

# JOB TABLE (1)

PERFORMANCE PLAY MODE	
CS Assign View	
Performance Control	
PERFORMANCE EDIT MODE	
<b>Edit</b>	<b>Effect Edit</b>
1: Layer	1: Mode, Type
1: Voice Number	2: Send Select & Level
2: Volume	3: Layer Dry Output Select
3: Pan	4: Output Level
4: Tune	5: Wet : Dry Balance
5: Note Limit	6: Send & Effect 2 Mix Level
6: Velocity Limit	7: Effect 1 Parameters
7: CS Enable	8: Effect 2 Parameters
Layer Data Copy	9: Control Parameters
2: Performance Total Level	10: Control LFO
3: Performance Name	Effect Data Copy
4: Layer Voice Edit	Effect Signal Flow Display
1: Oscillator	<b>Job</b>
2: Amplitude EG	1: Layer Controller Sync
3: Filter	2: Layer Exchange
4: Pitch EG	3: Performance Edit Recall
5: LFO	4: Performance Initialize
6: Controller	<b>Performance Compare</b>
7: Voice Total Level	<b>Performance Store</b>
8: Voice Name	
<b>Quick Edit</b>	
1: Amplitude EG Offset	
2: LFO & Filter Offset	
3: Controller Conditions	
4: Other Conditions	
5: Effect Type	
6: Effect Parameter	

VOICE PLAY MODE	
CS Assign View	
Voice Control	
VOICE EDIT MODE	
<b>Edit</b>	<b>Quick Edit</b>
1: Oscillator	1: Wave
2: Amplitude EG	2: Amplitude EG
1: AEG Level & Rate	3: Filter
2: Level Scaling	4: LFO
3: Sensitivity	5: Effect Type
AEG Data Copy	6: Effect Parameter
3: Filter	<b>Effect Edit</b>
1: Type, Cutoff Frequency	1: Mode, Type
2: Cutoff, Scaling	2: Send, Mix, Wet : Dry
3: FEG Level & Rate	3: Output Level
4: Filter Sensitivity	4: Effect 1 Parameters
Filter Data Copy	5: Effect 2 Parameters
4: Pitch EG	6: Control Parameters
1: Level & Rate	7: Effect LFO
2: Range, Sensitivity	Effect Data Copy
Pitch EG Data Copy	Effect Signal Flow Display
5: LFO	<b>Job</b>
1: LFO	1: Voice Edit Recall
2: LFO Speed Sensitivity	2: Voice Initialize
LFO Data Copy	<b>Voice Compare</b>
6: Controller	<b>Voice Store</b>
1: Pitch Bend Range	
2: Modulation Wheel Depth	
3: Foot Controller	
4: After Touch Depth	
5: CF3 Parameter Edit	
6: CF4 Parameter Edit	
Controller Data Copy	
7: Voice Total Level	
8: Voice Name	

DRUM VOICE PLAY MODE	
CS Assign View	
Effect Control	
DRUM VOICE EDIT MODE	
<b>Edit</b>	
1: Key Parameters 1	
2: Key Parameters 2	
3: Total Level	
4: Pitch EG	
Drum Key Data Copy	
<b>Quick Edit</b>	
1: Effect Type	
2: Effect Send Level	
<b>Effect Edit</b>	
1: Mode, Type	
2: Key Send Select & Level	
3: Key Dry Output Select	
4: Output Level	
5: Wet : Dry Balance	
6: Send & Effect 2 Mix Level	
7: Effect 1 Parameters	
8: Effect 2 Parameters	
9: Control Parameters	
10: Effect LFO	
Effect Data Copy	
Effect Signal Flow Display	
<b>Job</b>	
1: Key Data Initialize	
2: Key Data Exchange	
3: Drum Voice Edit Recall	
4: Drum Voice Initialize	
<b>Drum Voice Compare</b>	
<b>Drum Voice Store</b>	

# JOB TABLE (2)

## SONG PLAY MODE

<b>Song Play</b>
<b>Song Select</b>
<b>CS Volume Control (Analog Volume)</b>
<b>Track Transmit Channel</b>
<b>Song Setup</b>
<b>Record Mode</b>

## SONG EDIT MODE

<b>Multi Edit</b>	<b>Job</b>
1: Voice Select	1: Clear Song
Multi Search	2: Copy song
2: Volume	3: Memory Status
3: Pan	/ Clear Rhythm Track
4: Effect Send Level	4: Track Mixdown
5: Note Shift	5: Delete Track
6: Tune	6: Quantize
7: Effect Type, Out Balance	7: Copy Measure
8: Song Name	8: Delete Measure
9: Multi Initialize	9: Insert Measure
<b>Track Edit</b>	10: Erase Measure
<b>Effect Edit</b>	11: Remove Event
1: Mode, Type	12: Clock Move
2: Send Select & Level	13: Transpose
3: Inst Dry Output Select	14: Note Shift
4: Output Level	15: Velocity Modify
5: Wet : Dry Balance	16: Gate Time Modify
6: Send & Effect 2 Mix Level	17: Crescendo
7: Effect 1 Parameters	
8: Effect 2 Parameters	
9: Control Parameters	
10: Control LFO	
Effect Data Copy	
Effect Signal Flow Display	

## PATTERN PLAY MODE

<b>Pattern Play</b>
<b>PATTERN EDIT MODE</b>
<b>Job</b>
1: Copy Pattern
2: Clear Pattern
3: Instrument Change
4: Velocity Modify
<b>Pattern Name</b>

## UTILITY MODE

<b>Synth Setup</b>
1: System
2: MIDI 1 (Channel Parameters)
3: MIDI 2 (Other Parameters)
4: Program Change Table
5: Velocity
<b>SEQ Setup</b>
1: Click Condition
2: Record Condition
3: Accent Velocity
4: Song Chain
<b>Bulk Dump</b>
1: all
2: synth all
3: sequencer all
4: pattern all
5: 1 performance
6: 1 voice
7: 1 song
<b>Card</b>
1: Card All Load/Save
2: Card Format
<b>Disk</b>
1: Disk All Load/Save
2: Disk All Load/Save Synth
3: Disk All Load/Save Seq
4: Disk NSEQ All Load/Save
5: Disk Other Load/Save
6: MDR
7: Rename/Delete
8: Backup Disk
9: Disk Status
10: Disk Format

## WAVE EDIT MODE

<b>Wave Number Select</b>
<b>Edit</b>
1: Waveform
1: Wave Assign
2: Wave Name
2: Sample
1: Sample Key Map
2: Sample Data
Wave Initialize
Sample Dump
1: Sample Dump Receive
2: Sample Dump Transmit
Wave Card Load
Wave Disk Load/Save 1 Sample
Wave Memory Status Display