screen list..
KNOB 2 - FROM	First octave affected by master tuning, C0-C8. Lower notes remain equal-tempered. Values: C0 / C1 / C2 / C3 / C4 / C5 / C6 / C7 / C8.
KNOB 3 - ROOT	Root note of the selected scale. This transposes the scale relationship; it does not transpose every played note. Values: C to B.
KNOB 4 - USE	Enable or bypass the global tuning system. Values: OFF to ON.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	These are device/global settings. Master tuning survives program changes unless a saved program explicitly includes a tuning override. Named custom scales can be saved/exported in the editor.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

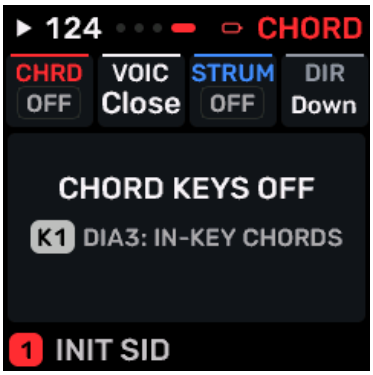
CUSTOM TUNE



OPEN THIS SCREEN Hold SEL for three seconds, then release.

KNOB 1 - KEY	Select C through B. Each edit applies to that pitch class within the active tuning range. Values: C to B.
KNOB 2 - CENTS	Detune the selected chromatic note from -100 to +100 cents in 10-cent device steps. The editors offer 1-cent steps. Values: -100 to 100 ct.
KNOB 3 - SNAP	Enable master scale quantization for all four parts and MIDI, subject to tuning application settings. Values: OFF to ON.
KNOB 4 - PART	Apply master tuning to the selected part. ON follows the global scale; OFF bypasses it for this part. Values: OFF to ON.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	These are device/global settings. Master tuning survives program changes unless a saved program explicitly includes a tuning override. Named custom scales can be saved/exported in the editor.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

CHORD



OPEN THIS SCREEN Hold ENV for three seconds, then release.

KNOB 1 - CHRD	Chord generation mode. OFF plays single notes; DIA3/DIA7 use scale degrees; fixed shapes and AUTO/AUTO2 provide other harmonies. Microtonal compatibility restricts available choices. Values: OFF / DIA3 / DIA7 / MAJ / MIN / DOM7 / MAJ7 / MIN7 / SUS4 / POW / AUTO / AUTO2 / OPEN5 / NEUTRAL.
KNOB 2 - VOIC	Chord voicing: CLOSE, SMOOTH, OPEN, INV1, INV2 or +OCT. This changes the layout of generated chord notes, not the part polyphony. Values: CLOSE / OPEN / INV1 / INV2 / +OCT.
KNOB 3 - STRUM	Spread chord notes in time. The upper values select tempo-synchronized direction/rate combinations. Values: OFF / 1/8 / 1/16 / 1/32 / 1/64 / 1/128 / 16T / 32T.
KNOB 4 - STROKE	Strum direction: DOWN, UP or ALT (alternating). Values: DOWN / UP / ALT.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

GLO

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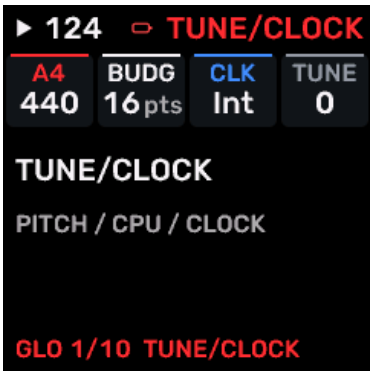
Layering notification



OPEN THIS SCREEN Hold GLO for two seconds.

Layered ON	Incoming notes can play all four parts within their split ranges. Levels, pan and mute determine the audible balance.
Layered OFF	Play the selected sound rather than the complete four-part stack.
GLO	Hold for two seconds to toggle. The notification temporarily replaces the current screen; this is not a separate latched mixer.
EDIT	Hold for two seconds for the four-volume mixer. KNOBS 1-4 then adjust the corresponding part levels.
STEP BY STEP	1. Hold GLO until the message appears. 2. Release and play to compare the two modes. 3. Save the program when the layer balance is ready.

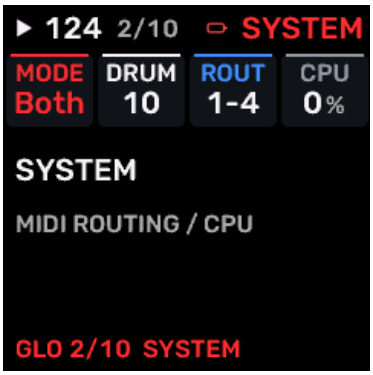
TUNE / CLOCK



OPEN THIS SCREEN On HOME select the part, then press GLO. Use SELECT or repeated family-button taps to find GLOBAL.

KNOB 1 - A4	Reference frequency of A4, in Hz. This is separate from the tuning-system octave boundary. Values: 400 to 480 Hz.
KNOB 2 - BUDGET	Shared synthesis allocation budget (8-32 points). All four parts compete for this total; raising it can increase CPU load and crackling. Values: 8 to 64 pts.
KNOB 3 - CLK	Clock source: INT uses the FM-1 tempo; USB or TRS follows incoming MIDI clock on that connection. Values: INT / USB / TRS.
KNOB 4 - TUNE	Global fine pitch offset in cents, added to A4 and scale tuning. Values: -50 to 50.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	These are device/global settings. Master tuning survives program changes unless a saved program explicitly includes a tuning override. Named custom scales can be saved/exported in the editor.
STEP BY STEP	1. Open GLO and select this named page. 2. Turn the knob beside the setting to choose the desired value. 3. Leave the menu; settings are remembered. Use COMPUTER USB role before reconnecting the editor.

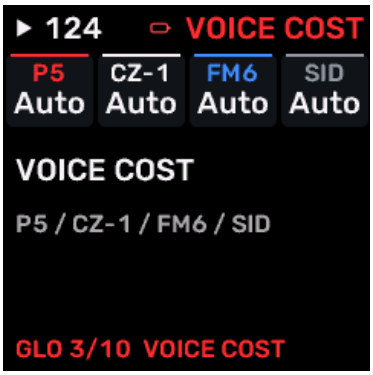
SYSTEM



OPEN THIS SCREEN On HOME select the part, then press GLO. Use SELECT or repeated family-button taps to find SYSTEM.

KNOB 1 - MIDI MODE	Where MIDI-only tracks accept notes: USB, TRS or BOTH. Values: USB / TRS / BOTH.
KNOB 2 - DRUM	MIDI drum-input channel: OFF or 1-16; channel 10 is the General MIDI convention. Values: 17 named choices; browse the on-screen list..
KNOB 3 - ROUT	CH1-4/CH5-8/CH9-12/CH13-16 route consecutive MIDI channels to the parts. SEL routes input to the focused part. Values: CH1-4 / SEL / CH5-8 / CH9-12 / CH13-16 / PARTS.
KNOB 4 - CPU	Live processor-load display; a diagnostic indication, not a volume control. Persistent overload can cause crackling. Values: Action / no continuous value.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	These are device/global settings. Master tuning survives program changes unless a saved program explicitly includes a tuning override. Named custom scales can be saved/exported in the editor.
STEP BY STEP	1. Open GLO and select this named page. 2. Turn the knob beside the setting to choose the desired value. 3. Leave the menu; settings are remembered. Use COMPUTER USB role before reconnecting the editor.

VOICE COST



OPEN THIS SCREEN On HOME select the part, then press GLO. Use SELECT or repeated family-button taps to find WEIGHTS.

KNOB 1 - P5	Allocation cost per sounding P5 voice. AUTO uses the built-in cost; a numbered override changes how quickly this engine consumes the shared budget. Values: AUTO / 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8 / 9 / 10 / 11 / 12 / 13 / 14 / 15.
KNOB 2 - CZ-1	Allocation cost per sounding CZ-1 voice. AUTO uses the built-in cost; a numbered override changes how quickly this engine consumes the shared budget. Values: AUTO / 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8 / 9 / 10 / 11 / 12 / 13 / 14 / 15.
KNOB 3 - FM6	Allocation cost per sounding FM6 voice. AUTO uses the built-in cost; a numbered override changes how quickly this engine consumes the shared budget. Values: AUTO / 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8 / 9 / 10 / 11 / 12 / 13 / 14 / 15.
KNOB 4 - SID	Allocation cost per sounding SID voice. AUTO uses the built-in cost; a numbered override changes how quickly this engine consumes the shared budget. Values: AUTO / 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8 / 9 / 10 / 11 / 12 / 13 / 14 / 15.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	These are device/global settings. Master tuning survives program changes unless a saved program explicitly includes a tuning override. Named custom scales can be saved/exported in the editor.
STEP BY STEP	1. Open GLO and select this named page. 2. Turn the knob beside the setting to choose the desired value. 3. Leave the menu; settings are remembered. Use COMPUTER USB role before reconnecting the editor.

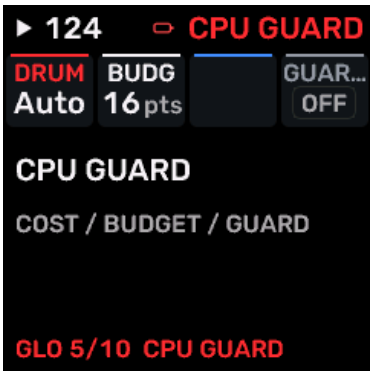
LAYERING



OPEN THIS SCREEN On HOME select the part, then press GLO. Use SELECT or repeated family-button taps to find LAYERING.

KNOB 1 - LAYER	Toggle four-part performance. OFF plays the focused part; ON uses enabled parts and their routing. Values: OFF to ON.
KNOB 2	No assigned parameter on this page.
KNOB 3	No assigned parameter on this page.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	These are device/global settings. Master tuning survives program changes unless a saved program explicitly includes a tuning override. Named custom scales can be saved/exported in the editor.
STEP BY STEP	1. Open GLO and select this named page. 2. Turn the knob beside the setting to choose the desired value. 3. Leave the menu; settings are remembered. Use COMPUTER USB role before reconnecting the editor.

CPU GUARD



OPEN THIS SCREEN On HOME select the part, then press GLO. Use SELECT or repeated family-button taps to find WEIGHTS 2.

KNOB 1 - DRUM	Budget points per drum voice: AUTO uses the built-in cost. Values: AUTO / 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8 / 9 / 10 / 11 / 12 / 13 / 14 / 15.
KNOB 2 - BUDGET	Shared synthesis allocation budget (8-32 points). All four parts compete for this total; raising it can increase CPU load and crackling. Values: 8 to 64 pts.
KNOB 3	No assigned parameter on this page.
KNOB 4 - GUARD	Enable overload protection that can cut voices to protect the audio deadline. It is not output loudness compensation. Values: OFF / ON.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	These are device/global settings. Master tuning survives program changes unless a saved program explicitly includes a tuning override. Named custom scales can be saved/exported in the editor.
STEP BY STEP	1. Open GLO and select this named page. 2. Turn the knob beside the setting to choose the desired value. 3. Leave the menu; settings are remembered. Use COMPUTER USB role before reconnecting the editor.

DISPLAY



OPEN THIS SCREEN On HOME select the part, then press GLO. Use SELECT or repeated family-button taps to find DISPLAY.

KNOB 1 - COLOR	Choose the theme: SYNTHMAVEN, ORANGE, BABY BLUE or PINK. Changes the appearance of the device, not the sound. Values: SYNTHMAVEN (red), ORANGE, BABY BLUE, PINK.
KNOB 2 - LIGHTS	Choose the behavior of keyboard/button illumination. This does not change note velocity. Values: OFF / LOW / MID / HIGH / FULL.
KNOB 3 - SCREEN OFF	Display sleep timeout: NEVER, 5, 15, 30 or 60 minutes. The audio engine continues operating. Values: NEVER / 5 / 15 / 30 / 60 MIN.
KNOB 4 - Unused	Unused control; turning it has no action on this screen. Values: .
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	These are device/global settings. Master tuning survives program changes unless a saved program explicitly includes a tuning override. Named custom scales can be saved/exported in the editor.
STEP BY STEP	1. Open GLO and select this named page. 2. Turn the knob beside the setting to choose the desired value. 3. Leave the menu; settings are remembered. Use COMPUTER USB role before reconnecting the editor.

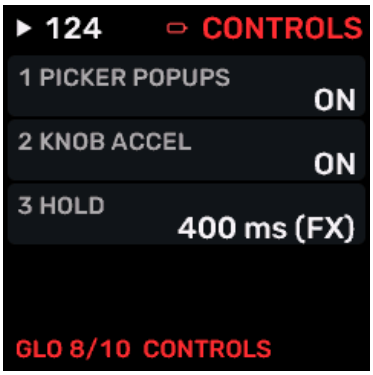
USB / SAVE



OPEN THIS SCREEN On HOME select the part, then press GLO. Use SELECT or repeated family-button taps to find USB / SAVE.

KNOB 1 - USB AUDIO	IN+OUT, IN, OUT or OFF enables the corresponding USB audio directions. Values: IN+OUT / IN / OUT / OFF.
KNOB 2 - USB INPUT	Choose stereo master input or four-track audio input routing. Requires COMPUTER USB role. Values: STEREO / 4 TRACKS.
KNOB 3 - USB ROLE	COMPUTER connects an editor, iPad or computer; PEDAL hosts a class-compliant controller with appropriate powered host hardware. Return to COMPUTER before editing over USB. Values: COMPUTER / HOST.
KNOB 4 - AUTOSAVE	Keep automatic working-project saves after playback stops and the instrument is idle. Named program saves remain a separate operation. Values: OFF / ON.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	These are device/global settings. Master tuning survives program changes unless a saved program explicitly includes a tuning override. Named custom scales can be saved/exported in the editor.
STEP BY STEP	1. Open GLO and select this named page. 2. Turn the knob beside the setting to choose the desired value. 3. Leave the menu; settings are remembered. Use COMPUTER USB role before reconnecting the editor.

CONTROLS



OPEN THIS SCREEN On HOME select the part, then press GLO. Use SELECT or repeated family-button taps to find CONTROLS.

KNOB 1 - PICKER POPUPS	Enable automatic value pickers while editing enumerated choices. Values: OFF / ON.
KNOB 2 - KNOB ACCEL	ON makes faster turns cover larger value changes; OFF gives more consistent small adjustments. Values: OFF / ON.
KNOB 3 - HOLD	Threshold for the inherited FX performance layer only. It does not change the fixed two-second mixer or three-second tuning/chord shortcuts. Values: 300 / 400 / 500 / 600 ms (FX hold only).
KNOB 4 - Unused	Unused control; turning it has no action on this screen. Values: Unused.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	These are device/global settings. Master tuning survives program changes unless a saved program explicitly includes a tuning override. Named custom scales can be saved/exported in the editor.
STEP BY STEP	1. Open GLO and select this named page. 2. Turn the knob beside the setting to choose the desired value. 3. Leave the menu; settings are remembered. Use COMPUTER USB role before reconnecting the editor.

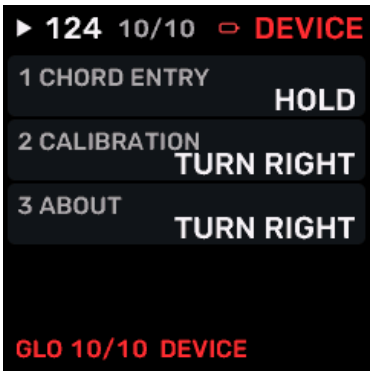
RECORDING



OPEN THIS SCREEN On HOME select the part, then press GLO. Use SELECT or repeated family-button taps to find RECORDING.

KNOB 1 - AUDIO CLICK	Metronome behavior: OFF, during REC only, or ON during playback. Values: OFF / REC / ON.
KNOB 2 - CLICK LEVEL	Metronome loudness: LOW, MID or HIGH. Values: LOW / MID / HIGH.
KNOB 3 - COUNT-IN	Recording count-in: OFF, 1 BAR or 2 BARS. Values: OFF / 1 BAR / 2 BARS.
KNOB 4 - NOTE PREVIEW	Play an audible preview when selecting/editing sequence notes. OFF is useful for silent editing. Values: OFF / ON.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	These are device/global settings. Master tuning survives program changes unless a saved program explicitly includes a tuning override. Named custom scales can be saved/exported in the editor.
STEP BY STEP	1. Open GLO and select this named page. 2. Turn the knob beside the setting to choose the desired value. 3. Leave the menu; settings are remembered. Use COMPUTER USB role before reconnecting the editor.

DEVICE



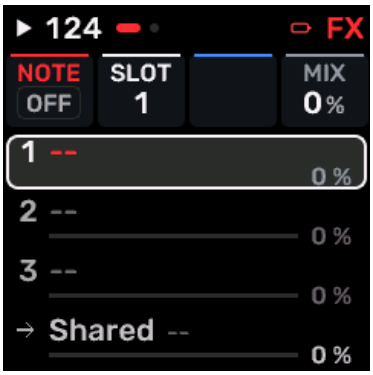
OPEN THIS SCREEN On HOME select the part, then press GLO. Use SELECT or repeated family-button taps to find DEVICE.

KNOB 1 - CHORD ENTRY	HOLD replaces the current entered chord while keys are held; ADD accumulates notes for step entry. Values: HOLD / ADD.
KNOB 2 - CALIBRATION	Turn right to enter hardware control calibration. Follow the on-screen prompts; do not enter during a performance. Values: Turn right to open.
KNOB 3 - ABOUT	Turn right to open firmware version, credits and device information. No sound parameter is changed. Values: Turn right to open.
KNOB 4 - Unused	Unused control; turning it has no action on this screen. Values: Unused.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	These are device/global settings. Master tuning survives program changes unless a saved program explicitly includes a tuning override. Named custom scales can be saved/exported in the editor.
STEP BY STEP	1. Open GLO and select this named page. 2. Turn the knob beside the setting to choose the desired value. 3. Leave the menu; settings are remembered. Use COMPUTER USB role before reconnecting the editor.

FX

SynthMaven 4.1.4 Illustrated Guide

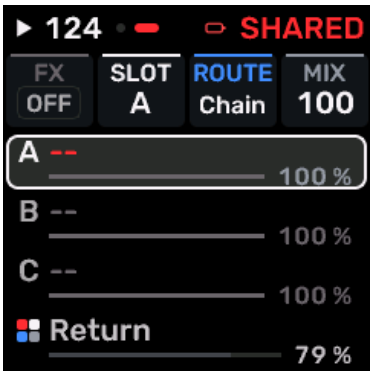
FX



OPEN THIS SCREEN On HOME select the part, then press FX. Use SELECT or repeated family-button taps to find FX.

KNOB 1 - NOTE FX	Select note processing for the highlighted part-rack row: OFF, NOTE TAIL or NOTE ECHO. Values: OFF / NOTE TAIL / NOTE ECHO.
KNOB 2 - ROW	Choose one of the three effect rows or the shared/return row.
KNOB 3	No parameter on the ordinary part effect row.
KNOB 4 - AMOUNT	Set the selected row mix/send; NOTE TAIL uses release amount. On RETURN, set the shared wet return level.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

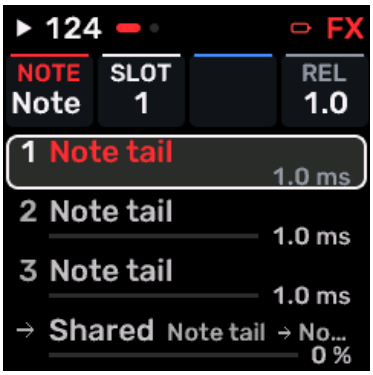
SHARED



OPEN THIS SCREEN On HOME select the part, then press FX. Use SELECT or repeated family-button taps to find SHARED.

KNOB 1 - FX	Select the shared audio effect in the highlighted rack row. Values: OFF / PHASER / WIDTH / FORMANT / TAPE / SPIT / ROOM / REVERB / CHORUS / DRIVE / CRUSH / FLANGER / PEDAL PHASER / PEDAL CHORUS.
KNOB 2 - ROW	Choose one of the three effect rows or the shared/return row.
KNOB 3 - ROUTE	CHAIN feeds the shared processors in sequence. SPLIT uses the separate part sends to the shared effect slots. Values: CHAIN / SPLIT.
KNOB 4 - AMOUNT	Set the selected row mix/send; NOTE TAIL uses release amount. On RETURN, set the shared wet return level.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

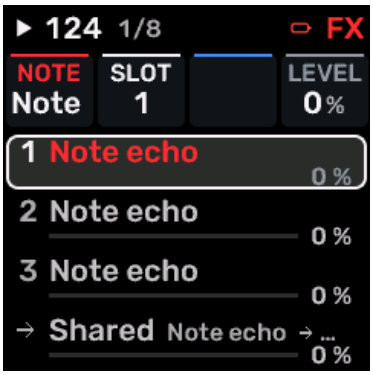
FX / NOTE TAIL



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose NOTE TAIL for the required slot, then open FX.

KNOB 1 - NOTE FX	Select note processing for the highlighted part-rack row: OFF, NOTE TAIL or NOTE ECHO. Values: OFF / NOTE TAIL / NOTE ECHO.
KNOB 2 - ROW	Choose one of the three effect rows or the shared/return row.
KNOB 3	No parameter on the ordinary part effect row.
KNOB 4 - AMOUNT	Set the selected row mix/send; NOTE TAIL uses release amount. On RETURN, set the shared wet return level.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

FX / NOTE ECHO



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose NOTE ECHO for the required slot, then open FX.

KNOB 1 - NOTE FX	Select note processing for the highlighted part-rack row: OFF, NOTE TAIL or NOTE ECHO. Values: OFF / NOTE TAIL / NOTE ECHO.
KNOB 2 - ROW	Choose one of the three effect rows or the shared/return row.
KNOB 3	No parameter on the ordinary part effect row.
KNOB 4 - AMOUNT	Set the selected row mix/send; NOTE TAIL uses release amount. On RETURN, set the shared wet return level.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

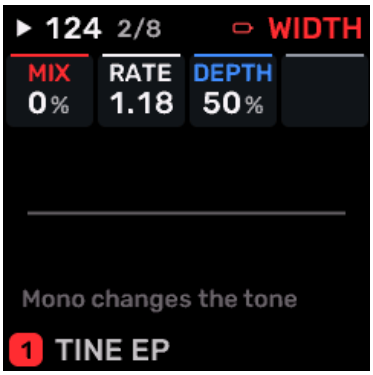
FX 1 / PHASER



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose PHASER for the required slot, then open FX 1.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of PHASER. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

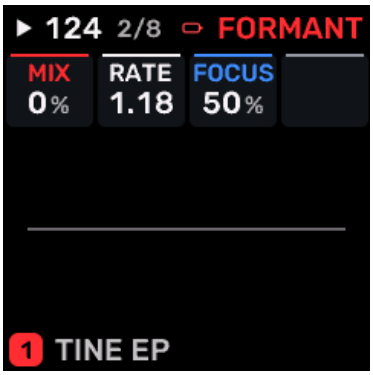
FX 1 / WIDTH



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose WIDTH for the required slot, then open FX 1.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of WIDTH. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

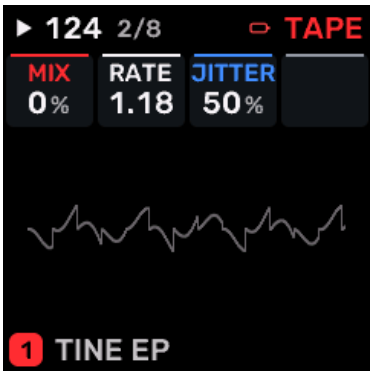
FX 1 / FORMANT



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose FORMANT for the required slot, then open FX 1.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of FORMANT. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - FOCUS	Character/intensity of FORMANT. Adjust alongside MIX; the audible effect depends on the selected processor. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

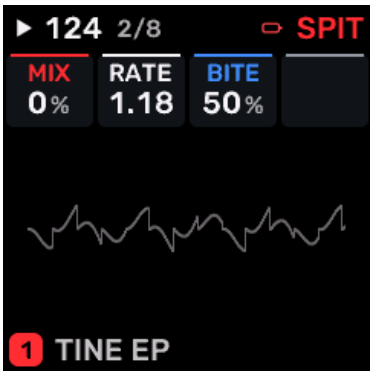
FX 1 / TAPE



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose TAPE for the required slot, then open FX 1.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of TAPE. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - JITTER	Character/intensity of TAPE. Adjust alongside MIX; the audible effect depends on the selected processor. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

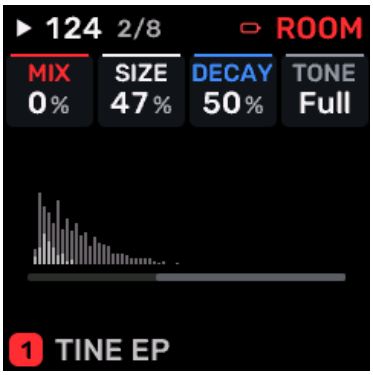
FX 1 / SPIT



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose SPIT for the required slot, then open FX 1.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of SPIT. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - BITE	Character/intensity of SPIT. Adjust alongside MIX; the audible effect depends on the selected processor. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

FX 1 / ROOM



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose ROOM for the required slot, then open FX 1.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - SIZE	Reverb space size/decay character. Values: 0 to 100 %.
KNOB 3 - DECAY	Tail/decay length of this effect. Higher values generally keep the effect sounding longer. Values: 0 to 100 %.
KNOB 4 - TONE	Tone or spectral balance of this sound/processor. Values: DARK to THIN.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

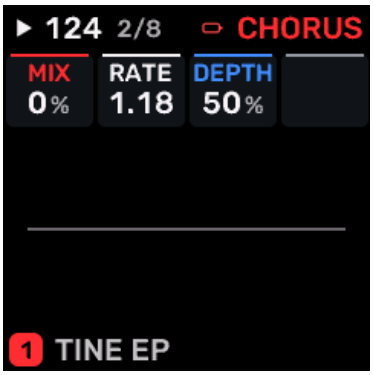
FX 1 / REVERB



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose REVERB for the required slot, then open FX 1.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - SIZE	Reverb space size/decay character. Values: 0 to 100 %.
KNOB 3 - DAMP	High-frequency damping; darker reverberation or faster high-frequency decay as raised. Values: 0 to 100 %.
KNOB 4 - TONE	Tone or spectral balance of this sound/processor. Values: DARK to THIN.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

FX 1 / CHORUS



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose CHORUS for the required slot, then open FX 1.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of CHORUS. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

FX 1 / NOTE ECHO



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose NOTE ECHO for the required slot, then open FX 1.

KNOB 1 - LEVEL	Level of the selected part/operator/processor; use the page context to identify which one. A zero part level silences that part. Values: 0 to 100 %.
KNOB 2 - TIME	Delay time. Listen for pitch changes when changing tape-style delay time. Values: 1/4 / 1/8 / 1/16 / 1/32 / 8T / 16T / 1/2 / 1/1 / 2BAR / 4BAR.
KNOB 3 - DECAY	Tail/decay length of this effect. Higher values generally keep the effect sounding longer. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

FX 1 / DRIVE



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose DRIVE for the required slot, then open FX 1.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - DRIVE	Drive into a saturation/filter stage. More drive can add harmonics and change level. Values: 0 to 100 %.
KNOB 3 - TONE	Tone or spectral balance of this sound/processor. Values: 30 to 16.0 kHz.
KNOB 4 - SHAPE	Waveform/timbre shaping or the amount of envelope/LFO shaping, according to this page. Values: SOFT / HARD / FOLD / FUZZ.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

FX 1 / CRUSH



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose CRUSH for the required slot, then open FX 1.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - BITS	Bit depth of the crusher. Lower settings add quantization distortion. Values: 16 to 1 bit.
KNOB 3 - ALIAS	Sample-hold rate of the bitcrusher. Lower effective rates introduce aliasing and a rough digital texture. Values: 44.1 to 689 Hz.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

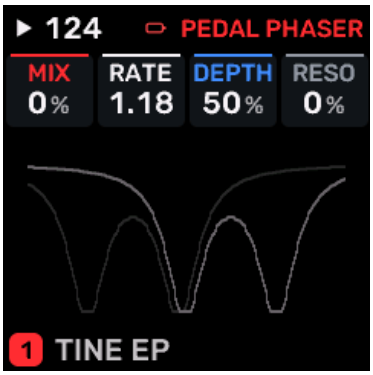
FX 1 / FLANGER



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose FLANGER for the required slot, then open FX 1.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of FLANGER. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 100 %.
KNOB 4 - RESO	Resonance/feedback intensity in the selected modulation effect. Values: -98 to +98 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

FX 1 / PEDAL PHASER



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose PEDAL PHASER for the required slot, then open FX 1.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of PEDAL PHASER. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 100 %.
KNOB 4 - RESO	Resonance/feedback intensity in the selected modulation effect. Values: -98 to +98 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

FX 1 / PEDAL CHORUS



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose PEDAL CHORUS for the required slot, then open FX 1.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of PEDAL CHORUS. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 100 %.
KNOB 4 - RESO	Resonance/feedback intensity in the selected modulation effect. Values: -98 to +98 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

FX 2 / PHASER



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose PHASER for the required slot, then open FX 2.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of PHASER. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

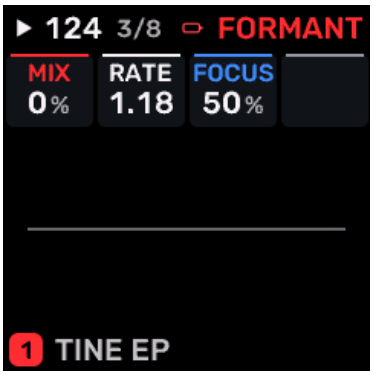
FX 2 / WIDTH



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose WIDTH for the required slot, then open FX 2.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of WIDTH. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

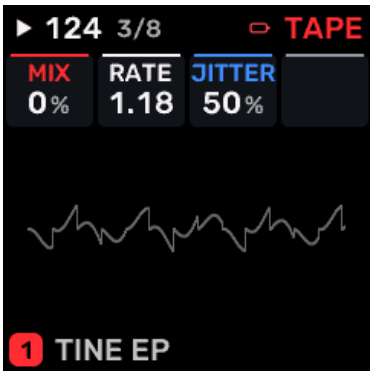
FX 2 / FORMANT



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose FORMANT for the required slot, then open FX 2.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of FORMANT. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - FOCUS	Character/intensity of FORMANT. Adjust alongside MIX; the audible effect depends on the selected processor. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

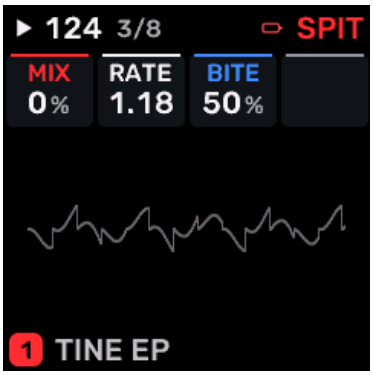
FX 2 / TAPE



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose TAPE for the required slot, then open FX 2.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of TAPE. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - JITTER	Character/intensity of TAPE. Adjust alongside MIX; the audible effect depends on the selected processor. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

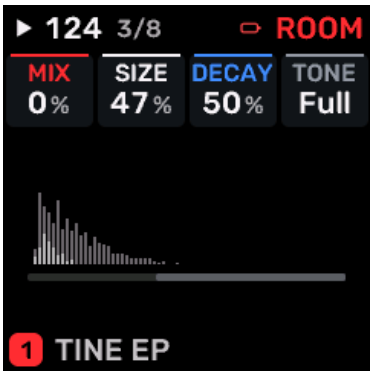
FX 2 / SPIT



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose SPIT for the required slot, then open FX 2.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of SPIT. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - BITE	Character/intensity of SPIT. Adjust alongside MIX; the audible effect depends on the selected processor. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

FX 2 / ROOM



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose ROOM for the required slot, then open FX 2.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - SIZE	Reverb space size/decay character. Values: 0 to 100 %.
KNOB 3 - DECAY	Tail/decay length of this effect. Higher values generally keep the effect sounding longer. Values: 0 to 100 %.
KNOB 4 - TONE	Tone or spectral balance of this sound/processor. Values: DARK to THIN.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

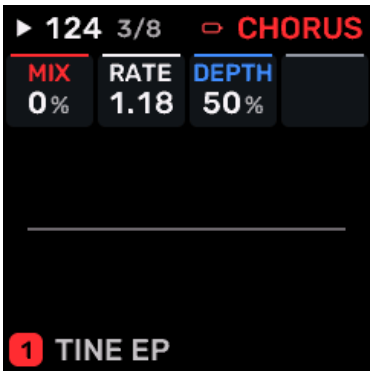
FX 2 / REVERB



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose REVERB for the required slot, then open FX 2.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - SIZE	Reverb space size/decay character. Values: 0 to 100 %.
KNOB 3 - DAMP	High-frequency damping; darker reverberation or faster high-frequency decay as raised. Values: 0 to 100 %.
KNOB 4 - TONE	Tone or spectral balance of this sound/processor. Values: DARK to THIN.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

FX 2 / CHORUS



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose CHORUS for the required slot, then open FX 2.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of CHORUS. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

FX 2 / NOTE ECHO



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose NOTE ECHO for the required slot, then open FX 2.

KNOB 1 - LEVEL	Level of the selected part/operator/processor; use the page context to identify which one. A zero part level silences that part. Values: 0 to 100 %.
KNOB 2 - TIME	Delay time. Listen for pitch changes when changing tape-style delay time. Values: 1/4 / 1/8 / 1/16 / 1/32 / 8T / 16T / 1/2 / 1/1 / 2BAR / 4BAR.
KNOB 3 - DECAY	Tail/decay length of this effect. Higher values generally keep the effect sounding longer. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

FX 2 / DRIVE



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose DRIVE for the required slot, then open FX 2.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - DRIVE	Drive into a saturation/filter stage. More drive can add harmonics and change level. Values: 0 to 100 %.
KNOB 3 - TONE	Tone or spectral balance of this sound/processor. Values: 30 to 16.0 kHz.
KNOB 4 - SHAPE	Waveform/timbre shaping or the amount of envelope/LFO shaping, according to this page. Values: SOFT / HARD / FOLD / FUZZ.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

FX 2 / CRUSH



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose CRUSH for the required slot, then open FX 2.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - BITS	Bit depth of the crusher. Lower settings add quantization distortion. Values: 16 to 1 bit.
KNOB 3 - ALIAS	Sample-hold rate of the bitcrusher. Lower effective rates introduce aliasing and a rough digital texture. Values: 44.1 to 689 Hz.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

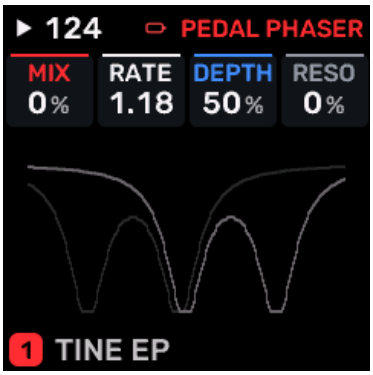
FX 2 / FLANGER



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose FLANGER for the required slot, then open FX 2.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of FLANGER. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 100 %.
KNOB 4 - RESO	Resonance/feedback intensity in the selected modulation effect. Values: -98 to +98 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

FX 2 / PEDAL PHASER



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose PEDAL PHASER for the required slot, then open FX 2.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of PEDAL PHASER. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 100 %.
KNOB 4 - RESO	Resonance/feedback intensity in the selected modulation effect. Values: -98 to +98 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

FX 2 / PEDAL CHORUS



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose PEDAL CHORUS for the required slot, then open FX 2.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of PEDAL CHORUS. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 100 %.
KNOB 4 - RESO	Resonance/feedback intensity in the selected modulation effect. Values: -98 to +98 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

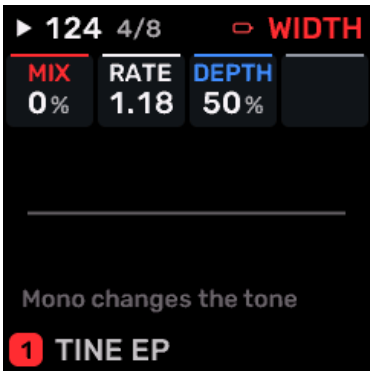
FX 3 / PHASER



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose PHASER for the required slot, then open FX 3.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of PHASER. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

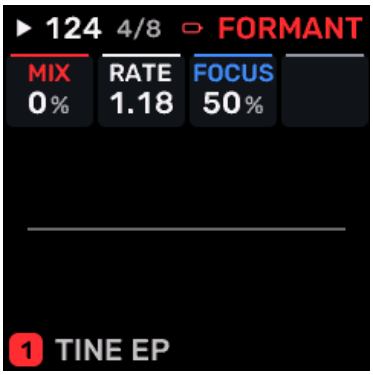
FX 3 / WIDTH



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose WIDTH for the required slot, then open FX 3.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of WIDTH. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

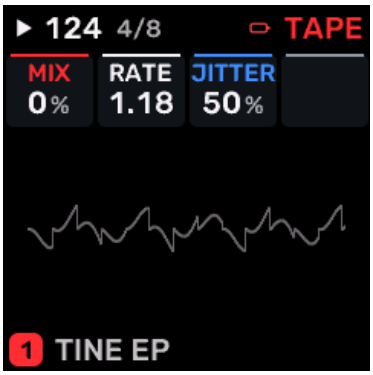
FX 3 / FORMANT



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose FORMANT for the required slot, then open FX 3.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of FORMANT. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - FOCUS	Character/intensity of FORMANT. Adjust alongside MIX; the audible effect depends on the selected processor. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

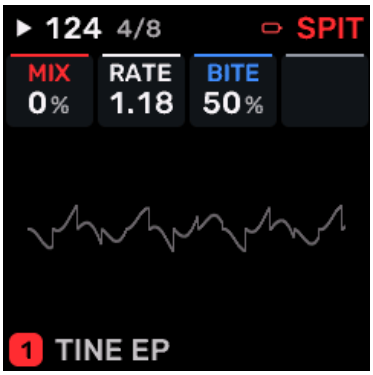
FX 3 / TAPE



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose TAPE for the required slot, then open FX 3.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of TAPE. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - JITTER	Character/intensity of TAPE. Adjust alongside MIX; the audible effect depends on the selected processor. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

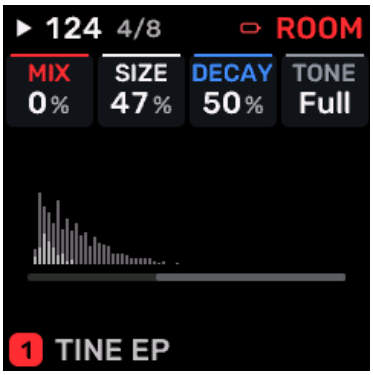
FX 3 / SPIT



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose SPIT for the required slot, then open FX 3.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of SPIT. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - BITE	Character/intensity of SPIT. Adjust alongside MIX; the audible effect depends on the selected processor. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

FX 3 / ROOM



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose ROOM for the required slot, then open FX 3.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - SIZE	Reverb space size/decay character. Values: 0 to 100 %.
KNOB 3 - DECAY	Tail/decay length of this effect. Higher values generally keep the effect sounding longer. Values: 0 to 100 %.
KNOB 4 - TONE	Tone or spectral balance of this sound/processor. Values: DARK to THIN.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

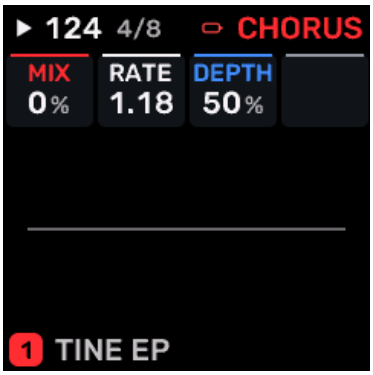
FX 3 / REVERB



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose REVERB for the required slot, then open FX 3.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - SIZE	Reverb space size/decay character. Values: 0 to 100 %.
KNOB 3 - DAMP	High-frequency damping; darker reverberation or faster high-frequency decay as raised. Values: 0 to 100 %.
KNOB 4 - TONE	Tone or spectral balance of this sound/processor. Values: DARK to THIN.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

FX 3 / CHORUS



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose CHORUS for the required slot, then open FX 3.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of CHORUS. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

FX 3 / NOTE ECHO



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose NOTE ECHO for the required slot, then open FX 3.

KNOB 1 - LEVEL	Level of the selected part/operator/processor; use the page context to identify which one. A zero part level silences that part. Values: 0 to 100 %.
KNOB 2 - TIME	Delay time. Listen for pitch changes when changing tape-style delay time. Values: 1/4 / 1/8 / 1/16 / 1/32 / 8T / 16T / 1/2 / 1/1 / 2BAR / 4BAR.
KNOB 3 - DECAY	Tail/decay length of this effect. Higher values generally keep the effect sounding longer. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

FX 3 / DRIVE



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose DRIVE for the required slot, then open FX 3.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - DRIVE	Drive into a saturation/filter stage. More drive can add harmonics and change level. Values: 0 to 100 %.
KNOB 3 - TONE	Tone or spectral balance of this sound/processor. Values: 30 to 16.0 kHz.
KNOB 4 - SHAPE	Waveform/timbre shaping or the amount of envelope/LFO shaping, according to this page. Values: SOFT / HARD / FOLD / FUZZ.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

FX 3 / CRUSH



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose CRUSH for the required slot, then open FX 3.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - BITS	Bit depth of the crusher. Lower settings add quantization distortion. Values: 16 to 1 bit.
KNOB 3 - ALIAS	Sample-hold rate of the bitcrusher. Lower effective rates introduce aliasing and a rough digital texture. Values: 44.1 to 689 Hz.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

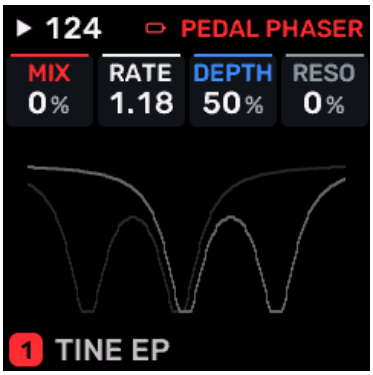
FX 3 / FLANGER



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose FLANGER for the required slot, then open FX 3.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of FLANGER. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 100 %.
KNOB 4 - RESO	Resonance/feedback intensity in the selected modulation effect. Values: -98 to +98 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

FX 3 / PEDAL PHASER



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose PEDAL PHASER for the required slot, then open FX 3.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of PEDAL PHASER. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 100 %.
KNOB 4 - RESO	Resonance/feedback intensity in the selected modulation effect. Values: -98 to +98 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

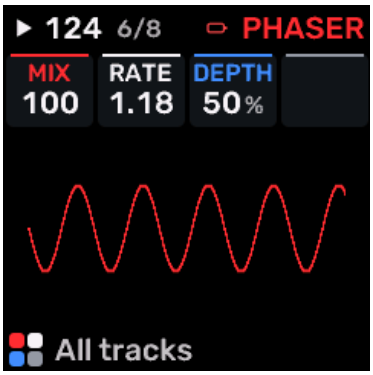
FX 3 / PEDAL CHORUS



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose PEDAL CHORUS for the required slot, then open FX 3.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of PEDAL CHORUS. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 100 %.
KNOB 4 - RESO	Resonance/feedback intensity in the selected modulation effect. Values: -98 to +98 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

SEND FX 1 / PHASER



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose PHASER for the required slot, then open SEND FX 1.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of PHASER. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

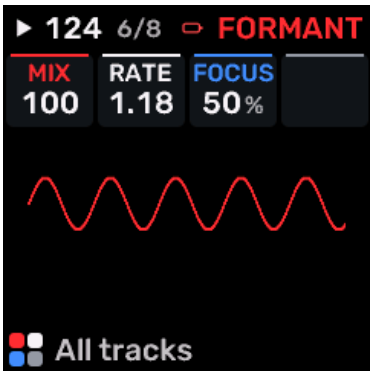
SEND FX 1 / WIDTH



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose WIDTH for the required slot, then open SEND FX 1.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of WIDTH. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

SEND FX 1 / FORMANT



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose FORMANT for the required slot, then open SEND FX 1.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of FORMANT. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - FOCUS	Character/intensity of FORMANT. Adjust alongside MIX; the audible effect depends on the selected processor. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

SEND FX 1 / TAPE



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose TAPE for the required slot, then open SEND FX 1.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of TAPE. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - JITTER	Character/intensity of TAPE. Adjust alongside MIX; the audible effect depends on the selected processor. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

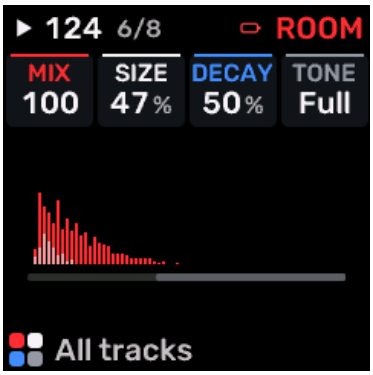
SEND FX 1 / SPIT



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose SPIT for the required slot, then open SEND FX 1.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of SPIT. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - BITE	Character/intensity of SPIT. Adjust alongside MIX; the audible effect depends on the selected processor. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

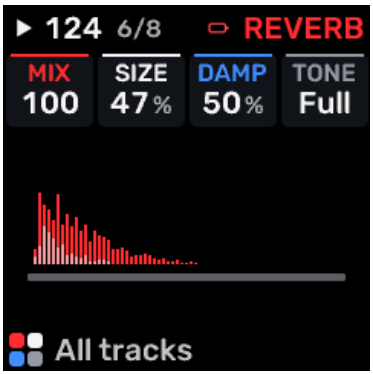
SEND FX 1 / ROOM



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose ROOM for the required slot, then open SEND FX 1.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - SIZE	Reverb space size/decay character. Values: 0 to 100 %.
KNOB 3 - DECAY	Tail/decay length of this effect. Higher values generally keep the effect sounding longer. Values: 0 to 100 %.
KNOB 4 - TONE	Tone or spectral balance of this sound/processor. Values: DARK to THIN.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

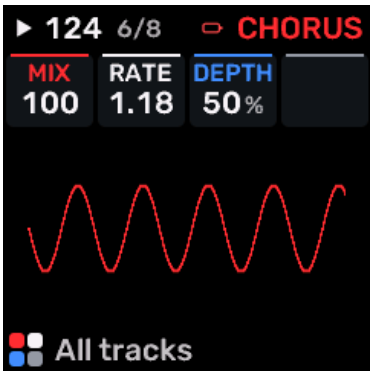
SEND FX 1 / REVERB



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose REVERB for the required slot, then open SEND FX 1.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - SIZE	Reverb space size/decay character. Values: 0 to 100 %.
KNOB 3 - DAMP	High-frequency damping; darker reverberation or faster high-frequency decay as raised. Values: 0 to 100 %.
KNOB 4 - TONE	Tone or spectral balance of this sound/processor. Values: DARK to THIN.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

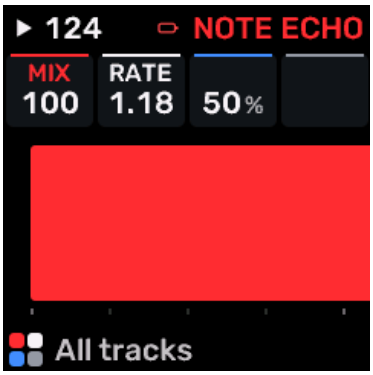
SEND FX 1 / CHORUS



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose CHORUS for the required slot, then open SEND FX 1.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of CHORUS. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

SEND FX 1 / NOTE ECHO



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose NOTE ECHO for the required slot, then open SEND FX 1.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of NOTE ECHO. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3	No assigned parameter on this page.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

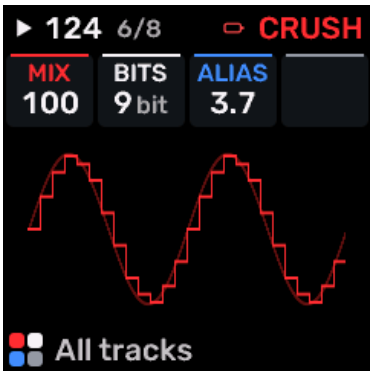
SEND FX 1 / DRIVE



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose DRIVE for the required slot, then open SEND FX 1.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - DRIVE	Drive into a saturation/filter stage. More drive can add harmonics and change level. Values: 0 to 100 %.
KNOB 3 - TONE	Tone or spectral balance of this sound/processor. Values: 30 to 16.0 kHz.
KNOB 4 - SHAPE	Waveform/timbre shaping or the amount of envelope/LFO shaping, according to this page. Values: SOFT / HARD / FOLD / FUZZ.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

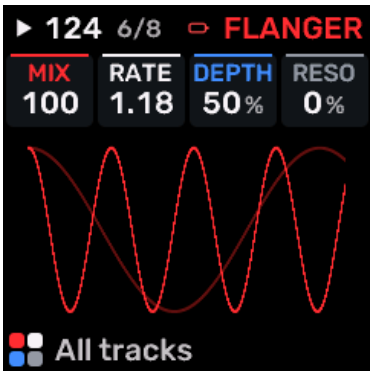
SEND FX 1 / CRUSH



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose CRUSH for the required slot, then open SEND FX 1.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - BITS	Bit depth of the crusher. Lower settings add quantization distortion. Values: 16 to 1 bit.
KNOB 3 - ALIAS	Sample-hold rate of the bitcrusher. Lower effective rates introduce aliasing and a rough digital texture. Values: 44.1 to 689 Hz.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

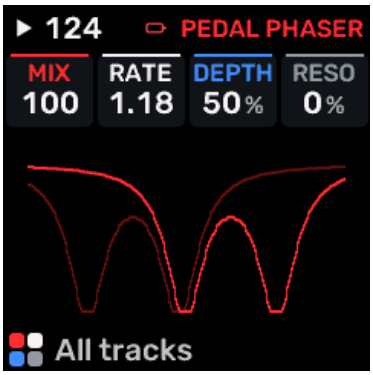
SEND FX 1 / FLANGER



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose FLANGER for the required slot, then open SEND FX 1.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of FLANGER. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 100 %.
KNOB 4 - RESO	Resonance/feedback intensity in the selected modulation effect. Values: -98 to +98 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

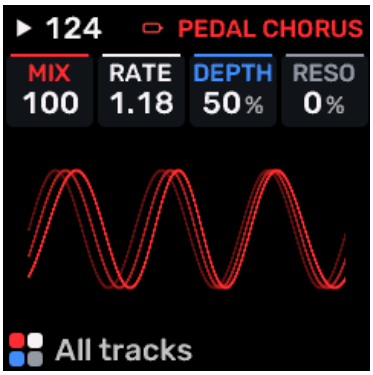
SEND FX 1 / PEDAL PHASER



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose PEDAL PHASER for the required slot, then open SEND FX 1.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of PEDAL PHASER. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 100 %.
KNOB 4 - RESO	Resonance/feedback intensity in the selected modulation effect. Values: -98 to +98 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

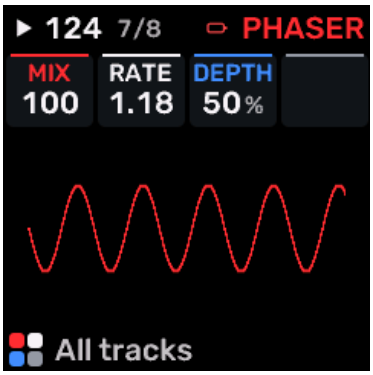
SEND FX 1 / PEDAL CHORUS



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose PEDAL CHORUS for the required slot, then open SEND FX 1.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of PEDAL CHORUS. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 100 %.
KNOB 4 - RESO	Resonance/feedback intensity in the selected modulation effect. Values: -98 to +98 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

SEND FX 2 / PHASER



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose PHASER for the required slot, then open SEND FX 2.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of PHASER. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

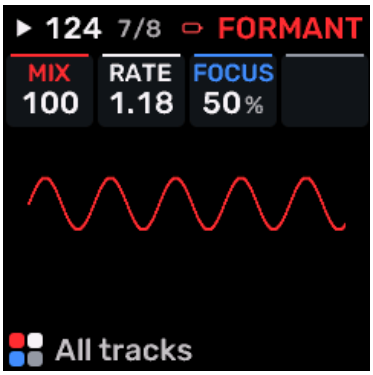
SEND FX 2 / WIDTH



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose WIDTH for the required slot, then open SEND FX 2.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of WIDTH. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

SEND FX 2 / FORMANT



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose FORMANT for the required slot, then open SEND FX 2.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of FORMANT. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - FOCUS	Character/intensity of FORMANT. Adjust alongside MIX; the audible effect depends on the selected processor. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

SEND FX 2 / TAPE



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose TAPE for the required slot, then open SEND FX 2.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of TAPE. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - JITTER	Character/intensity of TAPE. Adjust alongside MIX; the audible effect depends on the selected processor. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

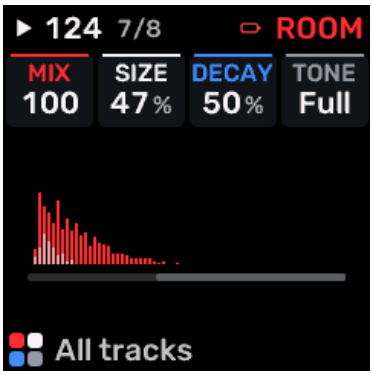
SEND FX 2 / SPIT



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose SPIT for the required slot, then open SEND FX 2.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of SPIT. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - BITE	Character/intensity of SPIT. Adjust alongside MIX; the audible effect depends on the selected processor. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

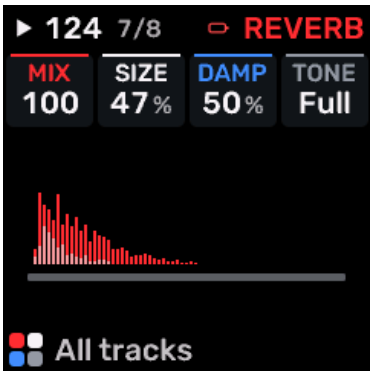
SEND FX 2 / ROOM



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose ROOM for the required slot, then open SEND FX 2.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - SIZE	Reverb space size/decay character. Values: 0 to 100 %.
KNOB 3 - DECAY	Tail/decay length of this effect. Higher values generally keep the effect sounding longer. Values: 0 to 100 %.
KNOB 4 - TONE	Tone or spectral balance of this sound/processor. Values: DARK to THIN.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

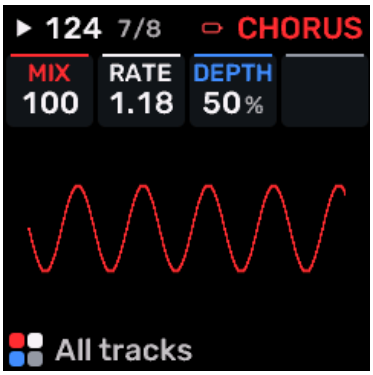
SEND FX 2 / REVERB



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose REVERB for the required slot, then open SEND FX 2.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - SIZE	Reverb space size/decay character. Values: 0 to 100 %.
KNOB 3 - DAMP	High-frequency damping; darker reverberation or faster high-frequency decay as raised. Values: 0 to 100 %.
KNOB 4 - TONE	Tone or spectral balance of this sound/processor. Values: DARK to THIN.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

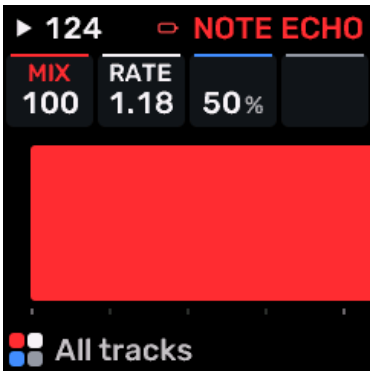
SEND FX 2 / CHORUS



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose CHORUS for the required slot, then open SEND FX 2.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of CHORUS. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

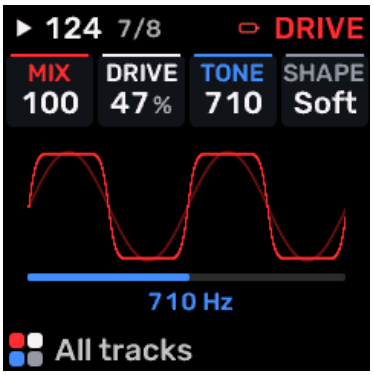
SEND FX 2 / NOTE ECHO



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose NOTE ECHO for the required slot, then open SEND FX 2.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of NOTE ECHO. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3	No assigned parameter on this page.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

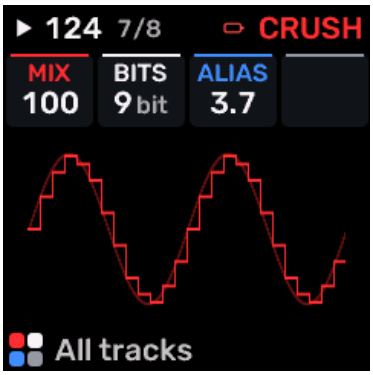
SEND FX 2 / DRIVE



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose DRIVE for the required slot, then open SEND FX 2.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - DRIVE	Drive into a saturation/filter stage. More drive can add harmonics and change level. Values: 0 to 100 %.
KNOB 3 - TONE	Tone or spectral balance of this sound/processor. Values: 30 to 16.0 kHz.
KNOB 4 - SHAPE	Waveform/timbre shaping or the amount of envelope/LFO shaping, according to this page. Values: SOFT / HARD / FOLD / FUZZ.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

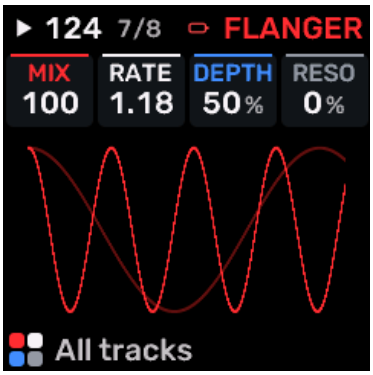
SEND FX 2 / CRUSH



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose CRUSH for the required slot, then open SEND FX 2.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - BITS	Bit depth of the crusher. Lower settings add quantization distortion. Values: 16 to 1 bit.
KNOB 3 - ALIAS	Sample-hold rate of the bitcrusher. Lower effective rates introduce aliasing and a rough digital texture. Values: 44.1 to 689 Hz.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

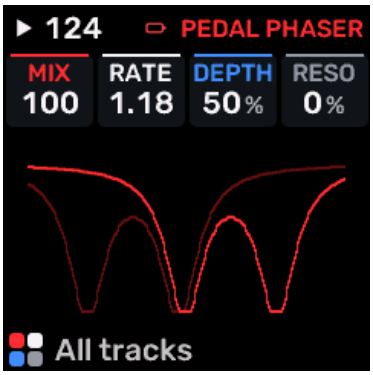
SEND FX 2 / FLANGER



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose FLANGER for the required slot, then open SEND FX 2.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of FLANGER. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 100 %.
KNOB 4 - RESO	Resonance/feedback intensity in the selected modulation effect. Values: -98 to +98 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

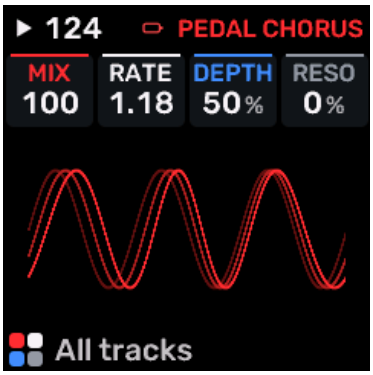
SEND FX 2 / PEDAL PHASER



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose PEDAL PHASER for the required slot, then open SEND FX 2.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of PEDAL PHASER. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 100 %.
KNOB 4 - RESO	Resonance/feedback intensity in the selected modulation effect. Values: -98 to +98 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

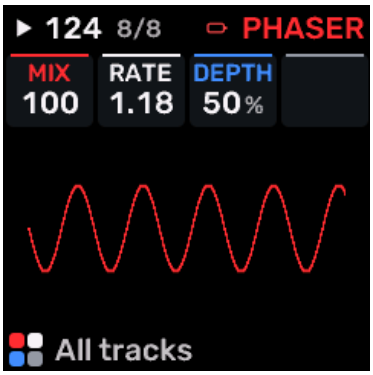
SEND FX 2 / PEDAL CHORUS



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose PEDAL CHORUS for the required slot, then open SEND FX 2.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of PEDAL CHORUS. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 100 %.
KNOB 4 - RESO	Resonance/feedback intensity in the selected modulation effect. Values: -98 to +98 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

SEND FX 3 / PHASER



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose PHASER for the required slot, then open SEND FX 3.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of PHASER. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

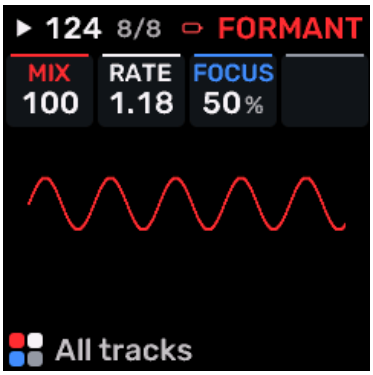
SEND FX 3 / WIDTH



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose WIDTH for the required slot, then open SEND FX 3.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of WIDTH. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

SEND FX 3 / FORMANT



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose FORMANT for the required slot, then open SEND FX 3.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of FORMANT. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - FOCUS	Character/intensity of FORMANT. Adjust alongside MIX; the audible effect depends on the selected processor. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

SEND FX 3 / TAPE



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose TAPE for the required slot, then open SEND FX 3.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of TAPE. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - JITTER	Character/intensity of TAPE. Adjust alongside MIX; the audible effect depends on the selected processor. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

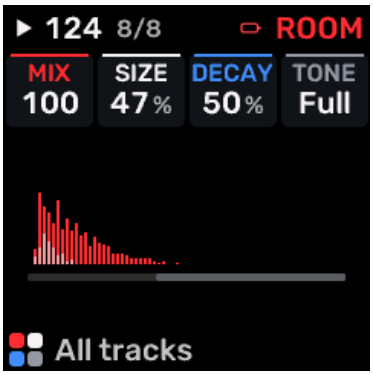
SEND FX 3 / SPIT



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose SPIT for the required slot, then open SEND FX 3.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of SPIT. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - BITE	Character/intensity of SPIT. Adjust alongside MIX; the audible effect depends on the selected processor. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

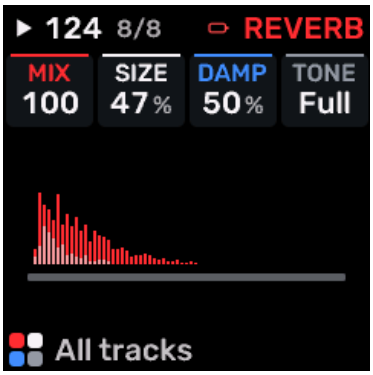
SEND FX 3 / ROOM



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose ROOM for the required slot, then open SEND FX 3.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - SIZE	Reverb space size/decay character. Values: 0 to 100 %.
KNOB 3 - DECAY	Tail/decay length of this effect. Higher values generally keep the effect sounding longer. Values: 0 to 100 %.
KNOB 4 - TONE	Tone or spectral balance of this sound/processor. Values: DARK to THIN.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

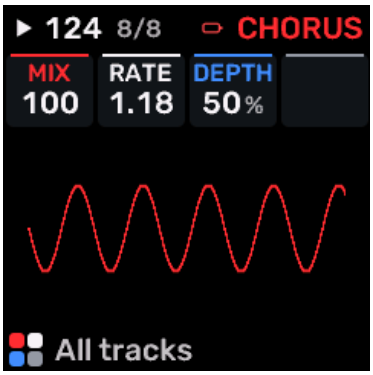
SEND FX 3 / REVERB



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose REVERB for the required slot, then open SEND FX 3.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - SIZE	Reverb space size/decay character. Values: 0 to 100 %.
KNOB 3 - DAMP	High-frequency damping; darker reverberation or faster high-frequency decay as raised. Values: 0 to 100 %.
KNOB 4 - TONE	Tone or spectral balance of this sound/processor. Values: DARK to THIN.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

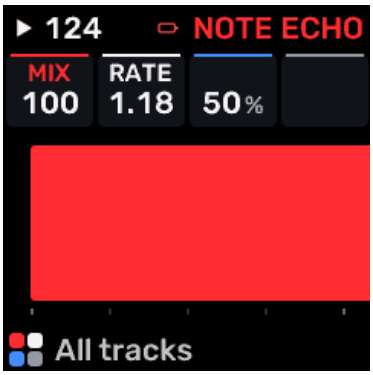
SEND FX 3 / CHORUS



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose CHORUS for the required slot, then open SEND FX 3.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of CHORUS. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 100 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

SEND FX 3 / NOTE ECHO



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose NOTE ECHO for the required slot, then open SEND FX 3.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of NOTE ECHO. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3	No assigned parameter on this page.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

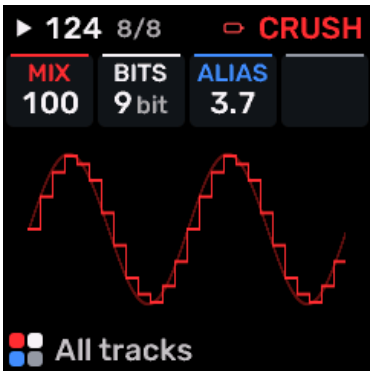
SEND FX 3 / DRIVE



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose DRIVE for the required slot, then open SEND FX 3.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - DRIVE	Drive into a saturation/filter stage. More drive can add harmonics and change level. Values: 0 to 100 %.
KNOB 3 - TONE	Tone or spectral balance of this sound/processor. Values: 30 to 16.0 kHz.
KNOB 4 - SHAPE	Waveform/timbre shaping or the amount of envelope/LFO shaping, according to this page. Values: SOFT / HARD / FOLD / FUZZ.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

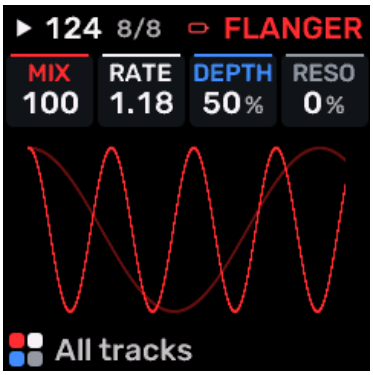
SEND FX 3 / CRUSH



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose CRUSH for the required slot, then open SEND FX 3.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - BITS	Bit depth of the crusher. Lower settings add quantization distortion. Values: 16 to 1 bit.
KNOB 3 - ALIAS	Sample-hold rate of the bitcrusher. Lower effective rates introduce aliasing and a rough digital texture. Values: 44.1 to 689 Hz.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

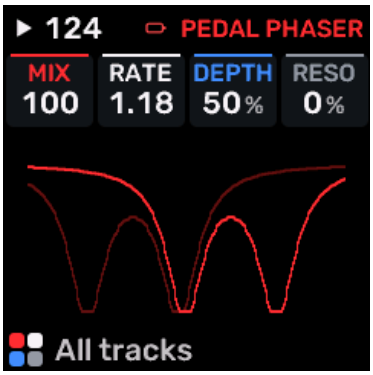
SEND FX 3 / FLANGER



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose FLANGER for the required slot, then open SEND FX 3.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of FLANGER. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 100 %.
KNOB 4 - RESO	Resonance/feedback intensity in the selected modulation effect. Values: -98 to +98 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

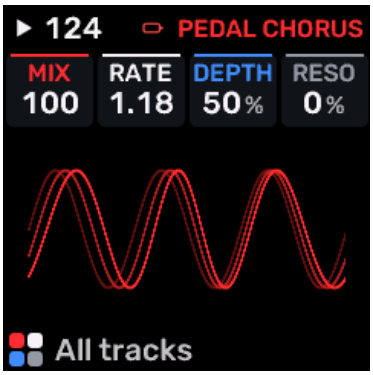
SEND FX 3 / PEDAL PHASER



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose PEDAL PHASER for the required slot, then open SEND FX 3.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of PEDAL PHASER. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 100 %.
KNOB 4 - RESO	Resonance/feedback intensity in the selected modulation effect. Values: -98 to +98 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

SEND FX 3 / PEDAL CHORUS



OPEN THIS SCREEN Tap FX, select the part or SHARED rack, choose PEDAL CHORUS for the required slot, then open SEND FX 3.

KNOB 1 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 2 - RATE	Rate/time control of PEDAL CHORUS. Use the displayed units: Hz denotes motion speed; note divisions follow tempo. Values: .05 to 40.0 Hz.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 100 %.
KNOB 4 - RESO	Resonance/feedback intensity in the selected modulation effect. Values: -98 to +98 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

ENV

SynthMaven 4.1.4 Illustrated Guide

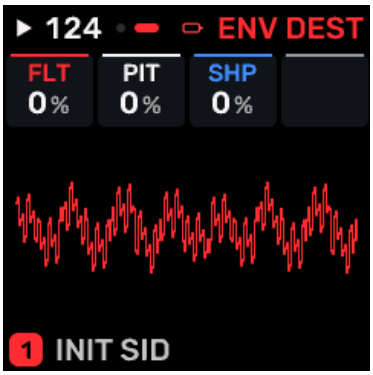
ENV



OPEN THIS SCREEN On HOME select the part, then press ENV. Use SELECT or repeated family-button taps to find ENV.

KNOB 1 - ATK	Attack time: how quickly the envelope rises after a note starts. Values: 1.0 to 10.0 s.
KNOB 2 - DEC	Decay time from the attack peak to the sustain level. Values: 1.0 to 10.0 s.
KNOB 3 - SUS	Sustain level while the key or gate remains held; this is a level, not a time. Values: 0 to 100 %.
KNOB 4 - REL	Release time after key-up; longer tails continue to consume voices. Values: 1.0 to 10.0 s.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

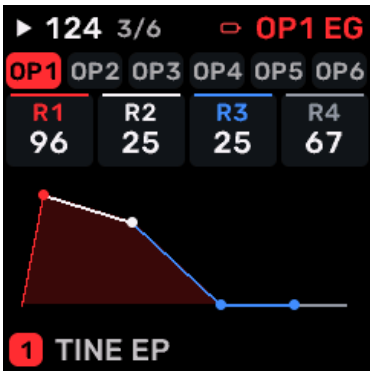
ENV DEST



OPEN THIS SCREEN On HOME select the part, then press ENV. Use SELECT or repeated family-button taps to find ENV DEST.

KNOB 1 - FLT	Filter-envelope amount; positive values open the filter with the envelope, negative values invert that movement where supported. Values: -100 to +98 %.
KNOB 2 - PIT	Pitch or pitch modulation depth. In an envelope/LFO destination page this is an amount, not a tuning reference. Values: -100 to +98 %.
KNOB 3 - SHP	Waveform/timbre shaping or the amount of envelope/LFO shaping, according to this page. Values: -100 to +98 %.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

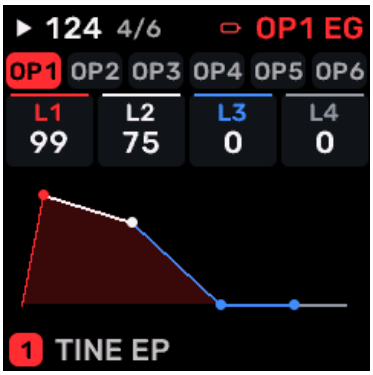
FM6 / EG RATE



OPEN THIS SCREEN On HOME choose FM6, then ENV. Use its section/page navigation to reach EG RATE.

KNOB 1 - R1	Speed toward operator amplitude envelope stage 1. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 2 - R2	Speed toward operator amplitude envelope stage 2. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 3 - R3	Speed toward operator amplitude envelope stage 3. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 4 - R4	Speed toward operator amplitude envelope stage 4. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there. PRESET selects the FM operator 1-6; edits apply only to that operator.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

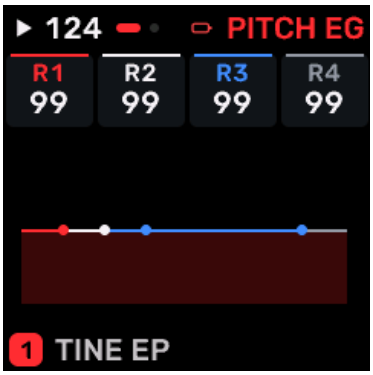
FM6 / EG LVL



OPEN THIS SCREEN On HOME choose FM6, then ENV. Use its section/page navigation to reach EG LVL.

KNOB 1 - L1	Target value at operator amplitude envelope stage 1. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 2 - L2	Target value at operator amplitude envelope stage 2. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 3 - L3	Target value at operator amplitude envelope stage 3. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 4 - L4	Target value at operator amplitude envelope stage 4. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there. PRESET selects the FM operator 1-6; edits apply only to that operator.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

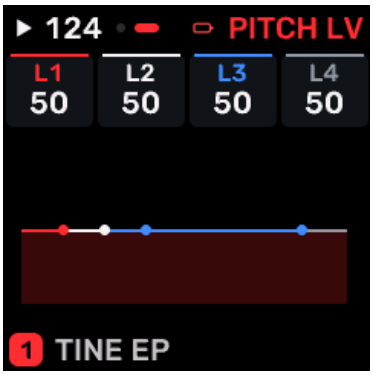
FM6 / PITCH EG



OPEN THIS SCREEN On HOME choose FM6, then ENV. Use its section/page navigation to reach PITCH EG.

KNOB 1 - R1	Speed toward pitch envelope stage 1. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 2 - R2	Speed toward pitch envelope stage 2. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 3 - R3	Speed toward pitch envelope stage 3. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 4 - R4	Speed toward pitch envelope stage 4. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

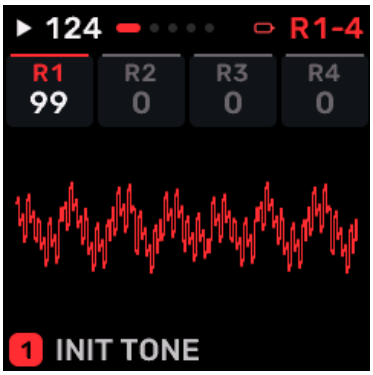
FM6 / PITCH LV



OPEN THIS SCREEN On HOME choose FM6, then ENV. Use its section/page navigation to reach PITCH LV.

KNOB 1 - L1	Target value at pitch envelope stage 1. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 2 - L2	Target value at pitch envelope stage 2. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 3 - L3	Target value at pitch envelope stage 3. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 4 - L4	Target value at pitch envelope stage 4. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

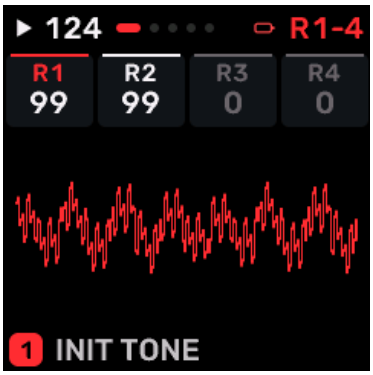
CZ-1 / C1 PIT R1-4



OPEN THIS SCREEN On HOME choose CZ-1, then ENV. Use its section/page navigation to reach C1 PIT R1-4.

KNOB 1 - R1	Speed toward pitch envelope stage 1. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 2 - R2	Speed toward pitch envelope stage 2. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 3 - R3	Speed toward pitch envelope stage 3. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 4 - R4	Speed toward pitch envelope stage 4. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

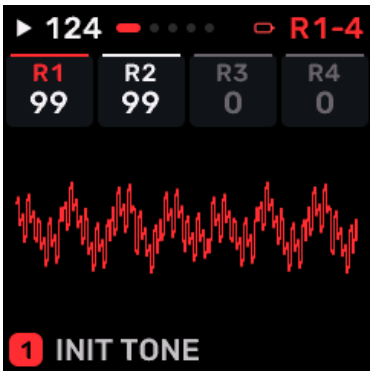
CZ-1 / C1 WAV R1-4



OPEN THIS SCREEN On HOME choose CZ-1, then ENV. Use its section/page navigation to reach C1 WAV R1-4.

KNOB 1 - R1	Speed toward waveform brightness envelope stage 1. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 2 - R2	Speed toward waveform brightness envelope stage 2. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 3 - R3	Speed toward waveform brightness envelope stage 3. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 4 - R4	Speed toward waveform brightness envelope stage 4. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

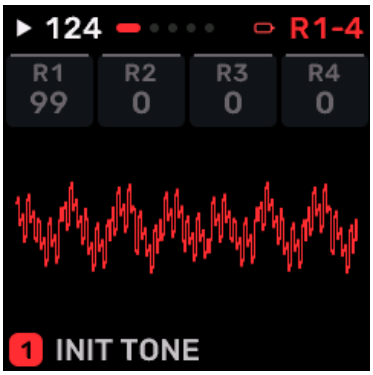
CZ-1 / C1 AMP R1-4



OPEN THIS SCREEN On HOME choose CZ-1, then ENV. Use its section/page navigation to reach C1 AMP R1-4.

KNOB 1 - R1	Speed toward amplitude envelope stage 1. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 2 - R2	Speed toward amplitude envelope stage 2. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 3 - R3	Speed toward amplitude envelope stage 3. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 4 - R4	Speed toward amplitude envelope stage 4. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

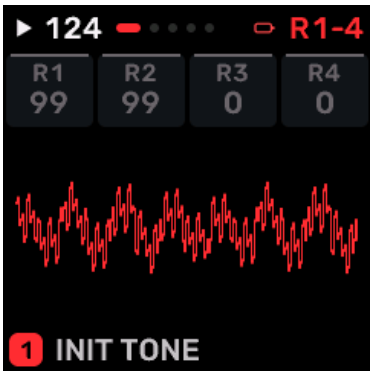
CZ-1 / C2 PIT R1-4



OPEN THIS SCREEN On HOME choose CZ-1, then ENV. Use its section/page navigation to reach C2 PIT R1-4.

KNOB 1 - R1	Speed toward pitch envelope stage 1. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 2 - R2	Speed toward pitch envelope stage 2. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 3 - R3	Speed toward pitch envelope stage 3. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 4 - R4	Speed toward pitch envelope stage 4. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

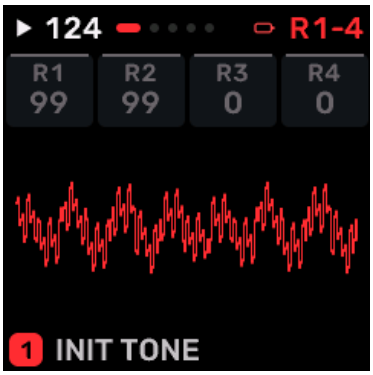
CZ-1 / C2 WAV R1-4



OPEN THIS SCREEN On HOME choose CZ-1, then ENV. Use its section/page navigation to reach C2 WAV R1-4.

KNOB 1 - R1	Speed toward waveform brightness envelope stage 1. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 2 - R2	Speed toward waveform brightness envelope stage 2. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 3 - R3	Speed toward waveform brightness envelope stage 3. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 4 - R4	Speed toward waveform brightness envelope stage 4. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

CZ-1 / C2 AMP R1-4



OPEN THIS SCREEN On HOME choose CZ-1, then ENV. Use its section/page navigation to reach C2 AMP R1-4.

KNOB 1 - R1	Speed toward amplitude envelope stage 1. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 2 - R2	Speed toward amplitude envelope stage 2. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 3 - R3	Speed toward amplitude envelope stage 3. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 4 - R4	Speed toward amplitude envelope stage 4. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

PROPHET / P5 FLT ENV



OPEN THIS SCREEN On HOME choose PROPHET, then ENV. Use its section/page navigation to reach P5 FLT ENV.

KNOB 1 - ATK	Attack time: how quickly the envelope rises after a note starts. Values: 0 to 127.
KNOB 2 - DEC	Decay time from the attack peak to the sustain level. Values: 0 to 127.
KNOB 3 - SUS	Sustain level while the key or gate remains held; this is a level, not a time. Values: 0 to 127.
KNOB 4 - REL	Release time after key-up; longer tails continue to consume voices. Values: 0 to 127.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

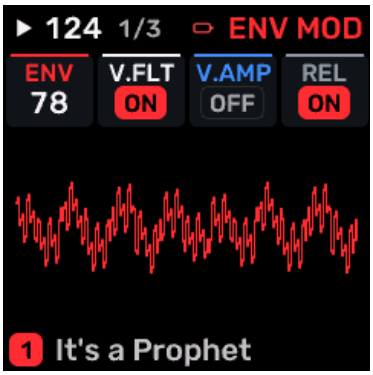
PROPHET / P5 AMP ENV



OPEN THIS SCREEN On HOME choose PROPHET, then ENV. Use its section/page navigation to reach P5 AMP ENV.

KNOB 1 - ATK	Attack time: how quickly the envelope rises after a note starts. Values: 0 to 127.
KNOB 2 - DEC	Decay time from the attack peak to the sustain level. Values: 0 to 127.
KNOB 3 - SUS	Sustain level while the key or gate remains held; this is a level, not a time. Values: 0 to 127.
KNOB 4 - REL	Release time after key-up; longer tails continue to consume voices. Values: 0 to 127.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

PROPHET / P5 ENV MOD



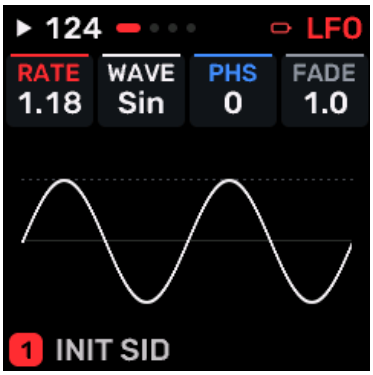
OPEN THIS SCREEN On HOME choose PROPHET, then ENV. Use its section/page navigation to reach P5 ENV MOD.

KNOB 1 - ENV AMT	Amount of envelope modulation applied to the destination named by this page. Values: 0 to 127.
KNOB 2 - VEL FLT	Enable note velocity modulation of the Prophet filter envelope. Values: OFF / ON.
KNOB 3 - VEL AMP	Enable note velocity modulation of the Prophet amplifier envelope. Values: OFF / ON.
KNOB 4 - RELEASE	Enable the Prophet release stages after key-up. When OFF, release controls do not produce the expected tails. Values: OFF / ON.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

LFO

SynthMaven 4.1.4 Illustrated Guide

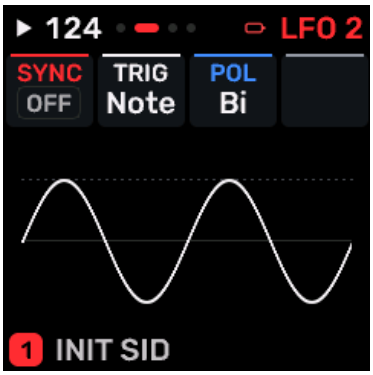
LFO



OPEN THIS SCREEN On HOME select the part, then press LFO. Use SELECT or repeated family-button taps to find LFO.

KNOB 1 - RATE	Speed of the selected oscillator/modulator/effect. The displayed unit identifies Hz or a tempo division. Values: .05 to 40.0 Hz.
KNOB 2 - WAVE	Select the oscillator or modulation waveform. Changing the shape changes its harmonic content or movement. Values: SIN / TRI / SAW / SQR / S&H.
KNOB 3 - PHS	Starting phase of LFO 1. Values: 0 to 127.
KNOB 4 - FADE	Time for LFO modulation to fade in after a note starts. Values: 1.0 to 10.0 s.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

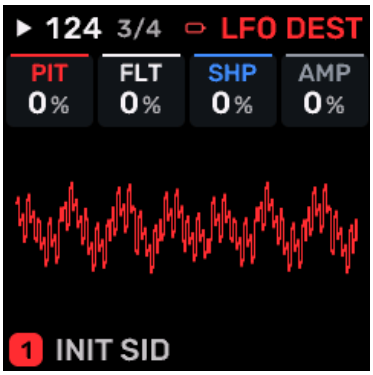
LFO 2



OPEN THIS SCREEN On HOME select the part, then press LFO. Use SELECT or repeated family-button taps to find LFO 2.

KNOB 1 - SYNC	LFO tempo synchronization. OFF uses free speed; other choices follow the selected clock division. Values: OFF / 4BAR / 2BAR / 1/1 / 1/2 / 1/4 / 1/8 / 8T / 1/16 / 16T / 1/32.
KNOB 2 - TRIG	NOTE restarts the LFO for each note; FREE keeps it running independently. Values: NOTE / FREE.
KNOB 3 - POL	BI moves modulation above and below center; UNI moves in one direction from zero. Values: BI / UNI.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

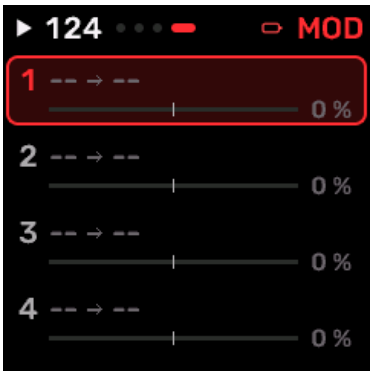
LFO DEST



OPEN THIS SCREEN On HOME select the part, then press LFO. Use SELECT or repeated family-button taps to find LFO DEST.

KNOB 1 - PIT	Pitch or pitch modulation depth. In an envelope/LFO destination page this is an amount, not a tuning reference. Values: -100 to +98 %.
KNOB 2 - FLT	LFO-to-filter depth. Positive and negative values reverse the cutoff movement; zero leaves cutoff unchanged. Values: -100 to +98 %.
KNOB 3 - SHP	Waveform/timbre shaping or the amount of envelope/LFO shaping, according to this page. Values: -100 to +98 %.
KNOB 4 - AMP	Amplitude modulation depth. Start with a small amount to avoid large level swings. Values: 0 to 100 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

MOD



OPEN THIS SCREEN On HOME select the part, then press LFO. Use SELECT or repeated family-button taps to find MOD.

KNOB 1 - SRC1	Source of the selected modulation route: LFO, envelope, velocity, key tracking, random or a MIDI controller. Values: OFF / LFO / ENV / VEL / KEY / RAND / MODW / AT / EXPR / S&H / SLEW.
KNOB 2 - ROUTE	Select modulation connection 1-4; the other three knobs edit that connection.
KNOB 3 - DST1	Destination of the selected matrix route. Engine destinations E1-E8 follow the active instrument controls. Values: 17 named choices; browse the on-screen list..
KNOB 4 - AMT1	Depth of the selected modulation route. Negative values reverse the direction; zero disables its influence. Values: -100 to +98 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

FM6 / FM LFO



OPEN THIS SCREEN On HOME choose FM6, then LFO. Use its section/page navigation to reach FM LFO.

KNOB 1	Edit the highlighted row.
KNOB 2	Move the row highlight; the list scrolls to reveal the remaining settings.
KNOBS 3-4	No direct row editing on this list screen.
WAVE	Select the oscillator or modulation waveform. Changing the shape changes its harmonic content or movement. TRI / SAWDN / SAWUP / SQR / SIN / S&H
SPEED	Rate of the native FM LFO. 0 to 99
DELAY	Delay before the selected modulation begins; it does not move the played note itself. 0 to 99
KSYNC	Restart native FM LFO phase on each note when enabled; OFF allows free-running phase. OFF / ON
PMD	Native FM LFO pitch-modulation depth. 0 to 99
AMD	Amplitude-modulation depth of the native FM LFO; produces tremolo on operators with AMS enabled. 0 to 99
PMS	Pitch-modulation sensitivity of the native FM voice. 0 to 7
BUTTONS AND NAVIGATION	KNOB 2 selects a row and KNOB 1 changes it. OCT+ opens a choice list when available; OCT- returns to HOME. SELECT/family button moves between screens. PLAY/REC retain transport/recording roles.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

CZ-1 / CZ VIBRATO



OPEN THIS SCREEN On HOME choose CZ-1, then LFO. Use its section/page navigation to reach CZ VIBRATO.

KNOB 1 - WAVE	Select the oscillator or modulation waveform. Changing the shape changes its harmonic content or movement. Values: TRI / SAW UP / SAW DN / SQR.
KNOB 2 - RATE	Speed of the selected oscillator/modulator/effect. The displayed unit identifies Hz or a tempo division. Values: 0 to 99.
KNOB 3 - DEPTH	Modulation/chorus depth. Values: 0 to 99.
KNOB 4 - DELAY	Delay before the selected modulation begins; it does not move the played note itself. Values: 0 to 99.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

PROPHET / P5 LFO



OPEN THIS SCREEN On HOME choose PROPHET, then LFO. Use its section/page navigation to reach P5 LFO.

KNOB 1 - RATE	Speed of the selected oscillator/modulator/effect. The displayed unit identifies Hz or a tempo division. Values: 0 to 127.
KNOB 2 - SAW	Enable the saw waveform. Multiple enabled waveforms are combined. Values: OFF / ON.
KNOB 3 - TRI	Enable the tri waveform. Multiple enabled waveforms are combined. Values: OFF / ON.
KNOB 4 - SQUARE	Enable the square waveform. Multiple enabled waveforms are combined. Values: OFF / ON.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

PROPHET / P5 WHEEL



OPEN THIS SCREEN On HOME choose PROPHET, then LFO. Use its section/page navigation to reach P5 WHEEL.

KNOB 1 - INITIAL	Native LFO depth before any modulation-wheel input. Values: 0 to 127.
KNOB 2 - N MIX	Mix noise into wheel modulation. Low settings favor the native LFO; high settings favor noise. Values: 0 to 127.
KNOB 3 - FREQ A	Enable this modulation source for freq a. OFF leaves that destination unaffected. Values: OFF / ON.
KNOB 4 - FREQ B	Enable this modulation source for freq b. OFF leaves that destination unaffected. Values: OFF / ON.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

PROPHET / P5 WHEEL 2



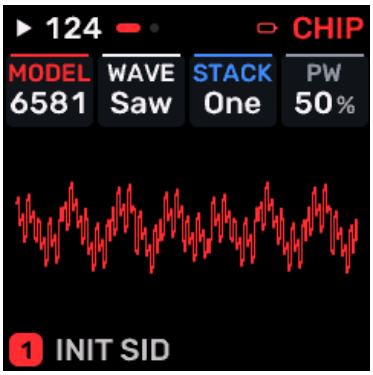
OPEN THIS SCREEN On HOME choose PROPHET, then LFO. Use its section/page navigation to reach P5 WHEEL 2.

KNOB 1 - PW A	Enable this modulation source for pw a. OFF leaves that destination unaffected. Values: OFF / ON.
KNOB 2 - PW B	Enable this modulation source for pw b. OFF leaves that destination unaffected. Values: OFF / ON.
KNOB 3 - FILTER	Enable this modulation source for filter. OFF leaves that destination unaffected. Values: OFF / ON.
KNOB 4 - GLIDE	Pitch-slide time between notes; most noticeable in mono/legato playing. Values: 0 to 127.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

EDIT

SynthMaven 4.1.4 Illustrated Guide

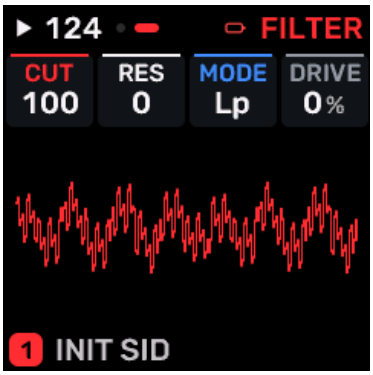
SID / EDIT 1



OPEN THIS SCREEN On HOME choose SID, then EDIT. Use its section/page navigation to reach EDIT 1.

KNOB 1 - MODEL	Select SID chip-model character, including its oscillator/filter response. Values: 6581 / 8580 / C64 6581 / C64 8580.
KNOB 2 - WAVE	Select the oscillator or modulation waveform. Changing the shape changes its harmonic content or movement. Values: TRI / SAW / PULSE / NOISE / TRI+SAW / TRI+PLS / SAW+PLS / T+S+P.
KNOB 3 - STACK	SID oscillator/voice stacking configuration; changes the combined waveform character and voice load. Values: ONE / DETUNE / OCT / FIFTH / MAJOR / SYNC / RING / SUB.
KNOB 4 - PW	Pulse width/duty cycle; changes harmonic balance. Values: 0 to 100 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

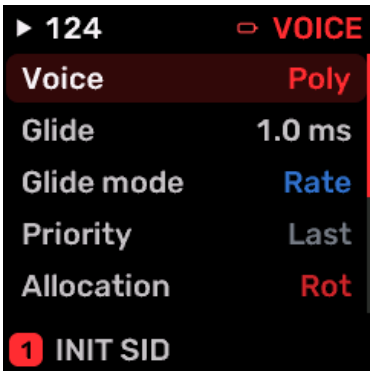
SID / EDIT 2



OPEN THIS SCREEN On HOME choose SID, then EDIT. Use its section/page navigation to reach EDIT 2.

KNOB 1 - CUT	Low-pass/filter cutoff: lower values remove more upper harmonics. Values: 0 to 100 %.
KNOB 2 - RES	Filter resonance emphasizes frequencies around cutoff. High values may change level or approach self-oscillation. Values: 0 to 15.
KNOB 3 - MODE	Choose the operating mode for this page: LFO restart, arp direction, delay style, controller protocol or operator frequency mode. Values: LP / BP / HP / NOTCH / LP+BP / BP+HP / ALL / OFF.
KNOB 4 - DRIVE	Drive into a saturation/filter stage. More drive can add harmonics and change level. Values: 0 to 100 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

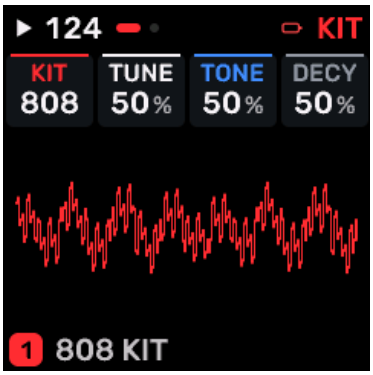
SID / VOICE



OPEN THIS SCREEN On HOME choose SID, then EDIT. Use its section/page navigation to reach VOICE.

KNOB 1	Edit the highlighted row.
KNOB 2	Move the row highlight; the list scrolls to reveal the remaining settings.
KNOBS 3-4	No direct row editing on this list screen.
VCE	POLY plays chords; MONO plays one note; LEG is legato mono; UNI stacks voices. All use the shared budget. POLY / MONO / LEG / UNI
GLD	Glide/portamento time between pitches. 1.0 to 10.0 s
GLMOD	Choose which note transitions use glide. RATE / TIME
PRIO	Priority of held notes in a monophonic part. LAST / LOW / HIGH
ALLOC	Voice allocation/unison setting. Extra voices consume the shared eight-voice budget. ROT / REUSE
DTUNE	Detuning amount between oscillators/voices or FM operators, according to the selected engine. 0 to 127
PAN	Position of the selected part in the stereo field; center is zero. -100 to +98 %
MUTE	Silence the selected part without deleting its sound. OFF / ON
SPRD	Stereo spread or oscillator/processor width. Check the result in mono. 0 to 100 %
BUTTONS AND NAVIGATION	KNOB 2 selects a row and KNOB 1 changes it. OCT+ opens a choice list when available; OCT- returns to HOME. SELECT/family button moves between screens. PLAY/REC retain transport/recording roles.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

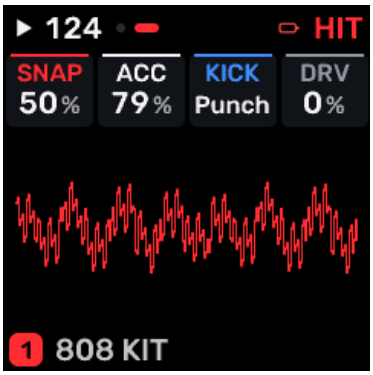
DRUM / EDIT 1



OPEN THIS SCREEN On HOME choose DRUM, then EDIT. Use its section/page navigation to reach EDIT 1.

KNOB 1 - KIT	Drum sample/kit selection. This changes the sound sources for the drum lanes. Values: 808 / 909 / SID.
KNOB 2 - TUNE	Pitch tuning of the engine oscillator; use the displayed interval to transpose this sound without changing the global scale. Values: 0 to 100 %.
KNOB 3 - TONE	Tone or spectral balance of this sound/processor. Values: 0 to 100 %.
KNOB 4 - DECY	Drum-kit decay amount. Shorten it for tighter hits and fewer overlapping tails. Values: 0 to 100 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

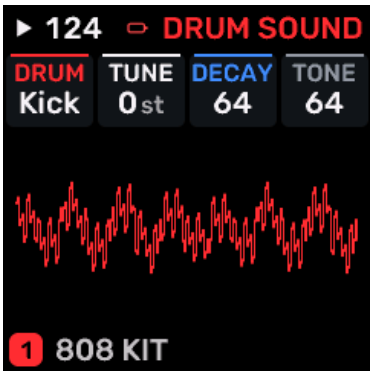
DRUM / EDIT 2



OPEN THIS SCREEN On HOME choose DRUM, then EDIT. Use its section/page navigation to reach EDIT 2.

KNOB 1 - SNAP	Enable master scale quantization for all four parts and MIDI, subject to tuning application settings. Values: 0 to 100 %.
KNOB 2 - ACC	Accent sensitivity/amount. Values: 0 to 100 %.
KNOB 3 - KICK	Level of the kick drum lane; reduce to balance that instrument against the kit. Values: PUNCH / ROUND.
KNOB 4 - DRV	Drive into a saturation/filter stage. More drive can add harmonics and change level. Values: 0 to 100 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

DRUM / DRUM SOUND



OPEN THIS SCREEN On HOME choose DRUM, then EDIT. Use its section/page navigation to reach DRUM SOUND.

KNOB 1 - SOUND	Choose the drum voice in the current kit.
KNOB 2 - TUNE	Transpose that kit voice -24 to +24 semitones.
KNOB 3 - DECAY	Decay offset -64 to +63; changes the tail of this kit voice.
KNOB 4 - TONE	Tone offset -64 to +63; changes brightness of this kit voice.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

DRUM / DRUM MIX



OPEN THIS SCREEN On HOME choose DRUM, then EDIT. Use its section/page navigation to reach DRUM MIX.

KNOB 1 - SOUND	Choose the kit voice to balance.
KNOB 2 - LEVEL	Raise/lower this kit voice. This edits the kit, not just one hit.
KNOB 3 - Unused	No assigned parameter.
KNOB 4 - Unused	No assigned parameter.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

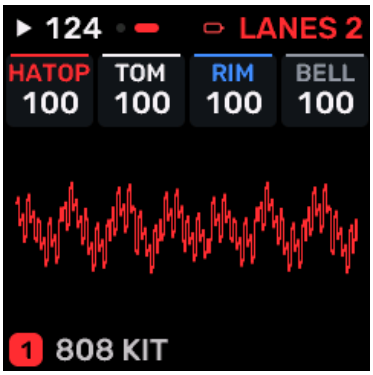
DRUM / LANES



OPEN THIS SCREEN On HOME choose DRUM, then EDIT. Use its section/page navigation to reach LANES.

KNOB 1 - KICK	Level of the kick drum lane; reduce to balance that instrument against the kit. Values: 0 to 100 %.
KNOB 2 - SNARE	Level of the snare drum lane; reduce to balance that instrument against the kit. Values: 0 to 100 %.
KNOB 3 - CLAP	Level of the clap drum lane; reduce to balance that instrument against the kit. Values: 0 to 100 %.
KNOB 4 - HATCL	Level of the hatcl drum lane; reduce to balance that instrument against the kit. Values: 0 to 100 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

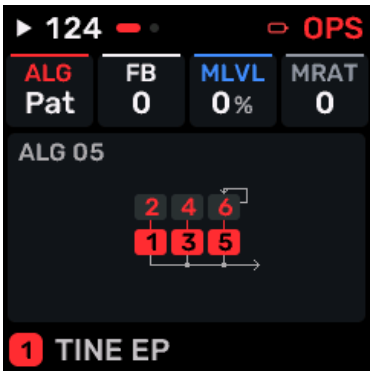
DRUM / LANES 2



OPEN THIS SCREEN On HOME choose DRUM, then EDIT. Use its section/page navigation to reach LANES 2.

KNOB 1 - HATOP	Level of the hatop drum lane; reduce to balance that instrument against the kit. Values: 0 to 100 %.
KNOB 2 - TOM	Level of the tom drum lane; reduce to balance that instrument against the kit. Values: 0 to 100 %.
KNOB 3 - RIM	Level of the rim drum lane; reduce to balance that instrument against the kit. Values: 0 to 100 %.
KNOB 4 - BELL	Level of the bell drum lane; reduce to balance that instrument against the kit. Values: 0 to 100 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

FM6 / EDIT 1



OPEN THIS SCREEN On HOME choose FM6, then EDIT. Use its section/page navigation to reach EDIT 1.

KNOB 1 - ALG	FM/operator connection algorithm. Each choice changes which oscillators modulate or reach the output. Values: 33 named choices; browse the on-screen list..
KNOB 2 - FB	FM feedback amount. Higher values feed operator output back into modulation and add brighter/noisier harmonics. Values: -7 to 7.
KNOB 3 - MLVL	Modulator level. Values: -100 to +98 %.
KNOB 4 - MRAT	Modulator frequency ratio. Values: -16 to 16.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

FM6 / EDIT 2



OPEN THIS SCREEN On HOME choose FM6, then EDIT. Use its section/page navigation to reach EDIT 2.

KNOB 1 - MEG	Model-dependent envelope/excitation shaping. Values: -100 to +98 %.
KNOB 2 - VMOD	Velocity modulation of model timbre/level. Values: -7 to 7.
KNOB 3 - DTUN	Detuning amount between oscillators/voices or FM operators, according to the selected engine. Values: 0 to 100 %.
KNOB 4 - -	Unused control position; turning this knob has no assigned sound parameter on this layout. Values: Action / no continuous value.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

FM6 / STORE



OPEN THIS SCREEN On HOME choose FM6, then EDIT. Use its section/page navigation to reach STORE.

KNOB 1 - SLOT	Select the destination USER sound slot (1-384). Values: 1 to 384.
KNOB 2 - STORE	Write the native voice into the chosen USER sound slot after confirmation. Stop playback before saving. Values: 0 to 1.
KNOB 3 - SEND	Enable supported parameter CC output. Values: 0 to 1.
KNOB 4 - INIT	Initialize the selected working sound. Save a copy before using it. Values: 0 to 1.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

FM6 / ALGO



OPEN THIS SCREEN On HOME choose FM6, then EDIT. Use its section/page navigation to reach ALGO.

KNOB 1 - ALG	FM/operator connection algorithm. Each choice changes which oscillators modulate or reach the output. Values: 32 named choices; browse the on-screen list..
KNOB 2 - FB	FM feedback amount. Higher values feed operator output back into modulation and add brighter/noisier harmonics. Values: 0 to 7.
KNOB 3 - SYNC	Oscillator key synchronization: restart the FM oscillators at note-on when enabled. Values: OFF / ON.
KNOB 4 - TRNS	Transpose the native FM voice in semitones. Values: -24 to +24 st.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

FM6 / FREQ



OPEN THIS SCREEN On HOME choose FM6, then EDIT. Use its section/page navigation to reach FREQ.

KNOB 1 - CRS	Coarse frequency of the selected FM operator. Ratio mode follows note pitch; fixed mode uses an absolute frequency range. Values: 1 to 1.
KNOB 2 - FINE	Fine operator tuning within the selected ratio. Values: 1.00 to 1.00.
KNOB 3 - DTN	Detuning amount between oscillators/voices or FM operators, according to the selected engine. Values: -7 to +7.
KNOB 4 - MODE	RATIO follows the played note; FIXED uses absolute-frequency behavior. Values: RATIO / FIXED.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there. PRESET selects the FM operator 1-6; edits apply only to that operator.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

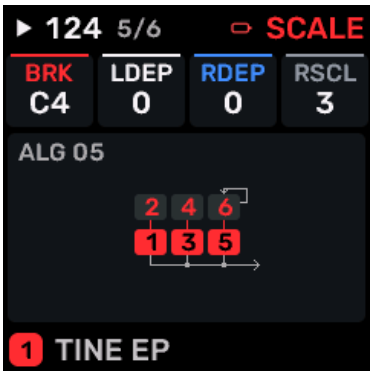
FM6 / OUT



OPEN THIS SCREEN On HOME choose FM6, then EDIT. Use its section/page navigation to reach OUT.

KNOB 1 - OUT	Output level of the selected FM operator. Carrier level changes loudness; modulator level changes harmonic content. Values: 0 to 99.
KNOB 2 - VEL	Velocity sensitivity of the operator/modulation target. Values: 0 to 7.
KNOB 3 - AMS	Sensitivity of this operator to amplitude modulation from the native FM LFO. Values: 0 to 3.
KNOB 4 - ON	Enable this part in layered playback. Values: OFF / ON.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there. PRESET selects the FM operator 1-6; edits apply only to that operator.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

FM6 / SCALE



OPEN THIS SCREEN On HOME choose FM6, then EDIT. Use its section/page navigation to reach SCALE.

KNOB 1 - BRK	Keyboard breakpoint separating the left and right operator-level scaling regions. Values: A0 to C9.
KNOB 2 - LDEP	Depth of operator-level scaling below the breakpoint. Values: 0 to 99.
KNOB 3 - RDEP	Depth of operator-level scaling above the breakpoint. Values: 0 to 99.
KNOB 4 - RSCL	Keyboard rate scaling: changes FM envelope speed with played pitch. Values: 0 to 7.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there. PRESET selects the FM operator 1-6; edits apply only to that operator.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

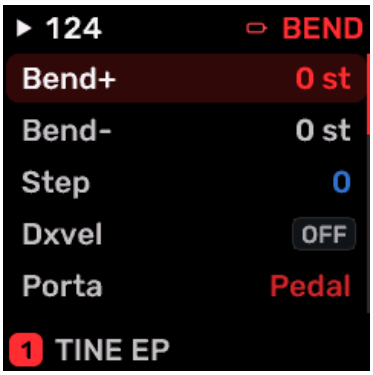
FM6 / CURVE



OPEN THIS SCREEN On HOME choose FM6, then EDIT. Use its section/page navigation to reach CURVE.

KNOB 1 - LCRV	Operator-level scaling curve below the breakpoint: linear or exponential, rising or falling. Values: -LIN / -EXP / +EXP / +LIN.
KNOB 2 - RCRV	Operator-level scaling curve above the breakpoint: linear or exponential, rising or falling. Values: -LIN / -EXP / +EXP / +LIN.
KNOB 3	No assigned parameter on this page.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there. PRESET selects the FM operator 1-6; edits apply only to that operator.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

FM6 / FM BEND



OPEN THIS SCREEN On HOME choose FM6, then EDIT. Use its section/page navigation to reach FM BEND.

KNOB 1	Edit the highlighted row.
KNOB 2	Move the row highlight; the list scrolls to reveal the remaining settings.
KNOBS 3-4	No direct row editing on this list screen.
BEND+	Maximum upward pitch-bend interval in semitones. 0 to 12 st
BEND-	Maximum downward pitch-bend interval in semitones. 0 to 12 st
STEP	Pitch-bend step size; stepped bends move in discrete pitch intervals. 0 to 12
DXVEL	DX7-style velocity normalization/response option. Changes how incoming velocity reaches the FM engine. OFF / ON
PORTA	Select the FM portamento behavior; TIME sets the transition duration. PEDAL / ON
TIME	Portamento transition time: higher values produce a slower glide between notes. PORTA and GLISS determine its behavior. 0 to 127
GLISS	Quantize portamento into discrete semitone steps instead of a continuous slide. OFF / ON
ENGIN	FM rendering model. This changes the native FM implementation/character rather than selecting a different part. MODRN / MARK I / OPL
WHEEL	Response range/depth for the wheel MIDI performance controller. 0 to 99
W.DST	Destination combination for this controller: pitch, amplitude and/or envelope bias, according to the displayed choice. - / P / A / PA / E / PE / AE / PAE
FOOT	Response range/depth for the foot MIDI performance controller. 0 to 99
F.DST	Destination combination for this controller: pitch, amplitude and/or envelope bias, according to the displayed choice. - / P / A / PA / E / PE / AE / PAE
BRTH	Breath controller modulation range; B.DST selects its destination. 0 to 99
B.DST	Destination combination for this controller: pitch, amplitude and/or envelope bias, according to the displayed choice. - / P / A / PA / E / PE / AE / PAE
AFTER	Response range/depth for the after MIDI performance controller. 0 to 99
A.DST	Destination combination for this controller: pitch, amplitude and/or envelope bias, according to the displayed choice. - / P / A / PA / E / PE / AE / PAE
BUTTONS AND NAVIGATION	KNOB 2 selects a row and KNOB 1 changes it. OCT+ opens a choice list when available; OCT- returns to HOME. SELECT/family button moves between screens. PLAY/REC retain transport/recording roles.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

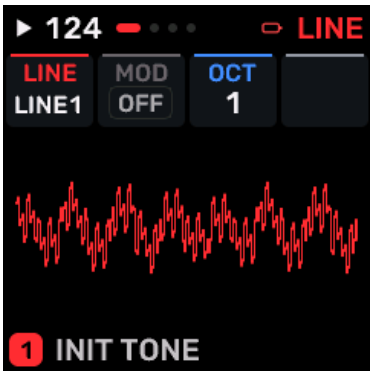
CZ-1 / CZ TOOLS



OPEN THIS SCREEN On HOME choose CZ-1, then EDIT. Use its section/page navigation to reach CZ TOOLS.

KNOB 1 - NAME	Edit the selected saved-program name. ALGORITHM chooses a character position; PRESET/KNOB 2 changes its character. Values: Action / no continuous value.
KNOB 2 - 1 > 2	Copy the first CZ synthesis line into the second line. This replaces line 2 settings. Values: Action / no continuous value.
KNOB 3 - 2 > 1	Copy the second CZ synthesis line into the first line. This replaces line 1 settings. Values: Action / no continuous value.
KNOB 4 - COMP	Compare the edited CZ tone against its original; use this to judge your edits. Values: Action / no continuous value.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

CZ-1 / CZ LINE



OPEN THIS SCREEN On HOME choose CZ-1, then EDIT. Use its section/page navigation to reach CZ LINE.

KNOB 1 - LINE	Select CZ line combination: one line, both lines, or their supported mixed/modulated configuration. Values: LINE1 / LINE2 / 1+2 / 1+1.
KNOB 2 - MOD	Choose no line modulation, ring modulation or noise modulation between the CZ synthesis lines. Values: OFF / RING / NOISE.
KNOB 3 - OCT	CZ base-octave setting. Values: 0 to 2.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

CZ-1 / CZ DETUNE



OPEN THIS SCREEN On HOME choose CZ-1, then EDIT. Use its section/page navigation to reach CZ DETUNE.

KNOB 1 - SIGN	Direction of CZ detuning: positive or negative. Values: OFF to ON.
KNOB 2 - OCT	Octave component of line detuning; combine with NOTE, FINE and SIGN. Values: 0 to 3.
KNOB 3 - NOTE	Semitone detune component for the CZ line combination. Values: 0 to 11.
KNOB 4 - FINE	Fine operator tuning within the selected ratio. Values: 0 to 60.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

CZ-1 / CZ WINDOW



OPEN THIS SCREEN On HOME choose CZ-1, then EDIT. Use its section/page navigation to reach CZ WINDOW.

KNOB 1 - LINE1	CZ line 1 waveform-envelope window setting. Values: OFF / SAW DN / TRIANGLE / TRAPEZ / HALF SAW / 2 SAW UP / 2 SAW 6 / 2 SAW 7.
KNOB 2 - LINE2	CZ line 2 waveform-envelope window setting. Values: OFF / SAW DN / TRIANGLE / TRAPEZ / HALF SAW / 2 SAW UP / 2 SAW 6 / 2 SAW 7.
KNOB 3	No assigned parameter on this page.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

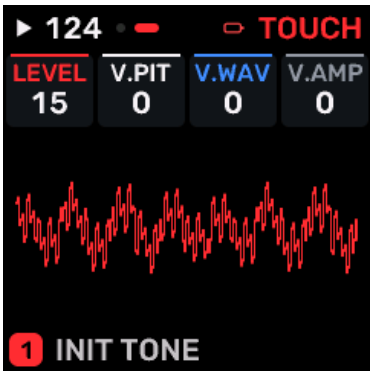
CZ-1 / CZ1 WAVE



OPEN THIS SCREEN On HOME choose CZ-1, then EDIT. Use its section/page navigation to reach CZ1 WAVE.

KNOB 1 - WAVE	Select the oscillator or modulation waveform. Changing the shape changes its harmonic content or movement. Values: SAW / SQUARE / PULSE / NULL / DBL SINE / SAW-PULS / MULTISIN / PULSE2.
KNOB 2 - WAVE2	Select the oscillator or modulation waveform. Changing the shape changes its harmonic content or movement. Values: OFF / SAW / SQUARE / PULSE / NULL / DBL SINE / SAW-PULS / MULTISIN / PULSE2.
KNOB 3 - W.KEY	Keyboard scaling of the waveform envelope: changes its response across the keyboard. Values: 0 to 9.
KNOB 4 - A.KEY	Keyboard scaling of the amplitude envelope: changes envelope response across the keyboard. Values: 0 to 9.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

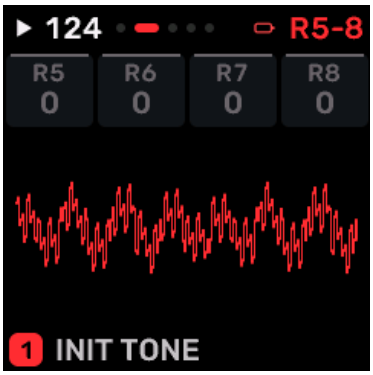
CZ-1 / CZ1 TOUCH



OPEN THIS SCREEN On HOME choose CZ-1, then EDIT. Use its section/page navigation to reach CZ1 TOUCH.

KNOB 1 - LEVEL	Level of the selected part/operator/processor; use the page context to identify which one. A zero part level silences that part. Values: 1 to 15.
KNOB 2 - V.PIT	Velocity sensitivity of the CZ pitch envelope. Values: 0 to 15.
KNOB 3 - V.WAV	Velocity sensitivity of the CZ waveform envelope. Values: 0 to 15.
KNOB 4 - V.AMP	Velocity sensitivity of the CZ amplitude envelope. Values: 0 to 15.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

CZ-1 / C1 PIT R5-8



OPEN THIS SCREEN On HOME choose CZ-1, then EDIT. Use its section/page navigation to reach C1 PIT R5-8.

KNOB 1 - R5	Speed toward pitch envelope stage 5. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 2 - R6	Speed toward pitch envelope stage 6. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 3 - R7	Speed toward pitch envelope stage 7. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 4 - R8	Speed toward pitch envelope stage 8. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

CZ-1 / C1 PIT L1-4



OPEN THIS SCREEN On HOME choose CZ-1, then EDIT. Use its section/page navigation to reach C1 PIT L1-4.

KNOB 1 - L1	Target value at pitch envelope stage 1. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 2 - L2	Target value at pitch envelope stage 2. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 3 - L3	Target value at pitch envelope stage 3. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 4 - L4	Target value at pitch envelope stage 4. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

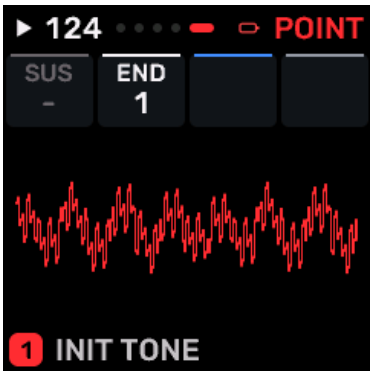
CZ-1 / C1 PIT L5-8



OPEN THIS SCREEN On HOME choose CZ-1, then EDIT. Use its section/page navigation to reach C1 PIT L5-8.

KNOB 1 - L5	Target value at pitch envelope stage 5. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 2 - L6	Target value at pitch envelope stage 6. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 3 - L7	Target value at pitch envelope stage 7. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 4 - L8	Target value at pitch envelope stage 8. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

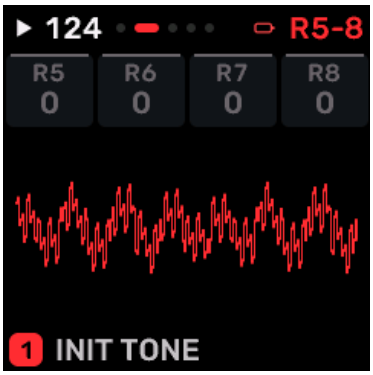
CZ-1 / C1 PIT POINT



OPEN THIS SCREEN On HOME choose CZ-1, then EDIT. Use its section/page navigation to reach C1 PIT POINT.

KNOB 1 - SUS	Choose the envelope stage held while the key remains down; "-" disables the sustain point. Values: 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8 / -.
KNOB 2 - END	Final segment of the CZ envelope. Segments after END are not played. Values: 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8.
KNOB 3	No assigned parameter on this page.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

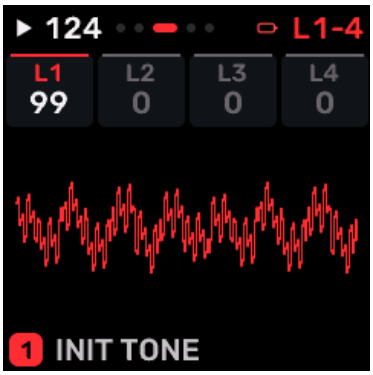
CZ-1 / C1 WAV R5-8



OPEN THIS SCREEN On HOME choose CZ-1, then EDIT. Use its section/page navigation to reach C1 WAV R5-8.

KNOB 1 - R5	Speed toward waveform brightness envelope stage 5. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 2 - R6	Speed toward waveform brightness envelope stage 6. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 3 - R7	Speed toward waveform brightness envelope stage 7. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 4 - R8	Speed toward waveform brightness envelope stage 8. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

CZ-1 / C1 WAV L1-4



OPEN THIS SCREEN On HOME choose CZ-1, then EDIT. Use its section/page navigation to reach C1 WAV L1-4.

KNOB 1 - L1	Target value at waveform brightness envelope stage 1. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 2 - L2	Target value at waveform brightness envelope stage 2. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 3 - L3	Target value at waveform brightness envelope stage 3. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 4 - L4	Target value at waveform brightness envelope stage 4. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

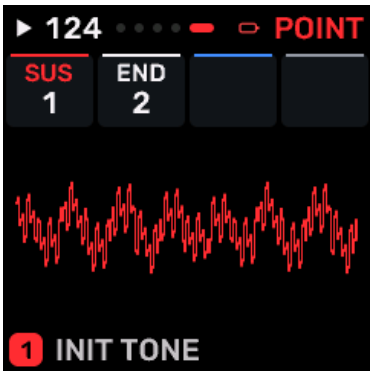
CZ-1 / C1 WAV L5-8



OPEN THIS SCREEN On HOME choose CZ-1, then EDIT. Use its section/page navigation to reach C1 WAV L5-8.

KNOB 1 - L5	Target value at waveform brightness envelope stage 5. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 2 - L6	Target value at waveform brightness envelope stage 6. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 3 - L7	Target value at waveform brightness envelope stage 7. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 4 - L8	Target value at waveform brightness envelope stage 8. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

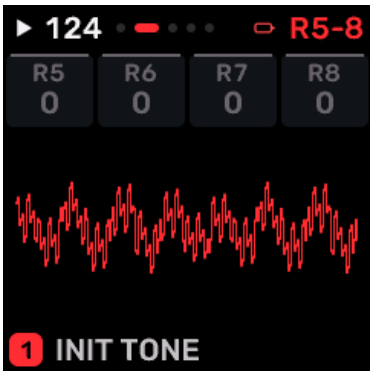
CZ-1 / C1 WAV POINT



OPEN THIS SCREEN On HOME choose CZ-1, then EDIT. Use its section/page navigation to reach C1 WAV POINT.

KNOB 1 - SUS	Choose the envelope stage held while the key remains down; "-" disables the sustain point. Values: 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8 / -.
KNOB 2 - END	Final segment of the CZ envelope. Segments after END are not played. Values: 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8.
KNOB 3	No assigned parameter on this page.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

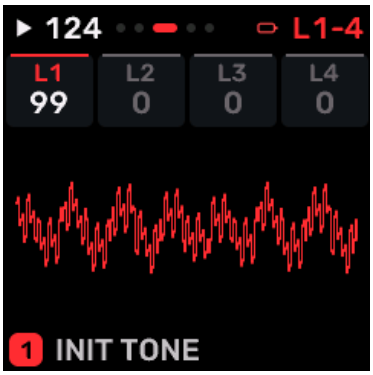
CZ-1 / C1 AMP R5-8



OPEN THIS SCREEN On HOME choose CZ-1, then EDIT. Use its section/page navigation to reach C1 AMP R5-8.

KNOB 1 - R5	Speed toward amplitude envelope stage 5. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 2 - R6	Speed toward amplitude envelope stage 6. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 3 - R7	Speed toward amplitude envelope stage 7. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 4 - R8	Speed toward amplitude envelope stage 8. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

CZ-1 / C1 AMP L1-4



OPEN THIS SCREEN On HOME choose CZ-1, then EDIT. Use its section/page navigation to reach C1 AMP L1-4.

KNOB 1 - L1	Target value at amplitude envelope stage 1. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 2 - L2	Target value at amplitude envelope stage 2. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 3 - L3	Target value at amplitude envelope stage 3. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 4 - L4	Target value at amplitude envelope stage 4. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

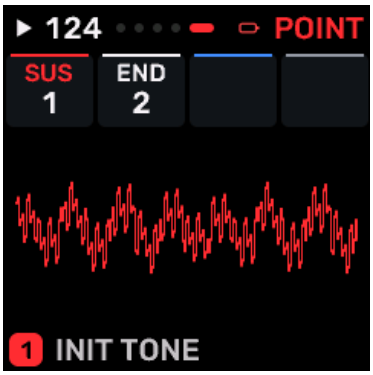
CZ-1 / C1 AMP L5-8



OPEN THIS SCREEN On HOME choose CZ-1, then EDIT. Use its section/page navigation to reach C1 AMP L5-8.

KNOB 1 - L5	Target value at amplitude envelope stage 5. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 2 - L6	Target value at amplitude envelope stage 6. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 3 - L7	Target value at amplitude envelope stage 7. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 4 - L8	Target value at amplitude envelope stage 8. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

CZ-1 / C1 AMP POINT



OPEN THIS SCREEN On HOME choose CZ-1, then EDIT. Use its section/page navigation to reach C1 AMP POINT.

KNOB 1 - SUS	Choose the envelope stage held while the key remains down; "-" disables the sustain point. Values: 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8 / -.
KNOB 2 - END	Final segment of the CZ envelope. Segments after END are not played. Values: 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8.
KNOB 3	No assigned parameter on this page.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

CZ-1 / CZ2 WAVE



OPEN THIS SCREEN On HOME choose CZ-1, then EDIT. Use its section/page navigation to reach CZ2 WAVE.

KNOB 1 - WAVE	Select the oscillator or modulation waveform. Changing the shape changes its harmonic content or movement. Values: SAW / SQUARE / PULSE / NULL / DBL SINE / SAW-PULS / MULTISIN / PULSE2.
KNOB 2 - WAVE2	Select the oscillator or modulation waveform. Changing the shape changes its harmonic content or movement. Values: OFF / SAW / SQUARE / PULSE / NULL / DBL SINE / SAW-PULS / MULTISIN / PULSE2.
KNOB 3 - W.KEY	Keyboard scaling of the waveform envelope: changes its response across the keyboard. Values: 0 to 9.
KNOB 4 - A.KEY	Keyboard scaling of the amplitude envelope: changes envelope response across the keyboard. Values: 0 to 9.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

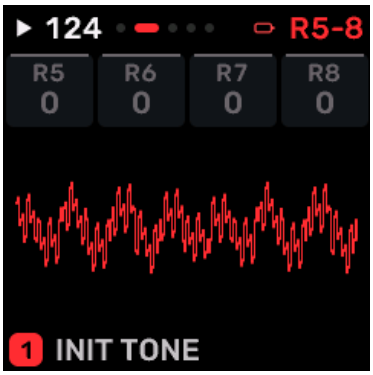
CZ-1 / CZ2 TOUCH



OPEN THIS SCREEN On HOME choose CZ-1, then EDIT. Use its section/page navigation to reach CZ2 TOUCH.

KNOB 1 - LEVEL	Level of the selected part/operator/processor; use the page context to identify which one. A zero part level silences that part. Values: 1 to 15.
KNOB 2 - V.PIT	Velocity sensitivity of the CZ pitch envelope. Values: 0 to 15.
KNOB 3 - V.WAV	Velocity sensitivity of the CZ waveform envelope. Values: 0 to 15.
KNOB 4 - V.AMP	Velocity sensitivity of the CZ amplitude envelope. Values: 0 to 15.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

CZ-1 / C2 PIT R5-8



OPEN THIS SCREEN On HOME choose CZ-1, then EDIT. Use its section/page navigation to reach C2 PIT R5-8.

KNOB 1 - R5	Speed toward pitch envelope stage 5. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 2 - R6	Speed toward pitch envelope stage 6. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 3 - R7	Speed toward pitch envelope stage 7. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 4 - R8	Speed toward pitch envelope stage 8. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

CZ-1 / C2 PIT L1-4



OPEN THIS SCREEN On HOME choose CZ-1, then EDIT. Use its section/page navigation to reach C2 PIT L1-4.

KNOB 1 - L1	Target value at pitch envelope stage 1. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 2 - L2	Target value at pitch envelope stage 2. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 3 - L3	Target value at pitch envelope stage 3. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 4 - L4	Target value at pitch envelope stage 4. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

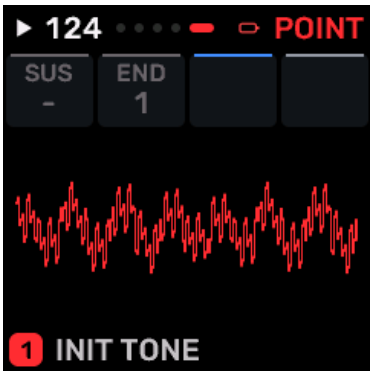
CZ-1 / C2 PIT L5-8



OPEN THIS SCREEN On HOME choose CZ-1, then EDIT. Use its section/page navigation to reach C2 PIT L5-8.

KNOB 1 - L5	Target value at pitch envelope stage 5. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 2 - L6	Target value at pitch envelope stage 6. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 3 - L7	Target value at pitch envelope stage 7. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 4 - L8	Target value at pitch envelope stage 8. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

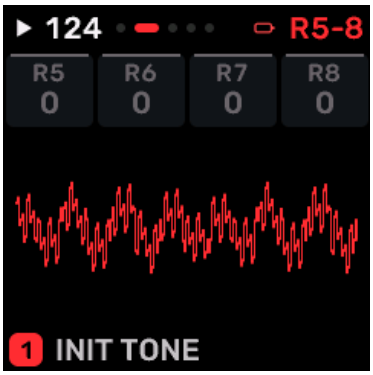
CZ-1 / C2 PIT POINT



OPEN THIS SCREEN On HOME choose CZ-1, then EDIT. Use its section/page navigation to reach C2 PIT POINT.

KNOB 1 - SUS	Choose the envelope stage held while the key remains down; "-" disables the sustain point. Values: 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8 / -.
KNOB 2 - END	Final segment of the CZ envelope. Segments after END are not played. Values: 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8.
KNOB 3	No assigned parameter on this page.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

CZ-1 / C2 WAV R5-8



OPEN THIS SCREEN On HOME choose CZ-1, then EDIT. Use its section/page navigation to reach C2 WAV R5-8.

KNOB 1 - R5	Speed toward waveform brightness envelope stage 5. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 2 - R6	Speed toward waveform brightness envelope stage 6. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 3 - R7	Speed toward waveform brightness envelope stage 7. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 4 - R8	Speed toward waveform brightness envelope stage 8. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

CZ-1 / C2 WAV L1-4



OPEN THIS SCREEN On HOME choose CZ-1, then EDIT. Use its section/page navigation to reach C2 WAV L1-4.

KNOB 1 - L1	Target value at waveform brightness envelope stage 1. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 2 - L2	Target value at waveform brightness envelope stage 2. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 3 - L3	Target value at waveform brightness envelope stage 3. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 4 - L4	Target value at waveform brightness envelope stage 4. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

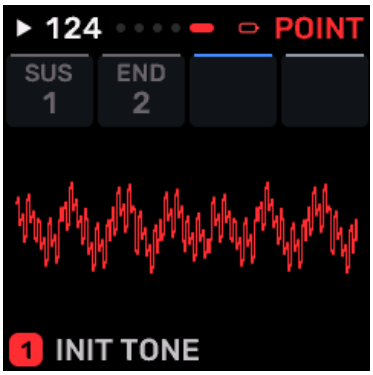
CZ-1 / C2 WAV L5-8



OPEN THIS SCREEN On HOME choose CZ-1, then EDIT. Use its section/page navigation to reach C2 WAV L5-8.

KNOB 1 - L5	Target value at waveform brightness envelope stage 5. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 2 - L6	Target value at waveform brightness envelope stage 6. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 3 - L7	Target value at waveform brightness envelope stage 7. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 4 - L8	Target value at waveform brightness envelope stage 8. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

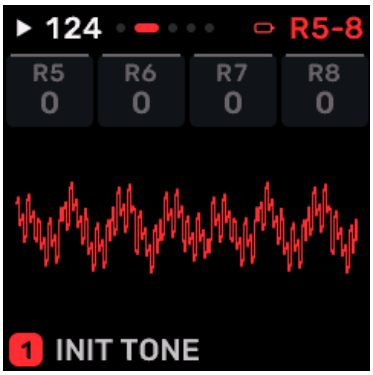
CZ-1 / C2 WAV POINT



OPEN THIS SCREEN On HOME choose CZ-1, then EDIT. Use its section/page navigation to reach C2 WAV POINT.

KNOB 1 - SUS	Choose the envelope stage held while the key remains down; "-" disables the sustain point. Values: 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8 / -.
KNOB 2 - END	Final segment of the CZ envelope. Segments after END are not played. Values: 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8.
KNOB 3	No assigned parameter on this page.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

CZ-1 / C2 AMP R5-8



OPEN THIS SCREEN On HOME choose CZ-1, then EDIT. Use its section/page navigation to reach C2 AMP R5-8.

KNOB 1 - R5	Speed toward amplitude envelope stage 5. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 2 - R6	Speed toward amplitude envelope stage 6. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 3 - R7	Speed toward amplitude envelope stage 7. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
KNOB 4 - R8	Speed toward amplitude envelope stage 8. Higher rates move faster; this is not a time in milliseconds. Values: 0 to 99.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

CZ-1 / C2 AMP L1-4



OPEN THIS SCREEN On HOME choose CZ-1, then EDIT. Use its section/page navigation to reach C2 AMP L1-4.

KNOB 1 - L1	Target value at amplitude envelope stage 1. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 2 - L2	Target value at amplitude envelope stage 2. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 3 - L3	Target value at amplitude envelope stage 3. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 4 - L4	Target value at amplitude envelope stage 4. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

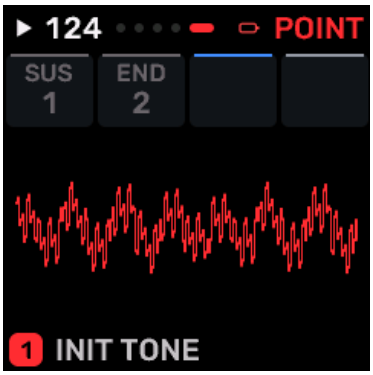
CZ-1 / C2 AMP L5-8



OPEN THIS SCREEN On HOME choose CZ-1, then EDIT. Use its section/page navigation to reach C2 AMP L5-8.

KNOB 1 - L5	Target value at amplitude envelope stage 5. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 2 - L6	Target value at amplitude envelope stage 6. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 3 - L7	Target value at amplitude envelope stage 7. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
KNOB 4 - L8	Target value at amplitude envelope stage 8. Levels define the envelope shape; rate settings determine how quickly it moves between them. Values: 0 to 99.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

CZ-1 / C2 AMP POINT



OPEN THIS SCREEN On HOME choose CZ-1, then EDIT. Use its section/page navigation to reach C2 AMP POINT.

KNOB 1 - SUS	Choose the envelope stage held while the key remains down; "-" disables the sustain point. Values: 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8 / -.
KNOB 2 - END	Final segment of the CZ envelope. Segments after END are not played. Values: 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8.
KNOB 3	No assigned parameter on this page.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

PROPHET / EDIT 1



OPEN THIS SCREEN On HOME choose PROPHET, then EDIT. Use its section/page navigation to reach EDIT 1.

KNOB 1 - CUT	Low-pass/filter cutoff: lower values remove more upper harmonics. Values: -63 to 63.
KNOB 2 - RES	Filter resonance emphasizes frequencies around cutoff. High values may change level or approach self-oscillation. Values: -63 to 63.
KNOB 3 - TUNA	Performance tuning offset for oscillator A. Values: -24 to +24 st.
KNOB 4 - TUNB	Performance tuning offset for oscillator B. Values: -24 to +24 st.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

PROPHET / EDIT 2



OPEN THIS SCREEN On HOME choose PROPHET, then EDIT. Use its section/page navigation to reach EDIT 2.

KNOB 1 - PWA	Pulse width of the named oscillator; changes its harmonic balance. On a routing page, enables modulation of that pulse width. Values: -63 to 63.
KNOB 2 - PWB	Pulse width of the named oscillator; changes its harmonic balance. On a routing page, enables modulation of that pulse width. Values: -63 to 63.
KNOB 3 - MIXA	Performance offset to oscillator A level; the native patch mixer remains the underlying setting. Values: -63 to 63.
KNOB 4 - MIXB	Performance offset to oscillator B level; the native patch mixer remains the underlying setting. Values: -63 to 63.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

PROPHET / P5 STORE



OPEN THIS SCREEN On HOME choose PROPHET, then EDIT. Use its section/page navigation to reach P5 STORE.

KNOB 1 - SLOT	Select the destination USER sound slot (1-384). Values: 1 to 384.
KNOB 2 - STORE	Write the native voice into the chosen USER sound slot after confirmation. Stop playback before saving. Values: 0 to 1.
KNOB 3 - SEND	Enable supported parameter CC output. Values: 0 to 1.
KNOB 4 - INIT	Initialize the selected working sound. Save a copy before using it. Values: 0 to 1.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

PROPHET / P5 OSC A



OPEN THIS SCREEN On HOME choose PROPHET, then EDIT. Use its section/page navigation to reach P5 OSC A.

KNOB 1 - FREQ A	Oscillator A pitch. In a modulation-routing page this is an on/off destination switch instead. Values: -12 to +36 st.
KNOB 2 - SAW A	Enable the saw a waveform. Multiple enabled waveforms are combined. Values: OFF / ON.
KNOB 3 - PULSE A	Enable the pulse a waveform. Multiple enabled waveforms are combined. Values: OFF / ON.
KNOB 4 - WIDTH A	Pulse width of the named oscillator; changes its harmonic balance. On a routing page, enables modulation of that pulse width. Values: 0 to 127.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

PROPHET / P5 OSC B



OPEN THIS SCREEN On HOME choose PROPHET, then EDIT. Use its section/page navigation to reach P5 OSC B.

KNOB 1 - FREQ B	Oscillator B pitch. In a modulation-routing page this is an on/off destination switch instead. Values: -12 to +36 st.
KNOB 2 - FINE B	Fine detuning of oscillator B relative to oscillator A. Values: 0 to 127.
KNOB 3 - WIDTH B	Pulse width of the named oscillator; changes its harmonic balance. On a routing page, enables modulation of that pulse width. Values: 0 to 127.
KNOB 4 - KEY B	Make oscillator B follow played keyboard pitch. OFF allows B to remain an independent modulation source. Values: OFF / ON.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

PROPHET / P5 B WAVES



OPEN THIS SCREEN On HOME choose PROPHET, then EDIT. Use its section/page navigation to reach P5 B WAVES.

KNOB 1 - SAW B	Enable the saw b waveform. Multiple enabled waveforms are combined. Values: OFF / ON.
KNOB 2 - TRI B	Enable the tri b waveform. Multiple enabled waveforms are combined. Values: OFF / ON.
KNOB 3 - PULSE B	Enable the pulse b waveform. Multiple enabled waveforms are combined. Values: OFF / ON.
KNOB 4 - LOW B	Switch oscillator B into its low-frequency range for modulation. Values: OFF / ON.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

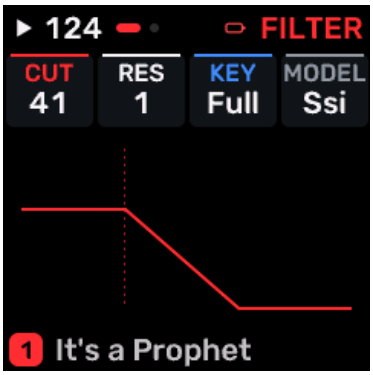
PROPHET / P5 MIXER



OPEN THIS SCREEN On HOME choose PROPHET, then EDIT. Use its section/page navigation to reach P5 MIXER.

KNOB 1 - OSC A	Oscillator A level in the synthesis mixer. Values: 0 to 127.
KNOB 2 - OSC B	Oscillator B level in the mixer, or its modulation-source amount on POLYMOD. Values: 0 to 127.
KNOB 3 - NOISE	Noise oscillator/texture level. Values: 0 to 127.
KNOB 4 - SYNC	Hard-sync oscillator A to B; tuning changes then alter the harmonic shape. Values: OFF / ON.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

PROPHET / P5 FILTER



OPEN THIS SCREEN On HOME choose PROPHET, then EDIT. Use its section/page navigation to reach P5 FILTER.

KNOB 1 - CUTOFF	Filter cutoff. Lower settings remove more high-frequency content; resonance emphasizes the cutoff region. Values: 0 to 127.
KNOB 2 - RES	Filter resonance emphasizes frequencies around cutoff. High values may change level or approach self-oscillation. Values: 0 to 127.
KNOB 3 - KEY	Choose a chromatic key for tuning, or keyboard-tracking mode on a filter page, as identified above. Values: OFF / HALF / FULL.
KNOB 4 - MODEL	Select the filter model exposed by this engine. The capability map determines which controls actually operate. Values: SSI / CURTIS.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

PROPHET / P5 POLYMOD



OPEN THIS SCREEN On HOME choose PROPHET, then EDIT. Use its section/page navigation to reach P5 POLYMOD.

KNOB 1 - ENV AMT	Filter-envelope contribution to Poly-Mod destinations. Values: 0 to 127.
KNOB 2 - OSC B	Oscillator B contribution to Poly-Mod destinations; audio-rate settings create complex harmonics. Values: 0 to 127.
KNOB 3 - FREQ A	Enable this modulation source for freq a. OFF leaves that destination unaffected. Values: OFF / ON.
KNOB 4 - PW A	Enable this modulation source for pw a. OFF leaves that destination unaffected. Values: OFF / ON.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

PROPHET / P5 MOD FLT



OPEN THIS SCREEN On HOME choose PROPHET, then EDIT. Use its section/page navigation to reach P5 MOD FLT.

KNOB 1 - FILTER	Enable the modulation source on filter cutoff. Values: OFF / ON.
KNOB 2 - VINTAGE	Analog-style variation between voices. Adds instability/character rather than a fixed tuning shift. Values: 0 to 127.
KNOB 3 - AT FLT	Enable channel-pressure control of filter cutoff. Press harder on an aftertouch-capable controller to brighten the sound. Values: OFF / ON.
KNOB 4 - AT LFO	Enable channel-pressure control of native LFO depth. Values: OFF / ON.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

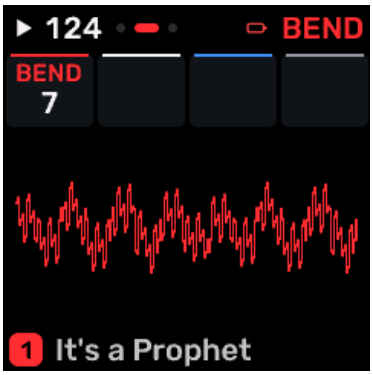
PROPHET / P5 UNISON



OPEN THIS SCREEN On HOME choose PROPHET, then EDIT. Use its section/page navigation to reach P5 UNISON.

KNOB 1 - UNISON	Stack voices on the same note. This uses additional points from the shared voice budget. Values: OFF / ON.
KNOB 2 - VOICES	Native Prophet unison voice count; actual allocation is still limited by the shared budget. Values: 1 to 5.
KNOB 3 - DETUNE	Pitch spread between voices or oscillators. Small values add width; large values sound deliberately out of tune. Values: 0 to 7.
KNOB 4 - PRIORITY	Native unison/retrigger note-priority behavior. Determines which held key drives the voice. Values: LOW / LOW RET / LAST / LAST RET.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

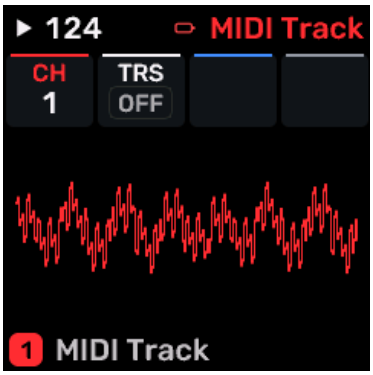
PROPHET / P5 BEND



OPEN THIS SCREEN On HOME choose PROPHET, then EDIT. Use its section/page navigation to reach P5 BEND.

KNOB 1 - BEND	Pitch-bend range in semitones; AUTO follows supported configuration messages. Values: 1 to 12.
KNOB 2	No assigned parameter on this page.
KNOB 3	No assigned parameter on this page.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

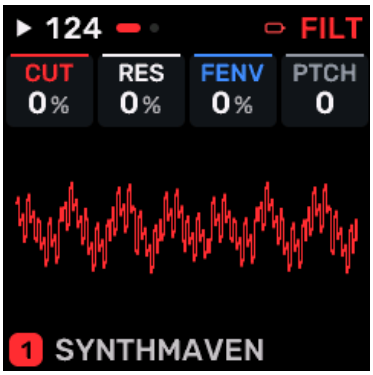
MIDI Track / EDIT 1



OPEN THIS SCREEN On HOME choose MIDI Track, then EDIT. Use its section/page navigation to reach EDIT 1.

KNOB 1 - CH	MIDI output channel for the MIDI-only track. This track controls external instruments rather than generating audio. Values: 1 to 16.
KNOB 2 - TRS	Enable MIDI output on the TRS connection for this MIDI-only track. Values: OFF / ON.
KNOB 3 - -	Unused control position; turning this knob has no assigned sound parameter on this layout. Values: Action / no continuous value.
KNOB 4 - -	Unused control position; turning this knob has no assigned sound parameter on this layout. Values: Action / no continuous value.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

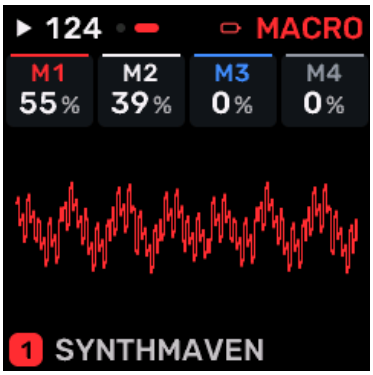
HYBRID / EDIT 1



OPEN THIS SCREEN On HOME choose HYBRID, then EDIT. Use its section/page navigation to reach EDIT 1.

KNOB 1 - CUT	Low-pass/filter cutoff: lower values remove more upper harmonics. Values: -100 to +98 %.
KNOB 2 - RES	Filter resonance emphasizes frequencies around cutoff. High values may change level or approach self-oscillation. Values: -100 to +98 %.
KNOB 3 - FENV	Filter-envelope amount; positive values open the filter with the envelope, negative values invert that movement where supported. Values: -100 to +98 %.
KNOB 4 - PTCH	Select an internal engine patch/model. Values: 0 to 99.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

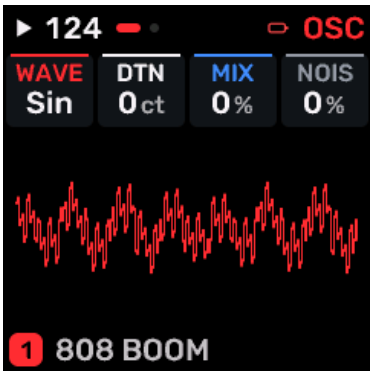
HYBRID / EDIT 2



OPEN THIS SCREEN On HOME choose HYBRID, then EDIT. Use its section/page navigation to reach EDIT 2.

KNOB 1 - M1	One of four macro controls. HYBRID uses patch-defined macro assignments; other engines provide brightness, timbre, motion and space behavior. Values: 0 to 100 %.
KNOB 2 - M2	One of four macro controls. HYBRID uses patch-defined macro assignments; other engines provide brightness, timbre, motion and space behavior. Values: 0 to 100 %.
KNOB 3 - M3	One of four macro controls. HYBRID uses patch-defined macro assignments; other engines provide brightness, timbre, motion and space behavior. Values: 0 to 100 %.
KNOB 4 - M4	One of four macro controls. HYBRID uses patch-defined macro assignments; other engines provide brightness, timbre, motion and space behavior. Values: 0 to 100 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

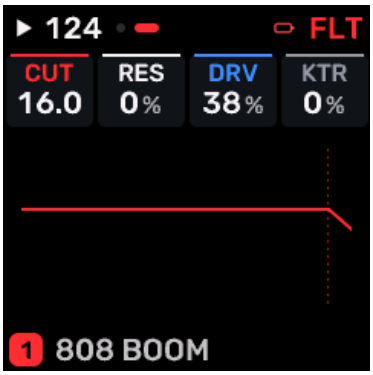
ANALOG / EDIT 1



OPEN THIS SCREEN On HOME choose ANALOG, then EDIT. Use its section/page navigation to reach EDIT 1.

KNOB 1 - WAVE	Select the oscillator or modulation waveform. Changing the shape changes its harmonic content or movement. Values: SAW / SQR / TRI / SIN / PWM.
KNOB 2 - DTN	Detuning amount between oscillators/voices or FM operators, according to the selected engine. Values: 0 to 127 ct.
KNOB 3 - MIX	Dry/wet balance or shared effect output level, as identified by the page. Values: 0 to 100 %.
KNOB 4 - NOIS	Noise oscillator/texture level. Values: 0 to 100 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

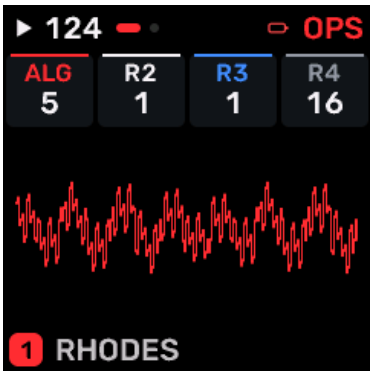
ANALOG / EDIT 2



OPEN THIS SCREEN On HOME choose ANALOG, then EDIT. Use its section/page navigation to reach EDIT 2.

KNOB 1 - CUT	Low-pass/filter cutoff: lower values remove more upper harmonics. Values: 30 to 16.0 kHz.
KNOB 2 - RES	Filter resonance emphasizes frequencies around cutoff. High values may change level or approach self-oscillation. Values: 0 to 100 %.
KNOB 3 - DRV	Drive into a saturation/filter stage. More drive can add harmonics and change level. Values: 0 to 100 %.
KNOB 4 - KTR	Keyboard tracking: changes the filter/model response with played pitch. Values: 0 to 100 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

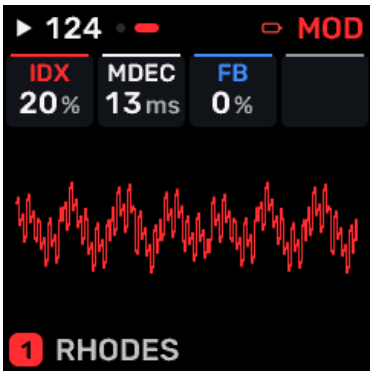
DIGITAL / EDIT 1



OPEN THIS SCREEN On HOME choose DIGITAL, then EDIT. Use its section/page navigation to reach EDIT 1.

KNOB 1 - ALG	FM/operator connection algorithm. Each choice changes which oscillators modulate or reach the output. Values: 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8.
KNOB 2 - R2	Additional oscillator/operator frequency ratio. Values: .5 / 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8 / 9 / 10 / 11 / 12 / 14 / 16.
KNOB 3 - R3	Additional oscillator/operator frequency ratio. Values: .5 / 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8 / 9 / 10 / 11 / 12 / 14 / 16.
KNOB 4 - R4	Additional oscillator/operator frequency ratio. Values: .5 / 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8 / 9 / 10 / 11 / 12 / 14 / 16.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

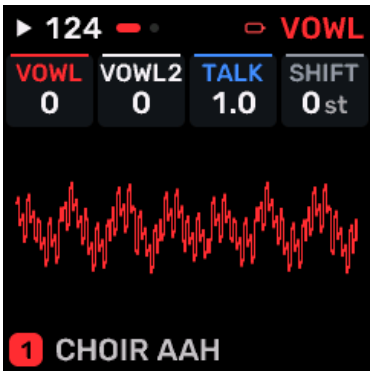
DIGITAL / EDIT 2



OPEN THIS SCREEN On HOME choose DIGITAL, then EDIT. Use its section/page navigation to reach EDIT 2.

KNOB 1 - IDX	FM/phase modulation index; higher values generally add sidebands. Values: 0 to 100 %.
KNOB 2 - MDEC	Modulator decay time. Values: 1.0 to 10.0 s.
KNOB 3 - FB	FM feedback amount. Higher values feed operator output back into modulation and add brighter/noisier harmonics. Values: 0 to 100 %.
KNOB 4 - -	Unused control position; turning this knob has no assigned sound parameter on this layout. Values: Action / no continuous value.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

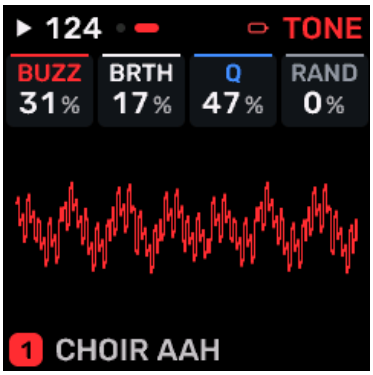
VOICE / EDIT 1



OPEN THIS SCREEN On HOME choose VOICE, then EDIT. Use its section/page navigation to reach EDIT 1.

KNOB 1 - VOWL	Formant/vowel position; moving it changes the vocal resonance. Values: 0 to 127.
KNOB 2 - VOWL2	Formant/vowel position; moving it changes the vocal resonance. Values: 0 to 127.
KNOB 3 - TALK	Movement/amount of vocal formant articulation. Values: 1.0 to 10.0 s.
KNOB 4 - SHIFT	Shift the vocal formants without changing the played musical note. Values: -12 to +12 st.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

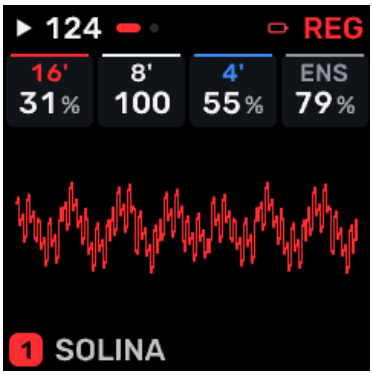
VOICE / EDIT 2



OPEN THIS SCREEN On HOME choose VOICE, then EDIT. Use its section/page navigation to reach EDIT 2.

KNOB 1 - BUZZ	Buzz/higher-partial content. Values: 0 to 100 %.
KNOB 2 - BRTH	Breathy noise contribution. Values: 0 to 100 %.
KNOB 3 - Q	Resonance/sharpness of the vocal formant filters. Values: 0 to 100 %.
KNOB 4 - RAND	Randomization depth/variation in this engine. Values: 0 to 100 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

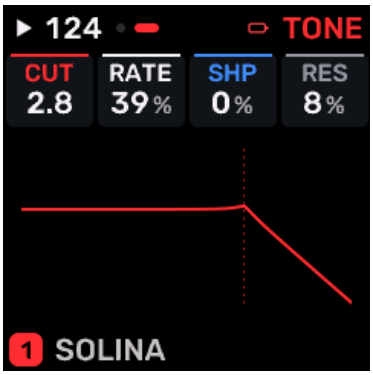
STRINGS / EDIT 1



OPEN THIS SCREEN On HOME choose STRINGS, then EDIT. Use its section/page navigation to reach EDIT 1.

KNOB 1 - 16'	Level of the 16' string register. Blend registers to change the ensemble voicing. Values: 0 to 100 %.
KNOB 2 - 8'	Level of the 8' string register. Blend registers to change the ensemble voicing. Values: 0 to 100 %.
KNOB 3 - 4'	Level of the 4' string register. Blend registers to change the ensemble voicing. Values: 0 to 100 %.
KNOB 4 - ENS	String ensemble/chorus amount. Values: 0 to 100 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

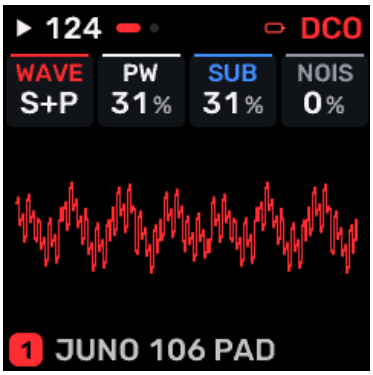
STRINGS / EDIT 2



OPEN THIS SCREEN On HOME choose STRINGS, then EDIT. Use its section/page navigation to reach EDIT 2.

KNOB 1 - CUT	Low-pass/filter cutoff: lower values remove more upper harmonics. Values: 30 to 16.0 kHz.
KNOB 2 - RATE	Speed of the selected oscillator/modulator/effect. The displayed unit identifies Hz or a tempo division. Values: 0 to 100 %.
KNOB 3 - SHP	Waveform/timbre shaping or the amount of envelope/LFO shaping, according to this page. Values: 0 to 100 %.
KNOB 4 - RES	Filter resonance emphasizes frequencies around cutoff. High values may change level or approach self-oscillation. Values: 0 to 100 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

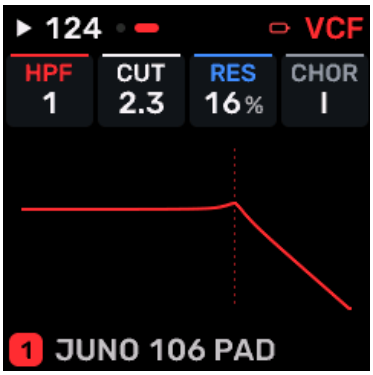
JUNO / EDIT 1



OPEN THIS SCREEN On HOME choose JUNO, then EDIT. Use its section/page navigation to reach EDIT 1.

KNOB 1 - WAVE	Select the oscillator or modulation waveform. Changing the shape changes its harmonic content or movement. Values: SAW / PLS / S+P.
KNOB 2 - PW	Pulse width/duty cycle; changes harmonic balance. Values: 0 to 100 %.
KNOB 3 - SUB	Sub-oscillator level under the main oscillator. Values: 0 to 100 %.
KNOB 4 - NOIS	Noise oscillator/texture level. Values: 0 to 100 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

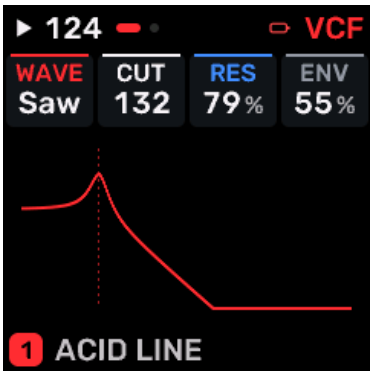
JUNO / EDIT 2



OPEN THIS SCREEN On HOME choose JUNO, then EDIT. Use its section/page navigation to reach EDIT 2.

KNOB 1 - HPF	High-pass cutoff; reduce unwanted low-frequency energy. Values: 0 / 1 / 2 / 3.
KNOB 2 - CUT	Low-pass/filter cutoff: lower values remove more upper harmonics. Values: 30 to 16.0 kHz.
KNOB 3 - RES	Filter resonance emphasizes frequencies around cutoff. High values may change level or approach self-oscillation. Values: 0 to 100 %.
KNOB 4 - CHOR	Chorus amount/send; adds detuned movement and width. Values: OFF / I / II / I+II.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

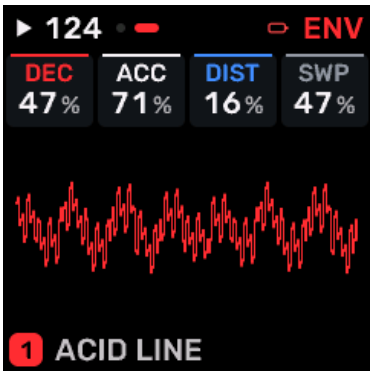
ACID / EDIT 1



OPEN THIS SCREEN On HOME choose ACID, then EDIT. Use its section/page navigation to reach EDIT 1.

KNOB 1 - WAVE	Select the oscillator or modulation waveform. Changing the shape changes its harmonic content or movement. Values: SAW / SQR.
KNOB 2 - CUT	Low-pass/filter cutoff: lower values remove more upper harmonics. Values: 30 to 16.0 kHz.
KNOB 3 - RES	Filter resonance emphasizes frequencies around cutoff. High values may change level or approach self-oscillation. Values: 0 to 100 %.
KNOB 4 - ENV	Filter-envelope amount; positive values open the filter with the envelope, negative values invert that movement where supported. Values: 0 to 100 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

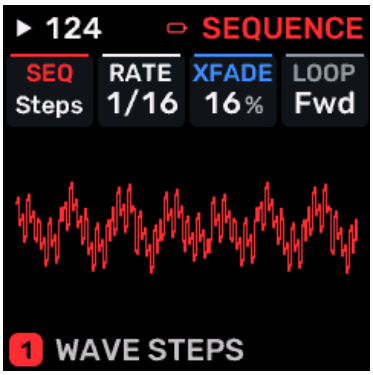
ACID / EDIT 2



OPEN THIS SCREEN On HOME choose ACID, then EDIT. Use its section/page navigation to reach EDIT 2.

KNOB 1 - DEC	Decay time from the attack peak to the sustain level. Values: 0 to 100 %.
KNOB 2 - ACC	Accent sensitivity/amount. Values: 0 to 100 %.
KNOB 3 - DIST	Amount sent to distortion. Values: 0 to 100 %.
KNOB 4 - SWP	Sweep amount or rate of the selected engine. Values: 0 to 100 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

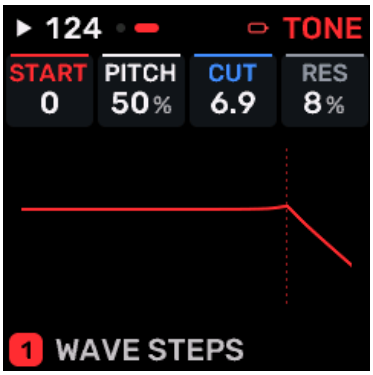
WSEQ / EDIT 1



OPEN THIS SCREEN On HOME choose WSEQ, then EDIT. Use its section/page navigation to reach EDIT 1.

KNOB 1 - SEQ	Wave-sequence selection/control. Values: STEPS / RHYTHM / SWEEP / FIFTHS / MINOR / MAJOR / OCTAVE / GATE / BELLS / 8BIT / MORPH / VOX / NOISY / DUB / DORIAN / PING.
KNOB 2 - RATE	Speed of the selected oscillator/modulator/effect. The displayed unit identifies Hz or a tempo division. Values: 1/32 to BAR.
KNOB 3 - XFADE	Crossfade between wave-sequence stages/sources. Values: 0 to 100 %.
KNOB 4 - LOOP	Repeat/loop behavior. On ENV 2, ONE is a single contour and LOOP repeats it; on SPICE/TURNG it repeats generated variation. Values: FWD / BACK / PING / ONCE.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

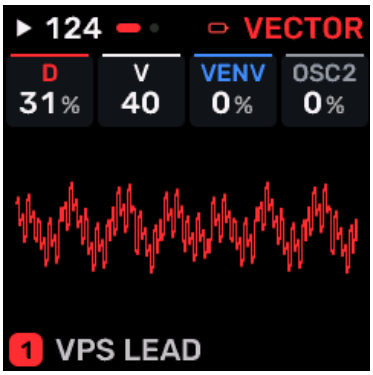
WSEQ / EDIT 2



OPEN THIS SCREEN On HOME choose WSEQ, then EDIT. Use its section/page navigation to reach EDIT 2.

KNOB 1 - START	Position in a sample, wavetable, wave sequence or excitation, as indicated by the engine. Values: 0 to 127.
KNOB 2 - PITCH	Pitch or pitch modulation depth. In an envelope/LFO destination page this is an amount, not a tuning reference. Values: 0 to 100 %.
KNOB 3 - CUT	Low-pass/filter cutoff: lower values remove more upper harmonics. Values: 30 to 16.0 kHz.
KNOB 4 - RES	Filter resonance emphasizes frequencies around cutoff. High values may change level or approach self-oscillation. Values: 0 to 100 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

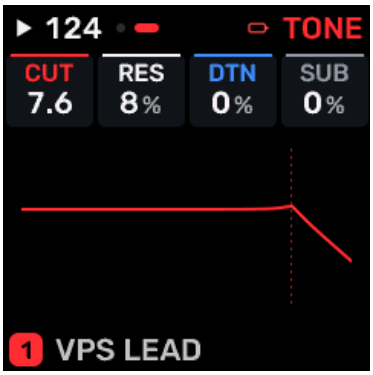
VPS / EDIT 1



OPEN THIS SCREEN On HOME choose VPS, then EDIT. Use its section/page navigation to reach EDIT 1.

KNOB 1 - D	VPS phase breakpoint; moves the point where the oscillator changes slope. Values: 0 to 100 %.
KNOB 2 - V	VPS phase slope; changes harmonic content independently of oscillator pitch. Values: 0 to 127.
KNOB 3 - VENV	Envelope amount applied to the VPS phase slope. Values: -100 to +98 %.
KNOB 4 - OSC2	Second oscillator setting/level. Use the engine description to distinguish oscillator type from mix. Values: 0 to 100 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

VPS / EDIT 2



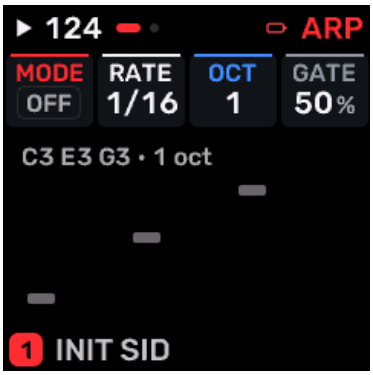
OPEN THIS SCREEN On HOME choose VPS, then EDIT. Use its section/page navigation to reach EDIT 2.

KNOB 1 - CUT	Low-pass/filter cutoff: lower values remove more upper harmonics. Values: 30 to 16.0 kHz.
KNOB 2 - RES	Filter resonance emphasizes frequencies around cutoff. High values may change level or approach self-oscillation. Values: 0 to 100 %.
KNOB 3 - DTN	Detuning amount between oscillators/voices or FM operators, according to the selected engine. Values: 0 to 100 %.
KNOB 4 - SUB	Sub-oscillator level under the main oscillator. Values: 0 to 100 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

ARP

SynthMaven 4.1.4 Illustrated Guide

ARP



OPEN THIS SCREEN On HOME select the part, then press ARP. Use SELECT or repeated family-button taps to find ARP.

KNOB 1 - MODE	OFF, ascending, descending, up/down, random, played order or repeat patterns from held notes. Values: OFF / UP / DN / UPDN / RND / ORD / REPEAT.
KNOB 2 - RATE	Arpeggiator note division relative to tempo. T values are triplets. Values: 1/4 / 1/8 / 1/16 / 1/32 / 8T / 16T / 1/2 / 1/1 / 2BAR / 4BAR.
KNOB 3 - OCT	Number of octaves traversed by the arpeggiator. Values: 1 to 4.
KNOB 4 - GATE	Duration of each generated arp/sequence note as a fraction of its step. Values: 1 to 100 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

ARP 2



OPEN THIS SCREEN On HOME select the part, then press ARP. Use SELECT or repeated family-button taps to find ARP 2.

KNOB 1 - SWG	Off-beat timing offset. Zero is straight; higher settings delay alternating subdivisions. Values: 0 to 100 %.
KNOB 2 - PROB	Probability of playing a generated note. Lower settings deliberately omit some notes. Values: 0 to 100 %.
KNOB 3 - HOLD	Keep the arpeggiated/held notes after key-up. Turn off to release the latched note set. Values: OFF / ON.
KNOB 4 - ORD	Order in which held notes enter the arpeggiator. Values: NOTE / PLAY.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

SEQ

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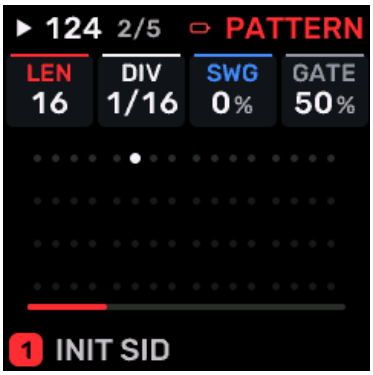
NOTES



OPEN THIS SCREEN On HOME select the part, then press SEQ. Use SELECT or repeated family-button taps to find NOTES.

KNOB 1 - NOTE	Move through steps and notes within a chord.
KNOB 2 - PITCH	Change the selected note pitch. An empty step can acquire a note.
KNOB 3 - LENGTH	Change note length; ties can extend across steps.
KNOB 4 - FORCE	Choose note articulation/velocity strength.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

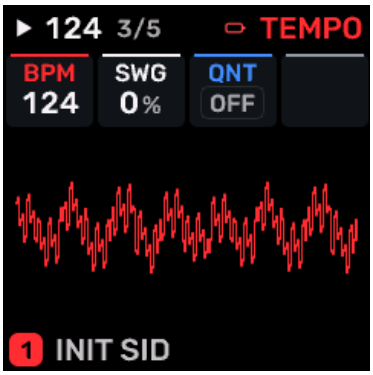
PATTERN



OPEN THIS SCREEN On HOME select the part, then press SEQ. Use SELECT or repeated family-button taps to find PATTERN.

KNOB 1 - LEN	Length of the current sequence or setlist. Shorter lengths wrap sooner; a setlist length of zero disables the list. Values: 1 to 64 STEP.
KNOB 2 - DIV	Pattern step division relative to tempo. Values: 1/4 / 1/8 / 1/16 / 1/32 / 8T / 16T / 1/2 / 1/1 / 2BAR / 4BAR.
KNOB 3 - SWG	Off-beat timing offset. Zero is straight; higher settings delay alternating subdivisions. Values: 0 to 100 %.
KNOB 4 - GATE	Duration of each generated arp/sequence note as a fraction of its step. Values: 1 to 100 %.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

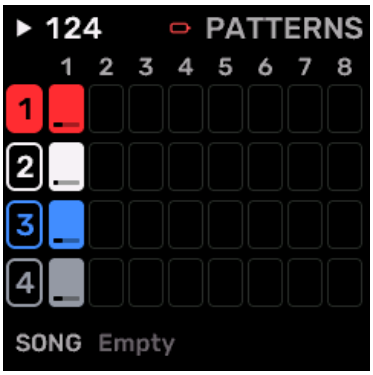
TEMPO



OPEN THIS SCREEN On HOME select the part, then press SEQ. Use SELECT or repeated family-button taps to find TEMPO.

KNOB 1 - BPM	Internal tempo in beats per minute. Values: 40 to 240 BPM.
KNOB 2 - SWG	Off-beat timing offset. Zero is straight; higher settings delay alternating subdivisions. Values: 0 to 100 %.
KNOB 3 - QNT	Recording grid for the next take on all tracks. OFF preserves timing; divisions snap recording to the grid. Does not rewrite an existing take. Values: OFF / 1/4 / 1/8 / 1/16 / 1/32 / 8T / 16T / 1/2 / 1/1 / 2BAR / 4BAR.
KNOB 4	No assigned parameter on this page.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

PATTERNS



OPEN THIS SCREEN On HOME select the part, then press SEQ. Use SELECT or repeated family-button taps to find PATTERNS.

KNOB 1 - TRACK 1	Choose the next pattern for track 1; changes may wait for a loop boundary during playback.
KNOB 2 - TRACK 2	Choose the next pattern for track 2; changes may wait for a loop boundary during playback.
KNOB 3 - TRACK 3	Choose the next pattern for track 3; changes may wait for a loop boundary during playback.
KNOB 4 - TRACK 4	Choose the next pattern for track 4; changes may wait for a loop boundary during playback.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

SONG



OPEN THIS SCREEN On HOME select the part, then press SEQ. Use SELECT or repeated family-button taps to find SONG.

KNOB 1 - SECTION	Select an arrangement section.
KNOB 2 - TRACK	Choose the track being arranged.
KNOB 3 - PATTERN	Select the pattern assigned to the focused track in this section.
KNOB 4 - REPEATS	Set section repeats from 1 to 16.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

MOTION



OPEN THIS SCREEN On HOME select the part, then press SEQ. Use SELECT or repeated family-button taps to find MOTION.

KNOB 1 - ENABLE	Enable or disable motion automation.
KNOB 2 - LANE	Select an existing automation lane.
KNOB 3 - STEP	Select the step within the lane.
KNOB 4 - VALUE	Edit its value for the selected step.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

DRUM / DRUM HIT



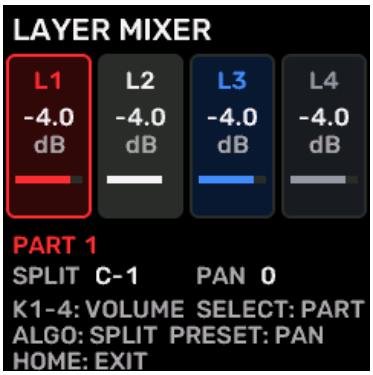
OPEN THIS SCREEN On HOME choose DRUM, then SEQ. Use its section/page navigation to reach DRUM HIT.

KNOB 1 - HIT	Move through individual recorded hits and steps.
KNOB 2 - SOUND	Select the drum instrument for this event.
KNOB 3 - TUNE	Tune only the selected hit by -24 to +24 semitones.
KNOB 4 - LENGTH	Set the duration/gate of this hit; it does not change the whole kit.
BUTTONS AND NAVIGATION	HOME returns to the four-part display. SELECT navigates pages. The family button advances pages. PLAY starts/stops transport; REC arms the selected track. OCT- backs out and OCT+ confirms where an action or picker is offered. Native engine sections can be opened from the EDIT section map; PRESET navigates sections/pages rather than replacing the sound there.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.

EDIT hold

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LAYER MIX



OPEN THIS SCREEN Hold EDIT for two seconds, then release. The mixer stays open until you leave it.

KNOB 1 - VOL1	Volume of part 1. This is independent of which part SELECT currently focuses. Values: 0 to 100 %.
KNOB 2 - VOL2	Volume of part 2. This is independent of which part SELECT currently focuses. Values: 0 to 100 %.
KNOB 3 - VOL3	Volume of part 3. This is independent of which part SELECT currently focuses. Values: 0 to 100 %.
KNOB 4 - VOL4	Volume of part 4. This is independent of which part SELECT currently focuses. Values: 0 to 100 %.
BUTTONS AND NAVIGATION	SELECT focuses part 1-4. PRESET pans the focused part. ALGORITHM sets its lower split point A1-A6. KNOBS 1-4 always control the four volumes. HOME exits; hold GLO for two seconds to toggle layering.
KEEP YOUR CHANGES	Save the containing four-part PROGRAM to retain the sound and mix. Save a PROJECT for pattern banks and arrangements; export a USB backup for safekeeping.
STEP BY STEP	1. Open this screen using the path above; check the selected part or row before turning a knob. 2. Change one setting at a time. Play a note or pattern and compare the result; inactive routes or muted parts may make a control inaudible. 3. Use HOME to leave, then save the appropriate program/project if you want a named version.