

# JOB TABLE (1)

PERFORMANCE PLAY MODE		VOICE PLAY MODE		DRUM VOICE PLAY MODE	
<b>CS Assign View</b>		<b>CS Assign View</b>		<b>CS Assign View</b>	
<b>Performance Control</b>		<b>Voice Control</b>		<b>Effect Control</b>	
PERFORMANCE EDIT MODE		VOICE EDIT MODE		DRUM VOICE EDIT MODE	
<b>Edit</b>		<b>Edit</b>		<b>Edit</b>	
1: Layer		1: Oscillator		1: Key Parameters 1	
1: Voice Number		2: Amplitude EG		2: Key Parameters 2	
2: Volume		1: AEG Level & Rate		3: Total Level	
3: Pan		2: Level Scaling		4: Pitch EG	
4: Tune		3: Sensitivity		Drum Key Data Copy	
5: Note Limit		AEG Data Copy		<b>Quick Edit</b>	
6: Velocity Limit		3: Filter		1: Effect Type	
7: CS Enable		1: Type, Cutoff Frequency		2: Effect Send Level	
Layer Data Copy		2: Cutoff, Scaling		<b>Effect Edit</b>	
2: Performance Total Level		3: FEG Level & Rate		1: Mode, Type	
3: Performance Name		4: Filter Sensitivity		2: Send, Mix, Wet : Dry	
4: Layer Voice Edit		Filter Data Copy		3: Output Level	
1: Oscillator		4: Pitch EG		4: Effect 1 Parameters	
2: Amplitude EG		1: Level & Rate		5: Effect 2 Parameters	
3: Filter		2: Range, Sensitivity		6: Control Parameters	
4: Pitch EG		Pitch EG Data Copy		7: Effect LFO	
5: LFO		5: LFO		Effect Data Copy	
6: Controller		1: LFO		Effect Signal Flow Display	
7: Voice Total Level		2: LFO Speed Sensitivity		<b>Job</b>	
8: Voice Name		LFO Data Copy		1: Mode, Type	
<b>Quick Edit</b>		6: Controller		2: Key Send Select & Level	
1: Amplitude EG Offset		1: Pitch Bend Range		3: Key Dry Output Select	
2: LFO & Filter Offset		2: Modulation Wheel Depth		4: Output Level	
3: Controller Conditions		3: Foot Controller		5: Wet : Dry Balance	
4: Other Conditions		4: After Touch Depth		6: Send & Effect 2 Mix Level	
5: Effect Type		5: CF3 Parameter Edit		7: Effect 1 Parameters	
6: Effect Parameter		6: CF4 Parameter Edit		8: Effect 2 Parameters	
		Controller Data Copy		9: Control Parameters	
		7: Voice Total Level		10: Effect LFO	
		8: Voice Name		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