

You can now store/recall up to 99 settings (and not just 15) in the non-volatile memory, as the revised sections 7.2.4.1 and 7.2.4.2 describe:

7.2.4.1 Storing Setups (Revised)

To store a setting, do the following:

1. Press the STO button.

The Displays show the messages:

Enter SETUP number	Store
use two digit # 01-99	# xy

Where xy are the OUT buttons.

2. Press two OUT buttons, using the OUTkeys # 1 to 9, and 10 (for 0). The OUTkeys function on a decimal-basis, and not on a positional-basis. For example, to enter the # 14, press # 1 followed by # 4 (not # 14). To enter the # 3, press # 10 followed by # 3¹. The TAKE LED blinks and the Displays show the messages:

STORE this SETUP ?	Store
YES -> TAKE	# xy

3. Press the TAKE button.

The memory stores the setup and the MATRIX Display shows the message:

Setup # xy stored

Note, saving a setup to an already allocated setup #, prompts the message in the MATRIX Display:

Setup already exists
Press TAKE to overwrite

Pressing the TAKE button replaces the stored setup with the current setup. Alternatively, press a different OUT button to change the setup #.

¹ However, pressing # 3 followed by the TAKE button will also enter the # 3

7.2.4.2 Recalling Setups (Revised)

To recall a setting, do the following:

1. Press the *RCL* button.

The Displays show the messages:

Enter SETUP number	RECALL
use two digit # 01-99	# xy

Where xy are the OUT buttons.

2. Press the appropriate two OUT buttons, using the OUTkeys # 1 to 9, and 10 (for 0). The OUTkeys function on a decimal-basis, and not on a positional-basis. For example, to enter the # 14, press # 1 followed by # 4 (not # 14). To enter the # 3, press # 10 followed by # 3¹. The memory recalls the setup. The MATRIX Display shows the blinking setup and the TAKE LED blinks. The STATUS Display shows the message:

SETUP # xy
Load ?

Where xy are the OUT buttons.

3. Preview the setup to decide whether to implement it. If not, you can scan the other setups, by pressing different OUT buttons. To stop previewing the setups, press a non-relevant button, for example, an IN button.
4. Press the TAKE button.
The specific setup is implemented.

If trying to recall an empty setup², the MATRIX Display would show a message saying that that particular setup is empty and would return you to step 1 above.

¹ However, pressing # 3 followed by the TAKE button will also enter the # 3

² That is, a setup # for which no setup is actually stored