

1	P2E3 fE Attack	fE Decay	fE Sustain	fE Decay 2	fE Sustain 2	fE Release	fX1 Mix	fX2 Mix
2	f 1 Cutoff	f 1 Reso	f 1 Drive	f 1 Type	f 2 Cutoff	f 2 Reso	f 2 Drive	f 2 Type
3	Osc 1 Pulse	Osc 1 Saw	Osc 1 Triangle	Osc 1 Sine	Osc 1 Wave 1	Osc 1 Wave 2	Osc 3 Pulse	Osc 3 Saw
4	Osc 2 Pulse	Osc 2 Saw	Osc 2 Triangle	Osc 2 Sine	Osc 2 Wave 1	Osc 2 Wave 2	Osc 3 Triangle	Osc 3 Sine
	2/3 f Keytrack	f Env Amount	f Env. Vel.	f CutOffMod	Filter fM	Filter Pan	Filter Panmod	
	4 Pitchmod	Glide Mode	Glide Rate	Ringmod level	Ringmod Bal	Noise/Ext level	Noise/Ext Bal	
	P2E2 lfo 1 Shape	lfo 1 Speed	lfo 1 Sync	lfo 1 Delay	lfo 2 Shape	lfo 2 Speed	lfo 2 Sync	lfo 2 Delay
5	P1 Osc 1 Oct	Osc 1 Semi	Osc 1 Detune	Osc 1 fM	Osc 1 PW	Osc 1 PWM	Osc 1 level	Osc 1 fBal
6	P2 AE Attack	AE Decay	AE Sustain	AE Decay 2	AE Sustain 2	AE Release	Amp Volume	Amp Velocity
	P1 Osc 2 Oct	Osc 2 Semi	Osc 2 Detune	Osc 2 fM	Osc 2 PW	Osc 2 PWM	Osc 2 level	Osc 2 fBal
	P2 E3 Attack	E3 Decay	E3 Sustain	E3 Decay 2	E3 Sustain 2	E3 Release	Amp Mod	Arp Range
7	P1 Osc 3 Oct	Osc 3 Semi	Osc 3 Detune	Osc 3 fM	Osc 3 PW	Osc 3 PWM	Osc 3 level	Osc 3 fBal
8	P2 E4 Attack	E4 Decay	E4 Sustain	E4 Decay 2	E4 Sustain 2	E4 Release	Arp length	Arp Active
	Osc Sync	f Ser/Par						
	Glide							
	E 1	E 2						
10	E 3	E 4						
11								

Osc-fußlagen (CG-Wert=fußlage):

16=128' - 28=64' - 40=32' - 52=16' - 64=8' - 76=4' - 88=2' - 100=1' - 112=1/2'