

PERFORM EDIT

COMMON										PART									
CtrlSrc	1	2	3	4	5	6	7	8	Fseq	Tone	1	2	3	4	Pitch	1	2	3	4
VC1 by KN1									Part	Formant					Detune				
VC1 by KN2									Fseq	FM					NoteShift				
VC1 by KN3									Mode	V/Nbal					PBRRange				
VC1 by KN4									KeyOnTrig	LFO1Speed					PBRRangeLo				
VC1 by MC1									Speed	LFO1Pmod					PortaSw				
VC1 by MC2									SpeedVel	LFO1Delay					PortaMode				
VC1 by MC3									LevelVel	FilterSW					PortaTime				
VC1 by MC4									Pctch	FilterFreq					Others	1	2	3	4
VC1 by FC									StartDelay	FilterReso					Mono/Poly				
VC1 by BC									StartOffset	FltEGDepth					Priority				
VC1 by MW									LoopMode	LFO2Speed					ReserveNote				
VC1 by CAT									LoopStart	LFO2FitMod					NoteLimitL				
VC1 by PAT									LoopEnd	EG	1	2	3	4	NoteLimitH				
VC1 by PB										Attack					Vel LimitLo				
CtrlDst	1	2	3	4	5	6	7	8	Others	Decay					Vel LimitHi				
VC1									IndOut	Release					VelSensDpt				
VC1 Depth									Catgry	PEGInitLvl					VelSensOfst				
VC1 Part1									Name	PEGAtak					ExprLimitLo				
VC1 Part2										PEGRelLvl					SusRcvSw				
VC1 Part3										PEGRelT					Pan				
VC1 Part4															PanScaling				
															PanMod				

EFFECT EDIT

REV	VAR	INS	EQ
			Low Freq
			Low Gain
			Low Q
			Low Shape
			Mid Freq
			Mid Gain
			Mid Q
			High Freq
			High Gain
			High Q
			HighShape

PERF PART

	ALL	1	2	3	4	PERFORMANCE INFORMATION	
Rcv Ch						BANK	
Rcv Max						PATCH	
Voice Bank						NAME	
Voice Patch						CATEG	
Patch Name							
Volume							
Pan							
RevSend							
VarSend							
InsEISw							
DryLvl							
Filter							
NoteSft							
PfmNSft							

**YAMAHA FS1R
PERFORMANCE PARAMETER TABLE**