

## Solaris Operation - Parameters List

Here are the tables for most all of the Solaris Parameter Lists. Because the parameter list can be selected numerically using the keypad, I wanted to have something that users could print out and even tape to their synth, if they wanted, for reference. These lists contain basically the same sources; it's only the order in which they appear that's different. (I probably should have kept this list the same everywhere it appears, but my initial concern was to have those things most important for their category to be near the top of the list, hence, the Audio Source list starts with the Oscs, and the Mod Source list starts with LFOs....convenient, but the user now has to know essentially 2 lists.)

I hope these lists will give everyone a bit clearer idea as to what is available to route in the Solaris.

Cheers,  
John Bowen

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### Modules using the **Audio Source List** as inputs:

- Rotors, Mixers, Filters, Vector Mixers, AM Carriers, EG Follower

### Modules using the **Mod Source List** as inputs:

- All Modulation Paths in Oscs, LFOs, Mixers, Insert FX, Filters, VCA, Pan
- Vector X & Y Mod Sources
- AM Mod Sources
- Lag Inputs

### Modules using the **Mod Source Control List**:

- All Mod Paths Control Sources
- AM Control Sources

## Audio Source List

<b>1</b>	OFF	<b>31</b>	External Input 2	<b>61</b>	CC 4
<b>2</b>	Osc 1	<b>32</b>	External Input 3	<b>62</b>	CC 5
<b>3</b>	Osc 2	<b>33</b>	External Input 4	<b>63</b>	Seq A
<b>4</b>	Osc 3	<b>34</b>	S/PDIF Input Left	<b>64</b>	Seq B
<b>5</b>	Osc 4	<b>35</b>	S/PDIF Input Right	<b>65</b>	Seq C
<b>6</b>	Rotor 1	<b>36</b>	LFO 1	<b>66</b>	Seq D
<b>7</b>	Rotor 2	<b>37</b>	LFO 2	<b>67</b>	Pedal 1
<b>8</b>	AM 1	<b>38</b>	LFO 3	<b>68</b>	Pedal 2
<b>9</b>	AM 2	<b>39</b>	LFO 4	<b>69</b>	Assignable Button 1
<b>10</b>	Vector 1	<b>40</b>	Vibrato LFO	<b>70</b>	Assignable Button 2
<b>11</b>	Vector 2	<b>41</b>	EG 1	<b>71</b>	Envelope Follower
<b>12</b>	Mixer 1	<b>42</b>	EG 2	<b>72</b>	-----
<b>13</b>	Mixer 2	<b>43</b>	EG 3	<b>73</b>	Key Table 1
<b>14</b>	Mixer 3	<b>44</b>	EG 4	<b>74</b>	Key Table 2
<b>15</b>	Mixer 4	<b>45</b>	EG 5	<b>75</b>	Key Table 3
<b>16</b>	Filter 1	<b>46</b>	EG 6	<b>76</b>	Key Table 4
<b>17</b>	Filter 2	<b>47</b>	Looping EG -X axis	<b>77</b>	Polyphonic Aftertouch
<b>18</b>	Filter 3	<b>48</b>	Looping EG -Y axis	<b>78</b>	Lag Processor 1
<b>19</b>	Filter 4	<b>49</b>	Velocity	<b>79</b>	Lag Processor 2
<b>20</b>	Insert FX 1	<b>50</b>	Aftertouch	<b>80</b>	Lag Processor 3
<b>21</b>	Insert FX 2	<b>51</b>	Note	<b>81</b>	Lag Processor 4
<b>22</b>	Insert FX 3	<b>52</b>	Mod Wheel	<b>82</b>	Breath Control
<b>23</b>	Insert FX 4	<b>53</b>	Aftertouch + Mod Wheel	<b>83</b>	Maximum Value
<b>24</b>	VCA 1	<b>54</b>	Ribbon 1	<b>84</b>	
<b>25</b>	VCA 2	<b>55</b>	Ribbon 2	<b>85</b>	
<b>26</b>	VCA 3	<b>56</b>	Joystick X	<b>86</b>	
<b>27</b>	VCA 4	<b>57</b>	Joystick Y	<b>87</b>	
<b>28</b>	White Noise	<b>58</b>	CC 1	<b>88</b>	
<b>29</b>	Pink Noise	<b>59</b>	CC 2	<b>89</b>	
<b>30</b>	External Input 1	<b>60</b>	CC 3	<b>90</b>	

## Modulation Source List

<b>1</b>	OFF	<b>31</b>	Seq C	<b>61</b>	Mixer 2
<b>2</b>	LFO 1	<b>32</b>	Seq D	<b>62</b>	Mixer 3
<b>3</b>	LFO 2	<b>33</b>	Pedal 1	<b>63</b>	Mixer 4
<b>4</b>	LFO 3	<b>34</b>	Pedal 2	<b>64</b>	Filter 1
<b>5</b>	LFO 4	<b>35</b>	Assignable Button 1	<b>65</b>	Filter 2
<b>6</b>	Vibrato LFO	<b>36</b>	Assignable Button 2	<b>66</b>	Filter 3
<b>7</b>	EG 1	<b>37</b>	Envelope Follower	<b>67</b>	Filter 4
<b>8</b>	EG 2	<b>38</b>	-----	<b>68</b>	Insert FX 1
<b>9</b>	EG 3	<b>39</b>	Key Table 1	<b>69</b>	Insert FX 2
<b>10</b>	EG 4	<b>40</b>	Key Table 2	<b>70</b>	Insert FX 3
<b>11</b>	EG 5	<b>41</b>	Key Table 3	<b>71</b>	Insert FX 4
<b>12</b>	EG 6	<b>42</b>	Key Table 4	<b>72</b>	VCA 1
<b>13</b>	Looping EG -X axis	<b>43</b>	Polyphonic Aftertouch	<b>73</b>	VCA 2
<b>14</b>	Looping EG -Y axis	<b>44</b>	Lag Processor 1	<b>74</b>	VCA 3
<b>15</b>	Velocity	<b>45</b>	Lag Processor 2	<b>75</b>	VCA 4
<b>16</b>	Aftertouch	<b>46</b>	Lag Processor 3	<b>76</b>	White Noise
<b>17</b>	Note	<b>47</b>	Lag Processor 4	<b>77</b>	Pink Noise
<b>18</b>	Mod Wheel	<b>48</b>	Breath Control	<b>78</b>	External Input 1
<b>19</b>	Aftertouch + Mod Wheel	<b>49</b>	Maximum Value	<b>79</b>	External Input 2
<b>20</b>	Ribbon 1	<b>50</b>	Osc 1	<b>80</b>	External Input 3
<b>21</b>	Ribbon 2	<b>51</b>	Osc 2	<b>81</b>	External Input 4
<b>22</b>	Joystick X	<b>52</b>	Osc 3	<b>82</b>	S/PDIF Input Left
<b>23</b>	Joystick Y	<b>53</b>	Osc 4	<b>83</b>	S/PDIF Input Right
<b>24</b>	CC 1	<b>54</b>	Rotor 1	<b>84</b>	
<b>25</b>	CC 2	<b>55</b>	Rotor 2	<b>85</b>	
<b>26</b>	CC 3	<b>56</b>	AM 1	<b>86</b>	
<b>27</b>	CC 4	<b>57</b>	AM 2	<b>87</b>	
<b>28</b>	CC 5	<b>58</b>	Vector 1	<b>88</b>	
<b>29</b>	Seq A	<b>59</b>	Vector 2	<b>89</b>	
<b>30</b>	Seq B	<b>60</b>	Mixer 1	<b>90</b>	

Items in the following **Mod Source Control List** do not go into the audio frequency range, and thus are control signals only. Therefore this is a subset of the Modulation Source List (and note that the numbering is the same as the Mod Source list, since it is the same as the first part of that list):

### Mod Control Source List

<b>1</b>	OFF	<b>26</b>	CC 3
<b>2</b>	LFO 1	<b>27</b>	CC 4
<b>3</b>	LFO 2	<b>28</b>	CC 5
<b>4</b>	LFO 3	<b>29</b>	Seq A
<b>5</b>	LFO 4	<b>30</b>	Seq B
<b>6</b>	Vibrato LFO	<b>31</b>	Seq C
<b>7</b>	EG 1	<b>32</b>	Seq D
<b>8</b>	EG 2	<b>33</b>	Pedal 1
<b>9</b>	EG 3	<b>34</b>	Pedal 2
<b>10</b>	EG 4	<b>35</b>	Assignable Button 1
<b>11</b>	EG 5	<b>36</b>	Assignable Button 2
<b>12</b>	EG 6	<b>37</b>	Envelope Follower
<b>13</b>	Looping EG -X axis	<b>38</b>	-----
<b>14</b>	Looping EG -Y axis	<b>39</b>	Key Table 1
<b>15</b>	Velocity	<b>40</b>	Key Table 2
<b>16</b>	Aftertouch	<b>41</b>	Key Table 3
<b>17</b>	Note	<b>42</b>	Key Table 4
<b>18</b>	Mod Wheel	<b>43</b>	Polyphonic Aftertouch
<b>19</b>	Aftertouch + Mod Wheel	<b>44</b>	Lag Processor 1
<b>20</b>	Ribbon 1	<b>45</b>	Lag Processor 2
<b>21</b>	Ribbon 2	<b>46</b>	Lag Processor 3
<b>22</b>	Joystick X	<b>47</b>	Lag Processor 4
<b>23</b>	Joystick Y	<b>48</b>	Breath Control
<b>24</b>	CC 1	<b>49</b>	Maximum Value
<b>25</b>	CC 2	<b>50</b>	

## Special lists for the pedals and Assignable Buttons:

### Expression Pedal:

Off, Expression, Pan

### Sustain Pedal 1:

Off, Sostenuto, Sustain, Ribbon Hold, Sequencer On, Arpeggiator On, Arpeggiator Hold, Arpeggiator Transpose

### Sustain Pedal 2:

Off, Sostenuto, Sustain, Ribbon Hold, Sequencer On, Arpeggiator On, Arpeggiator Hold, Arpeggiator Transpose

### Assignable Button 1:

Global Glide On, Glide Osc 1 On, Glide Osc 2 On, Glide Osc 3 On, Glide Osc 4 On, Glide All Ocs On, Ribbon Hold, Arpeggiator Transpose

### Assignable Button 2:

Global Glide On, Glide Osc 1 On, Glide Osc 2 On, Glide Osc 3 On, Glide Osc 4 On, Glide All Ocs On, Ribbon Hold, Arpeggiator Transpose

After that, you have some specific Mod Sources for things like the EG segment modulation. These will be expanded in the future, but currently we have:

### EG Mod Source List

<b>1</b>	OFF
<b>2</b>	Velocity
<b>3</b>	KeyTrack
<b>4</b>	Mod Wheel
<b>5</b>	CC 1
<b>6</b>	CC 2
<b>7</b>	CC 3
<b>8</b>	CC 4
<b>9</b>	(missing CC 5, Seq A-D)