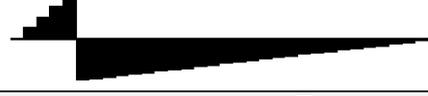
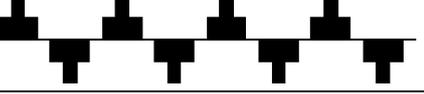


PRESET WAVEFORMS

No.	Name	Describe	Waveform
1	SQ50	Square wave (DUTY50%)	
2	SQ25	Square wave (DUTY25%)	
3	SQ12	Square wave (DUTY12.5%)	
4	SQ70	Square wave (DUTY70%)	
5	SAW5	8Bit saw wave (DUTY50%)	
6	SAW2	8Bit saw wave (DUTY25%)	
7	SAW1	8Bit saw wave (DUTY12.5%)	
8	SAW7	8Bit saw wave (DUTY70%)	
9	8SN5	8Bit sine wave (DUTY50%)	
10	4SN5	4Bit sine wave (DUTY50%)	
11	8SN2	8Bit sine wave (DUTY25%)	
12	4SN2	4Bit sine wave (DUTY25%)	
13	8SN1	8Bit sine wave (DUTY12.5%)	
14	4SN1	4Bit sine wave (DUTY12.5%)	
15	8SN7	8Bit sine wave (DUTY70%)	
16	4SN7	4Bit sine wave (DUTY70%)	
17	TRI5	8Bit triangle wave (DUTY50%)	
18	TRI2	8Bit triangle wave (DUTY25%)	

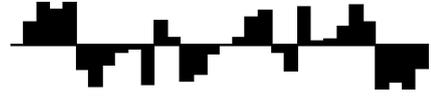
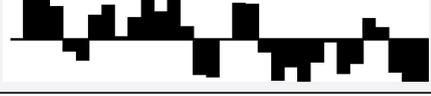
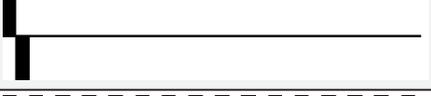
PRESET WAVEFORMS

No.	Name	Describe	Waveform
19	TRI1	8Bit triangle wave (DUTY12.5%)	
20	TRI7	8Bit triangle wave (DUTY70%)	
21	PULS	Pulse	
22	PUL2	Pulse x 2	
23	HI.SQ	High octave square wave	
24	+2SQ	+2 octave square wave	
25	+2TR	+2 octave triangle wave	
26	SW.SQ	Saw wave + Square wave	
27	SN.SQ	Sine wave + square wave	
28	SN.SW	Sine wave + saw wave	
29	BR.SW	Bright saw wave	
30	F.SQ1	Filtered square wave 1	
31	F.SQ2	Filtered square wave 2	
32	CK.SN	Cuckoo sine wave	
33	F.SIN	Filterd sine wave	
34	SOFT	Soft tone	
35	MILD	Harmonic mild tone	
36	PWR1	Harmonic power tone 1	

PRESET WAVEFORMS

No.	Name	Describe	Waveform
37	PWR2	Harmonic power tone 2	
38	SUN	Bright power tone	
39	TRMP	Trumpet	
40	LEAD	Lead sound	
41	A.GTR	8bit acoustic guitar	
42	D.GTR	8bit distortion guitar	
43	EDGE	Edge bass	
44	N.BAS	Harmonic noise bass	
45	BAS1	Harmonic bass 1	
46	BAS2	Harmonic bass 2	
47	CMBL	Cembalo	
48	ORGN	Organ	
49	FLTR	Filtered organ	
50	CHRC	Church organ	
51	STAR	Starship game sound 1	
52	SHIP	Starship game sound 2	
53	PIC1	Pico pico sound 1	
54	PIC2	Pico pico sound 2	

PRESET WAVEFORMS

No.	Name	Describe	Waveform
55	PIC3	Pico pico sound 3	
56	PAD1	Pad sound 1	
57	PAD2	Pad sound 2	
58	PAD3	Pad sound 3	
59	PAD4	Pad sound 4	
60	BELL	Bell	
61	BZ.BL	Buzzy bell	
62	BRKN	Broken radio	
63	ALIS	Alias noise tone	