

Matrix 1000 Template 1: TOP (Encoders)

A C	DCO1		DCO2				VCF	
	03	05	13	15	10	12	21	24
	Initial Pulsewidth	Initial Waveshape (Saw ↔ Triangle)	Initial Pulsewidth	Initial Waveshape (Saw ↔ Triangle)	Initial Frequency	Detune	Frequency Cutoff	Resonance
B D	LFO1			LFO2			DCO	Aftertouch
	80	1	11	90	04	14	20	
	Initial Frequency	Mod of DCO1 Frequency	Mod of DCO2 Frequency	Initial Frequency	Mod of DCO1 Pulsewidth	Mod of DCO2 Pulsewidth	Mix	
A C	ENV1							
	51	52	53	54	50	22	55	
	Attack	Decay	Sustain	Release	Delay	Mod of VCF Frequency Cutoff	Amplitude	
B D	ENV2						FM	
	61	62	63	64	29	65	30	
	Attack	Decay	Sustain	Release	Mod of VCA Level	Amplitude	Level	
							32	
							Mod of FM Level	

Matrix 1000 Template 1: TOP (Buttons and Pads)

1

DCO1 Waveform

06

Off

06

Pulse

06

Wave

06

Pulse+Wave

DCO1 Sync

02

None

02

Soft

02

Medium

02

Hard

2

DCO2 Waveform

16

Off

16

Pulse

16

Wave

16

Pulse+Wave

16

Noise

Keyboard

28

Velocity

Unison

48

Unison

CC 94

Unison Detune

3

LFO1 Waveform

82

Triangle

82

Sawtooth Up

82

Sawtooth Down

82

Square

82

Random

82

Noise

LFO 1

87

Lag

4

LFO2 Waveform

92

Triangle

92

Sawtooth Up

92

Sawtooth Down

92

Square

92

Random

92

Noise

VCA Level

27

Increment by 1

27

Increment by 10

P
A
D
S

Store

Slot
000

Slot
001

Slot
002

Slot
003

Slot
004

Slot
005

Slot
006

Slot
007

◀◀

Ramp 2 Increment by 1

▶▶

Ramp 2 Increment by 10

■

All Notes Off

▶

Ramp 2 Mod of LFO2 Increment by 1

LOOP

Ramp 2 Mod of LFO2 Increment by 10

●

Program Change

Matrix 1000 Template 1: DCO1 and DCO2



Reset All Controllers



All Notes Off

A

C

DCO1



Initial
Frequency



Frequency
Mod by LFO1



Initial
Pulsewidth



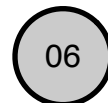
Pulsewidth
Mod by LFO2



Initial Waveshape
(Saw ↔ Triangle)



Sync



Waveform

DCO

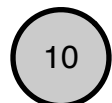


Mix

B

D

DCO2



Initial
Frequency



Frequency
Mod by LFO1



Initial
Pulsewidth



Pulsewidth
Mod by LFO2



Initial Waveshape
(Saw ↔ Triangle)



Detune



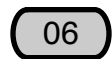
Waveform



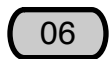
Mix

1

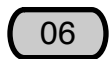
DCO1 Waveform



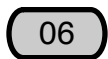
Off



Pulse



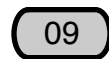
Wave



Pulse+Wave



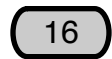
DCO1



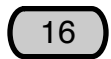
Click On/Off

2

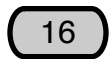
DCO2 Waveform



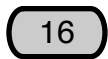
Off



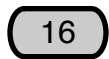
Pulse



Wave



Pulse+Wave



Noise



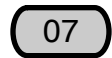
DCO2



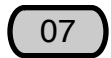
Click On/Off

3

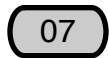
DCO1 Fixed Modulations



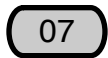
Off



Pitch Bend



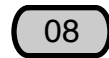
Vibrato



Pitch Bend+Vibrato



DCO1 Fixed Modulations 2

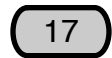


Portamento On/Off

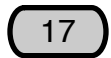


4

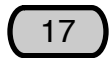
DCO2 Fixed Modulations



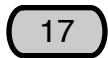
Off



Pitch Bend



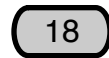
Vibrato



Pitch Bend+Vibrato



DCO2 Fixed Modulations 2



Off



Portamento



Fixed to Keys

Matrix 1000 Template 2: VCF, VCA1, VCA2, VCF FM, and TRACKING



Reset All Controllers



All Notes Off

A

C

VCF



Cutoff
Frequency



Resonance



Mod by ENV1



Mod by
Aftertouch

VCA1



Level
(Exponential)

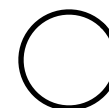


Mod by
Velocity

VCA2



Mod by ENV2



B

D

TRACKING



Position 1



Position 2



Position 3

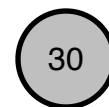


Position 4



Position 5

VCF FM



Level



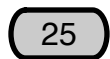
Mod by ENV3



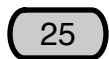
Mod by
Aftertouch

1

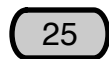
VCF Fixed Modulations



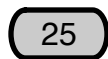
Off



Pitch Bend



Vibrato



Pitch Bend+Vibrato



VCF Fixed Modulations 2



Off



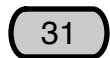
Portamento



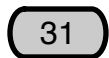
Fixed to Keys

2

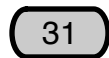
Tracking Source



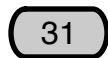
Off



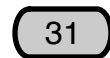
ENV1



ENV2



ENV3



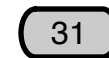
LFO1



LFO2

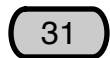


RAMP1

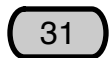


RAMP2

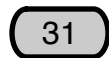
3



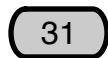
Vibrato



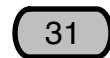
Keyboard



Portamento



Tracking



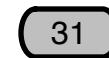
Keyboard Gate



Velocity

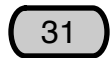


Release Velocity

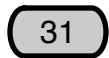


Aftertouch

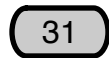
4



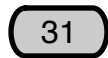
Pedal 1



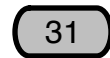
Pedal 2



Pitch Bend



Mod Wheel



CC3



Matrix 1000 Template 3: LFO1



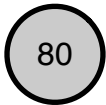
Reset All Controllers



All Notes Off

A
B
C
D

LFO1



Frequency



Mod by
Aftertouch



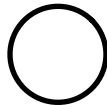
Retrigger Point



Amplitude



Mod by RAMP1



Waveform



Trigger Type

Note: No button for "LFO1 Trigger: External". Use "Trigger Type" knob instead (position 4).

1

LFO1 Waveform



Triangle



Sawtooth Up



Sawtooth Down



Square



Random



Noise



Sample & Hold

LFO1



Lag On/Off

2

LFO1 Source for Sample & Hold



Off



ENV1



ENV2



ENV3



LFO1



LFO2

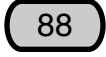


RAMP1

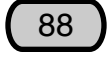


RAMP2

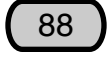
3



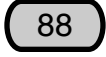
Vibrato



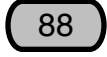
Keyboard



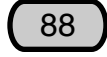
Portamento



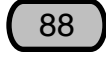
Tracking



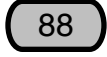
Keyboard Gate



Velocity

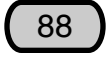


Release Velocity

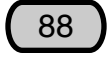


Aftertouch

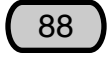
4



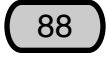
Pedal 1



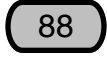
Pedal 2



Pitch Bend

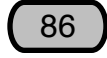


Mod Wheel



CC3

LFO1 Trigger



Off



Single



Multi

Matrix 1000 Template 4: LFO2



Reset All Controllers



All Notes Off

A
B
C
D

LFO2



Frequency



Mod by
Aftertouch



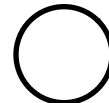
Retrigger Point



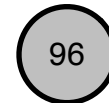
Amplitude



Mod by RAMP1



Waveform



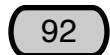
Trigger Type

Note: No button for "LFO2 Trigger: External". Use "Trigger Type" knob instead (position 4).

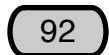
LFO2 Waveform

LFO2

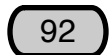
1



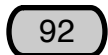
Triangle



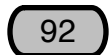
Sawtooth Up



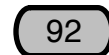
Sawtooth Down



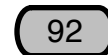
Square



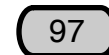
Random



Noise



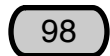
Sample & Hold



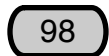
Lag On/Off

2

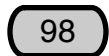
LFO2 Source for Sample & Hold



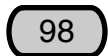
Off



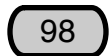
ENV1



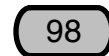
ENV2



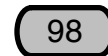
ENV3



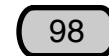
LFO1



LFO2

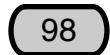


RAMP1

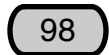


RAMP2

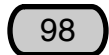
3



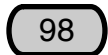
Vibrato



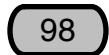
Keyboard



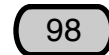
Portamento



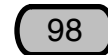
Tracking



Keyboard Gate



Velocity

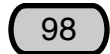


Release Velocity

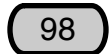


Aftertouch

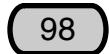
4



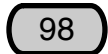
Pedal 1



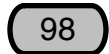
Pedal 2



Pitch Bend

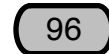


Mod Wheel



CC3

LFO2 Trigger



Off



Single



Multi

Matrix 1000 Template 5: ENV1 and ENV2



Reset All Controllers



All Notes Off

ENV1

A



Delay



Attack



Decay



Sustain



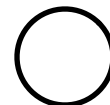
Release



Amplitude



Mod by
Velocity



C

ENV2

B



Position 1



Position 2



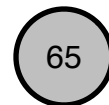
Position 3



Position 4



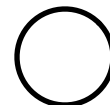
Position 5



Amplitude



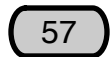
Mod by
Velocity



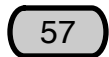
D

ENV1 Trigger

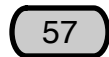
1



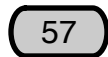
Single



Single + Reset



Multi



Multi + Reset



External Single



External S+R



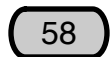
External Multi



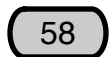
External M+R

ENV1 Mode

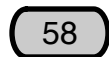
2



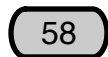
Off



DADR



Free Run



DADR + Free Run



ENV1 Tracking Mode



Off



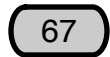
LFO1 Trigger



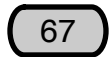
Gated LFO1 Tr

ENV2 Trigger

3



Single



Single + Reset



Multi



Multi + Reset



External Single



External S+R



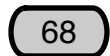
External Multi



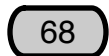
External M+R

ENV2 Mode

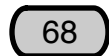
4



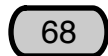
Off



DADR



Free Run



DADR + Free Run



ENV2 Tracking Mode



Off



LFO1 Trigger



Gated LFO1 Tr

Matrix 1000 Template 6: ENV3, RAMP1, RAMP2, Portamento, and Keyboard

A C	ENV3							
	<div>70</div> <div>Delay</div>	<div>71</div> <div>Attack</div>	<div>72</div> <div>Decay</div>	<div>73</div> <div>Sustain</div>	<div>74</div> <div>Release</div>	<div>75</div> <div>Amplitude</div>	<div>76</div> <div>Mod by Velocity</div>	
B D	RAMP1		RAMP2		Portamento			Keyboard
	<div>40</div> <div>Rate</div>		<div>42</div> <div>Rate</div>		<div>44</div> <div>Rate</div>	<div>45</div> <div>Mod by Velocity</div>		<div>CC 94</div> <div>Unison Detune</div>
1	ENV3 Trigger							
	<div>77</div> <div>Single</div>	<div>77</div> <div>Single + Reset</div>	<div>77</div> <div>Multi</div>	<div>77</div> <div>Multi + Reset</div>	<div>77</div> <div>External Single</div>	<div>77</div> <div>External S+R</div>	<div>77</div> <div>External Multi</div>	<div>77</div> <div>External M+R</div>
2	ENV3 Mode					ENV1 Tracking Mode		
	<div>78</div> <div>Off</div>	<div>78</div> <div>DADR</div>	<div>78</div> <div>Free Run</div>	<div>78</div> <div>DADR + Free Run</div>	<div></div>	<div>79</div> <div>Off</div>	<div>79</div> <div>LFO1 Trigger</div>	<div>79</div> <div>Gated LFO1 Tr</div>
3	RAMP 1				RAMP 2			
	<div>41</div> <div>Single</div>	<div>41</div> <div>Multi</div>	<div>41</div> <div>External</div>	<div>41</div> <div>External Gated</div>	<div>43</div> <div>Single</div>	<div>43</div> <div>Multi</div>	<div>43</div> <div>External</div>	<div>4</div> <div>External Gated</div>
4	Portamento			Portamento	Keyboard			
	<div>46</div> <div>By Time</div>	<div>46</div> <div>By Speed</div>	<div>46</div> <div>Exponential</div>	<div>47</div> <div>Legato On/Off</div>	<div>48</div> <div>Reassign</div>	<div>48</div> <div>Reassign + Rob</div>	<div>48</div> <div>Rotate</div>	<div>48</div> <div>Unison</div>

Dark Star Template 1

A	DCO1					LFO1		
	<div>78</div> Waveform	<div>74</div> Initial Pulse Width	<div>70</div> Detune	<div>72</div> Pitch Mod	<div>76</div> Pulse Width Mod	<div>51</div> Speed	<div>52</div> Delay	<div>53</div> Wave Shape
B	DCO2					LFO2		
	<div>79</div> Waveform	<div>74</div> Initial Pulse Width	<div>71</div> Detune	<div>73</div> Pitch Mod	<div>77</div> Pulse Width Mod	<div>55</div> Speed	<div>56</div> Delay	<div>57</div> Wave Shape
C	VCF					<div></div>	OSC	
	<div>35</div> Initial Frequency	<div>37</div> Cut Amount ("ENV Mod")	<div>36</div> Mod by LFO2	<div>38</div> Resonance	<div>39</div> Resonance Mod		<div>31</div> Ring Modulation	<div>3</div> DCO1 / DCO2 Mix
D	ENV1				ENV2			
	<div>43</div> Attack	<div>44</div> Decay	<div>45</div> Sustain	<div>46</div> Release	<div>47</div> Attack	<div>48</div> Decay	<div>49</div> Sustain	<div>50</div> Release
1	LFO1 Wave Shape							<div></div>
	<div>53</div> Ramp	<div>53</div> Sawtooth	<div>53</div> Square	<div>53</div> Sine	<div>53</div> Pulse	<div>53</div> Sample & Hold	<div>53</div> Random	
2	LFO2 Wave Shape							<div></div>
	<div>57</div> Ramp	<div>57</div> Sawtooth	<div>57</div> Square	<div>57</div> Sine	<div>57</div> Pulse	<div>57</div> Sample & Hold	<div>57</div> Random	

Dark Star Template 2

A

Chorus



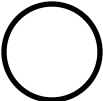
Send



Rate



Depth

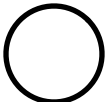


B

LFO1



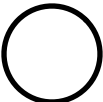
MIDI Clock
Beat



LFO2



MIDI Clock
Beat



Part



Select



Volume

Etc.



Pan



Tremolo

