

USER SET-UPS

Set-up No. Set-up Name.

Composer / Arr.

Date./..../....

BUTTONS *PAGE*

SENSOR	Select Sensor	Beam 1	Beam 2	Beam 3	Beam 4	Switch 1	Switch 2	Switch 3	Switch 4	Switch 5	Switch 6	Switch 7	Switch 8
PAGE LEFT 1	Ctrl A Source												
PAGE LEFT 2	Ctrl A Destination												
PAGE LEFT 3	Ctrl A Depth												
PAGE LEFT 4	Ctrl A Minimum												
PAGE RIGHT 1	Ctrl B Source												
PAGE RIGHT 2	Ctrl B Destination												
PAGE RIGHT 3	Ctrl B Depth												
PAGE RIGHT 4	Ctrl B Minimum												
PITCH SEQUENCE	PSQ Select												
RANGE	Max. Range												
PAGE LEFT 1	Min. Range												
BEAM DIVISION	No. of Divisions												
PAGE RIGHT 1	Max Polyphony												
PAGE LEFT 1	Offset												
TRIGGER MODE	Select Trigger Mode												
PAGE RIGHT 1	Gate Time												
TRANSCOPE	No. Semitones +/-												
PAGE RIGHT 1	Play Direction												
PAGE LEFT 1	Global												
MIDI UTILITIES	MIDI Program Select												
PAGE RIGHT 1	Switch Monitor												
PAGE RIGHT 2	MIDI Bulk Dump												
PAGE RIGHT 3	Bulk Receive												
PAGE LEFT 1	MIDI Channel												
PAGE LEFT 2	Start/Stop from												
PAGE LEFT 3	Realtime mode												
PAGE LEFT 4	MIDI Program Receive												

The settings for Switches 1 to 4 are particularly suitable for On/Off Switches

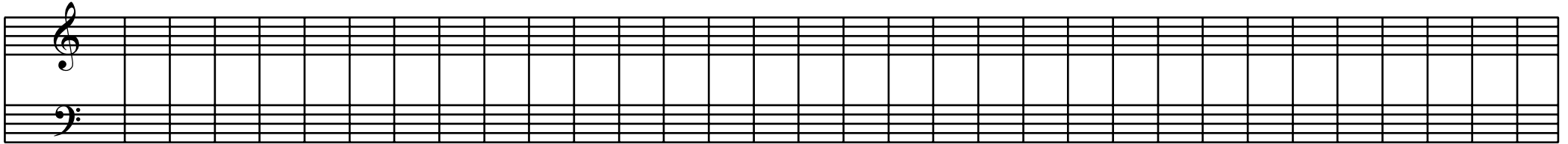
The settings for Switches 5 to 8 are particularly suitable for Proportional Switches (joysticks etc)

Pitch Sequence No.

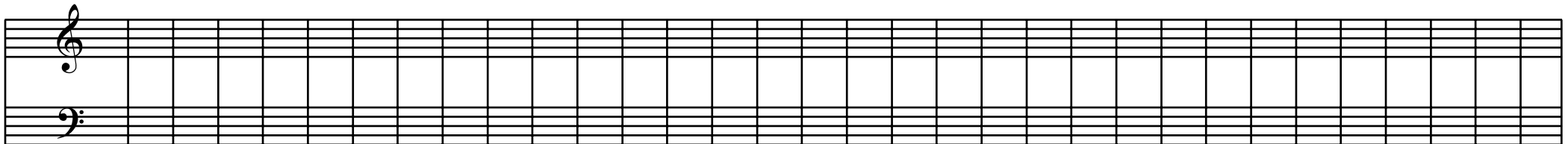
Pitch Sequence Name.

Description / Group

Composer / Arr.



DIVISIONS	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	
Note 1																																	
Note 2																																	
Note 3																																	
Note 4																																	



DIVISIONS	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	
Note 1																																	
Note 2																																	
Note 3																																	
Note 4																																	