

A	DCO1 Freq	DCO1 Freq/LF1	DCO1 Pulsewidth	DCO1 PW/LF2	DCO1 Waveshape	DCO1 Levers	DCO2 Freq	DCO2 Freq/LF1	DCO2 Pulsewidth	DCO2 PW/LF2	DCO2 Waveshape	DCO2 Levers	Detune	Oscil Balance	Low Vel	High Vel	A
B	Cutoff	Resonance	Env1 mod	Pressure mod	FM Depth	FM/ Env3	FM/ Pressure	VCA1 Vol	VCA1/ Vel	VCA2 Env2	Porta Rate	Porta Rt/Vel	Kbd Mode	Sample Source	Low Vel	High Vel	B
C	Delay	Attack	Decay	Sustain	Release	Amp	Amp/ Vel	Trigger	LFO Rate	LFO Rate/pressure	Retrig Point	LFO Amp	LFO Amp/ Ramp	Track Point 5	Low Vel	High Vel	C
D	Delay	Attack	Decay	Sustain	Release	Amp	Amp/ Vel	Trigger	Track Source	Track Point 1	Track Point 2	Track Point 3	Track Point 4	Track Point 5	Ramp1 Rate	Ramp2 Rate	D
E	Mod path 0 source	Mod path 1 source	Mod path 2 source	Mod path 3 source	Mod path 4 source	Mod path 5 source	Mod path 6 source	Mod path 7 source	Mod path 8 source	Mod path 9 source	Mod amount	Mod Destination					E

A = DCOs

B = Filter / VCA

C = Env. Gen. 1 & 2 / LFO 1 & 2

D = Env. Gen. 3 / Track Gen. / Ramp Gen.

E = Matrix Modulation

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.

Cut out the two inside rectangles. Cut off this "Modulation" reminder to the right →

Get the sheet/s and the modulation reminder laminated in plastic.

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**

#### Modulation

##### Sources

00	Off
01	Envelope 1
02	Envelope 2
03	Envelope 3
04	LFO 1
05	LFO 2
06	Vibrato
07	Ramp 1
08	Ramp 2
09	Keyboard
10	Portamento
11	Tracking Generator
12	Keyboard Gate
13	Velocity
14	Release Velocity
15	Pressure
16	Pedal 1
17	Pedal 2
18	Lever 1
19	Lever 2
20	Lever 3 = Lever 2 Reverse

##### Destinations

16	ENV 1 Release
17	ENV 1 Amplitude
18	ENV 2 Delay
19	ENV 2 Attack
20	ENV 2 Decay
21	ENV 2 Release
22	ENV 2 Amplitude
23	ENV 3 Delay
24	ENV 3 Attack
25	ENV 3 Decay
26	ENV 3 Release
27	ENV 3 Amplitude
28	LFO 1 Speed
29	LFO 1 Amplitude
30	LFO 2 Speed
31	LFO 2 Amplitude
32	Portamento Rate

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

Matrix 6 / Matrix 1000

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A	DCO1 click	Sync off/soft	Sync med/hard	DCO1 off/pls	DCO1 tr/bth	DCO1 Porta	DCO2 click	DCO2 Kbd off	DCO2 Noise	DCO2 off/pls	DCO2 tr/bth	DCO2 Porta	Notes Off	Balanc Equal	Low Note	High Note	A
B	Levers off/bend	Levers vib/both	Kbd off	Porta on/off	FM = 0	Notes Off		VCA1 Vol = max	VCA1 Vel = max	VCA2 = max	Porta Legato	Porta Linear	Porta cnst/xp	LFO Sampled	Low Note	High Note	B
C	Sust/ DADR	Full Env	LFO trig Off	LFO trig On/Gtd		Notes Off		Lag On/Off	Trig off/sngl	Trig mlt/ext	LFO Tri/Squ	LFO up/dwn	LFO Rnd/Noise		Low Note	High Note	C
D	Sust/ DADR	Full Env	LFO trig Off	LFO trig On/Gtd		Notes Off					Ramp1 sng/mlt	Ramp1 ext/gtd	Ramp2 sng/mlt	Ramp2 ext/gtd	Low Note	High Note	D
E	Send fader	Send fader	Send fader	Send fader	Send fader	Send fader	Send fader	Send fader	Send fader	Send fader	Send fader	Send fader	Send fader				E