A	Output Level	Velocity sens	Rate 1	Level 1	Rate 2	Level 2	Rate 3	Level 3	Rate 4	Level 4	L. Scale Depth	Break Point	R Scale Depth	Crs Freq	Fine Freq	Detune
B	LFO Speed	LFO Delay	Pitch Sens	LFO Pitch Direct	LFO Amp Direct	PEG Rate 1	PEG Level 1	PEG Rate 2	PEG Level 2	PEG Rate 3	PEG Level 3	PEG Rate 4	PEG Level 4	Algorithm	Feed Back	Transpose
C	MW Vibrato	MW Tremolo	MW EG Bias	FC Vibrato	FC Tremolo	FC EG Bias	FC Volume	BC Vibrato	BC Tremolo	BC EG Bias	BC Ptch Bias	AT Vibrato	AT Tremolo	AT EG Bias	AT Pitch Bias	Random Pitch
D	Pitch Bend Range	Pitch Bend Step	Portamento Time	Portamento Step												

A = Operator (6 presets) B = LFO / itch Env. Gen. C = Controllers D = Pitch Bend Portamento

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

DX7/TX802 (Yamaha 6-operator)

This template and associated PC1600 presets © Godric Wilkie 1999 (godric@gozen.demon.co.uk)

Cut this rectangle out

A = Operator (6 presets) B = LFO / itch Env. Gen. C = Controllers D = Pitch Bend Portamento

A	Amp Mod 0/1	Amp Mod 2/3	Amp Mod 4/5	Amp Mod 6/7	Rate Scale 0/1	Rate Scale 2/3	Rate Scale4/5	Rate Scale 6/7	Scaling Nrm/Frac	L Curve ± Lin	L Curve ± Exp	R Curve ± Lin	R Curve ± Exp	Frq Ratio/Fix	Fin Freq = Min	Detune = 0
B	LFO Sync 0/1	LFO Sng/Mlt	LFO Tri/Sine	LFO Saw Dn/Up	LFO Sqr/ S&H	PEG 0.5/1 Oct	PEG 2/8 Oct	PEG Vlcty 0/1	PEG RtScl 0/1	PEG RtScl 2/3	PEG RtScl 4/5	PEG RtScl 6/7	KeyMode Mno/Ply	Frq Ratio/Fix	Feed Back = 0	Transpose = C3
C											BC PBias = 0				AT PBias = 0	Random Pitch = 0