A	Instrument	Volume	Tuning Coarse	Tuning Fine	Low Key	High Key	Sound Start	Sound Delay	Alt Attack	Alt Hold	Alt Decay	Alt Sustain	Alt Release	Xfade Switch Point	Xfade Amount	Xfade Balance	A
B	LFO1 Rate	LFO1 Delay	LFO1 Variation	LFO1 Amount	LFO2 Rate	LFO2 Delay	LFO2 Variation	LFO2 Amount	Aux Delay	Aux Attack	Aux Hold	Aux Decay	Aux Sustain	Aux Release	Aux Amount		B
C	KV 1 Dstnation	KV 1 Amount	KV 2 Dstnation	KV 2 Amount	KV 3 Dstnation	KV 3 Amount	KV 4 Dstnation	KV 4 Amount	KV 5 Dstnation	KV 5 Amount	KV 6 Dstnation	KV 6 Amount	Key Mod Centre	FS1 Dstnation	FS1 Dstnation	FS1 Dstnation	C
D	RT 1 Source	RT 1 Dstnation	RT 2 Source	RT 2 Dstnation	RT 3 Source	RT 3 Dstnation	RT 4 Source	RT 4 Dstnation	RT 5 Source	RT 5 Dstnation	RT 6 Source	RT 6 Dstnation	RT 7 Source	RT 7 Dstnation	RT 8 Source	RT 8 Dstnation	D
E	Control A Amount	Control B Amount	Control C Amount	Control D Amount	Pressure Amount	P Bend Range	Primary Chorus	Link 1 Preset	Link 1 Low Key	Link 1 High Key	Link 2 Preset	Link 2 Low Key	Link 2 High Key	Link 3 Preset	Link 3 Low Key	Link 3 High Key	E
F	Master Tune	Trans pose	Global Ptch Bnd	Global Vel. Curv	Control A #	Control B #	Control C #	Control D #	Ft Swtch 1 #	Ft Swtch 2 #	Ft Swtch 3 #						F

A = Primary/Secondary B = LFOs/Aux. Env. C = Key/Velocity Modulations D = Real Time Modulations E = Controllers F = Master

This template fits over the PC1600 and helps you remember which fader/button does what in the different presets

Trim the outside edge of the template, as indicated by the scissor symbols.
If you have other templates for my other PC1600 presets glue one back to back with this one.
Get the sheet/s laminated in plastic.
Cut out the two inside rectangles.
You need to make all these cuts so that the actual lines of the rectangles are removed by the cutting.
Trim the outside edge of the lamination to about 3 mm from the paper edge (don’t trim right up to the paper or the lamination may come apart).

Cut this rectangle out

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

Proteus

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Cut this rectangle out

A = Primary/Secondary B = LFOs/Aux. Env. C = Key/Velocity Modulations D = Real Time Modulations E = Controllers F = Master

A	Chorus On/Off	Solo On/Off	Reverse On/Off	Alt Env On/Off	Pan < 7/6	Pan < 5/4	Pan < 3/2	Pan < 1/0 >	Pan 1/2 >	Pan 3/4 >	Pan 5/4 >	Pan 7 >		Xfade P>S / S>P	Xfade/ Xswitch	Xfade off	A
B	LFO1 Tri/Saw	LFO1 Sin/Sqr	LFO1 Random		LFO2 Tri/Saw	LFO2 Sin/Sqr	LFO2 Random	Kbd Tune Equl/Just	Kbd Tune Val/19-T	Kbd Tune Gam/Usr					Output Sb1/Sb2	Output Main	B
C	KV 1 Dest Off	1 Ky/Vlcty	KV 2 Dest Off	2 Ky/Vlcty	KV 3 Dest Off	3 Ky/Vlcty	KV 4 Dest Off	4 Ky/Vlcty	KV 5 Dest Off	5 Ky/Vlcty	KV 6 Dest Off	6 Ky/Vlcty	Key Mod C3				C
D		RT 1 Dest Off		RT 2 Dest Off		RT 3 Dest Off		RT 4 Dest Off		RT 5 Dest Off		RT 6 Dest Off		RT 7 Dest Off		RT 8 Dest Off	D
E	Sec Chrs 0/1	Sec Chrs 2/3	Sec Chrs 4/5	Sec Chrs 6/7	Sec Chrs 8/9	Sec Chrs 10/11	Sec Chrs 12/13	Sec Chrs 14/15									E
F	Tune = 0	Transpose = 0															F