[SHIFT] + [Assign] (channel 1)   To the ASSIGN setting page
[SHIFT] + [V. Track] (channel 2)   To the V-Track setting page
[SHIFT] + [EQ Low] (channel 3)   To the EQ low setting page
[SHIFT] + [EQ Mid] (channel 4)   To the EQ mid setting page (if using 3-band EQ)…setting 3-band EQ is in Master Block
[SHIFT] + [EQ High] (channel 5)   To the EQ high setting page
[SHIFT] + [AUX Send] (channel 6)   To the AUX switch setting page
[SHIFT] + [EFFECT-1] (channel 7)   To the EFFECT-1 setting page
[SHIFT] + [EFFECT-2] (channel 8)   To the EFFECT-2 setting page

[STATUS] + SELECT button   Select source to be recorded on the track (when in Fader/Edit Orange)
[STATUS] + SELECT button   Select track to be recorded on the track (aka Track Bouncing) (when in Fader/Edit Green)
[STATUS] + SELECT button   Select effect return and stereo in to be recorded on the track (when in Fader/Edit Red)

[AUTOMIX] + SELECT button   Select whether Automix will be recorded/played/ignored for each channel (when Automix is "on")

[SHIFT] + [EZ ROUTING (SOLO)]   Toggle Solo mode on/off

[SHIFT] + [FADER (EDIT)]   To the MASTER BLOCK page

[SHIFT] + [SYSTEM]   Toggle the SYNC SOURCE between INT and EXT
[SHIFT] + [SONG]   Display information about the currently loaded song
[SHIFT] + [EFFECT]   Switch between the effect select page, effect name page, and effect on/off page

[SHIFT] + [ZERO (STORE)]   Save the song to disk
[SHIFT] + [REW (SONG TOP)]   Move to beginning of song
[SHIFT] + [FF (SONG END)]   Move to end of song
[SHIFT] + [STOP (SHUT/EJECT)]   Shutdown
[SHIFT] + [PLAY (RESTART)]   Restart (after a Shutdown)
[REC] + [STATUS]   Switch the track status to REC (track STATUS indicator blinks red)
[STOP] + [STATUS]   Switch the track status to PLAY (track STATUS indicator blinks green)

LOCATOR Buttons

[SHIFT] + LOC button	Register a locator point on locators 5-8 (non-SHIFT registers on locator 1-4)
[CLEAR] + LOC button	Clear a locator (1-4)
[SHIFT] + [CLEAR] + LOC button	Clear a locator (5-8)
[CLEAR] + [TAP]	Clear the marker (only when current time point is at a marker)
[SHIFT] + [CLEAR] + [TAP]	Clear all markers
[SONG] + [TAP]	Place a marker for audio CD track number
[SONG] + [PREVIOUS]	Move to the previous track number marker
[SONG] + [NEXT]	Move to the next track number marker
[LOCATOR] + [LOC1]-[LOC4]	Switch locator banks (4 banks aviavable, 8 locator points per bank)
[TRACK] + [LOC1]	Enters the current time as the track edit "St" (start point)
[TRACK] + [LOC2]	Enters the current time as the track edit "Frm" (from point)
[TRACK] + [LOC3]	Enters the current time as the track edit "End" (end point)
[TRACK] + [LOC4]	Enters the current time as the track edit "To" (to point)
[SHIFT] + [TAP]	To the Tempo Map setting page

AUTOMIX Buttons

[AUTOMIX] + [TAP]	Execute Snapshot (when Automix is "on')
[AUTOMIX] + [PREVIOUS]	Gradation to mixer setting of previous marker (when Automix is "on")
[AUTOMIX] + [NEXT]	Gradation to mixer setting of next marker (when Automix is "on")
[AUTOMIX] + [REC]	Automix Realtime recording (when Automix is "on")

OTHER

[SHIFT] + [PLAY(DISPLAY)]	Switch the bar display (prefader, postfader, playlist, fader/pan)
[SHIFT] + [AUTOMIX(VARI-PITCH)]	Toggle Vari-Pitch on/off
[SHIFT] + [UNDO]	REDO
[SHIFT] + [SCENE]	Transmit the condition of the mixer as MIDI data from the MIDI out connector
[SHIFT] + [SCRUB]	To the Scrub length setting page
[SHIFT] + [TO]	To the Preview length setting page
[SHIFT] + [FROM]	To the Preview length setting page

[SHIFT] + CURSOR [<]	When modifying the time, move the cursor left
[SHIFT] + CURSOR [>]	When modifying the time, move the cursor right
[SHIFT] + PARAMETER [<<]	Select previous effect parameter (when editing an effect)
[SHIFT] + PARAMETER [>>]	Select next effect parameter (when editing an effect)
[TO] + [FROM]	Execute Preview-Thru
STATUS button + [CLEAR]	Clear all routings
[PLAY] + TIME/VALUE dial	To the Display Contrast setting page
[SHIFT] + TIME/VALUE dial	Modify the value at 10 times the usual speed/setting
	In Play condition, move the current time in 10-frame units
	In Play condition, when viewing subframes (<-- is displayed at the beginning of the time code display), move the current time in units of approximately 1/100th of a frame (a subframe)