



OHM⁶⁴



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[92] Storage A Mode	[94] Storage B Mode
[1] – [60] Storage Place A1 – A60	[1] – [60] Storage Place B1 – B60
[95] Skip Layer UP in Effect A	[95] Skip Layer UP in Effect B
[96] Speed Master A PAUSE permanently	[96] Speed Master B PAUSE permanently
[97] Storage Place A DOWN	[97] Storage Place B DOWN
[98] Storage Place A UP	[98] Storage Place B UP

[61] Fade Type UP/DOWN	[73] Freeze Main Output On/Off	[84] Opacity Layer 1 (A/B)
[62] Fade Time	[74] Autofade	[85] Opacity Layer 2 (A/B)
[63] Master Fader	[75] Cue List Go	[86] Opacity Layer 3 (A/B)
[64] Audio Level	[76] Cue List Back	[87] Opacity Layer 4 (A/B)
[65] Color-fade color RED	[77] Cue List Open/Close	[88] Blind Mode Layer 1 (A/B)
[66] Color-fade color GREEN	[78] Cue List Play/Stop	[89] Blind Mode Layer 2 (A/B)
[67] Color-fade color BLUE	[79] Blackout	[90] Blind Mode Layer 3 (A/B)
[68] Color-fade color WHITE	[80] Submaster Storage A	[91] Blind Mode Layer 4 (A/B)
[69] Color Filter color RED	[81] Speed Master Storage A	[93] Crossfader
[70] Color Filter color GREEN	[82] Speed Master Storage B	
[71] Color Filter color BLUE	[83] Submaster Storage B	
[72] Color Filter color WHITE		