

UD – User Defined (Bank switch UP) **Factory**

05 (PC 26) ShimUpDown

04 (PC 25) ShimUp

03 (PC 24) SkyNet-2

02 (PC 23) SkyNet

01 (PC 22) Spring



Universe M2 (PC 27) **06**

Reverse (PC 28) **07**

Eva Octave (PC 29) **08**

Paradox (PC 30) **09**

Reverdox (PC 31) **10**

Force Roar (PC 32) **11**

FX – Effects (Bank switch CENTER)

05 (PC 15) Eva Min

04 (PC 14) Eva Maj

03 (PC 13) Reverdox

02 (PC 12) Reverse

01 (PC 11) Paradox



Eva Octave (PC 16) **06**

Eva Random (PC 17) **07**

Universe M1 (PC 18) **08**

Universe M2 (PC 19) **09**

Force Roar (PC 20) **10**

Force OctDn (PC 21) **11**

RV – Reverberation (Bank switch DOWN)

05 (PC 04) Skynet

04 (PC 03) Modulated

03 (PC 02) Room

02 (PC 01) Plate

01 (PC 00) Spring



Skynet-2 (PC 05) **06**

Mechanics (PC 06) **07**

ShimUp2 (PC 07) **08**

ShimUp (PC 08) **09**

ShimUpDown (PC 09) **10**

ShimDown (PC 10) **11**

UD – User Defined (Bank switch UP) **User**

05 (PC 26)

04 (PC 25)

03 (PC 24)

02 (PC 23)

01 (PC 22)



(PC 27) **06**

(PC 28) **07**

(PC 29) **08**

(PC 30) **09**

(PC 31) **10**

(PC 32) **11**