RV Bank

Algorithm / PC	PROGRAM	PDL/TIME	DECAY	CHARACTER	LPF	TAP	HOLD
Spring / 00	1	Predelay	Decay	Character	Out LPF	Predelay	Hold
Plate / 01	2	Predelay	Decay	Plate Size	Out LPF	Predelay	Hold
Room / 02	3	Predelay	Decay	Room Type	Out LPF	Predelay	Hold
Modulated / 03	4	Predelay / LFO Time	Decay	LFO Depth	Out LPF	Predelay / LFO Time	Hold
Skynet / 04	5	Predelay	Decay	Smoothness	Out LPF	Predelay	Hold
Skynet-2 / 05	6	Predelay	Decay	Smoothness	Out LPF	Predelay	Hold
Mechanics / 06	7	Predelay / Delay Time	Decay	Space Size	Out LPF	Predelay / Delay Time	Hold
ShimUp-2 / 07	8	Predelay	Decay	Octave Level	Out LPF	Predelay	Hold
ShimUp / 08	9	Predelay	Decay	Octave Level	Out LPF	Predelay	Hold
ShimUpDown / 09	10	Predelay	Decay	Octaves Level	Out LPF	Predelay	Hold
ShimDown / 10	11	Predelay	Decay	Octave Level	Out LPF	Predelay	Hold

FX Bank

Algorithm / PC	PROGRAM	PDL/TIME	DECAY	CHARACTER	LPF	TAP	HOLD
Paradox / 11	1	Delay Time	Feedback	Sample Rate	Loop LPF	Delay Time	Hold
Reverse / 12	2	Delay Time	Feedback	Octaves Balance	Loop LPF	Delay Time	Hold
Reverdox / 13	3	Delay Time	Feedback	Character	Loop LPF	Delay Time	Hold
Eva Maj / 14	4	Arpeggio Rate	Decay	Arpeggio Level	Out LPF	Arpeggio Rate	Hold
Eva Min / 15	5	Arpeggio Rate	Decay	Arpeggio Level	Out LPF	Arpeggio Rate	Hold
Eva Octave / 16	6	Arpeggio Rate	Decay	Arpeggio Level	Out LPF	Arpeggio Rate	Hold
Eva Random / 17	7	Arpeggio Rate	Decay	Arpeggio Level	Out LPF	Arpeggio Rate	Hold
Universe M1 / 18	8	LFO Time	Decay	Phaser & Pan	Out LPF	LFO Time	Hold
Universe M2 / 19	9	LFO Time	Decay	Flange Depth	Out LPF	LFO Time	Hold
Force Roar / 20	10	Detune Direction	Reverb Mix	QLPF	Out LPF	Hold Next	Detune
Force OctDn / 21	11	Detune Direction	Reverb Mix	QLPF	Out LPF	Hold Next	Detune