Footswitch indicator rings

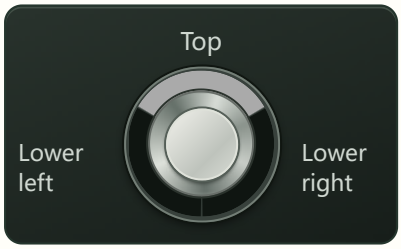
With the panel facing you, each footswitch ring is split into three arcs - top, lower left and lower right - set in an upright triangle. On the play screen, the lit arc and its colour tell you what a short press of that footswitch will do.

Module on/off

Only the top arc lights up, and its colour matches the module being switched.



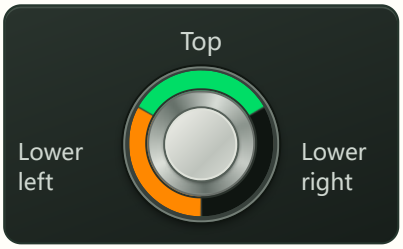
For AMP the top arc lights blue, the same colour whether the module is on or off.



When one footswitch drives several modules, the top arc lights grey.

Functions with state

The lower left arc names the function, the top arc shows its current state.



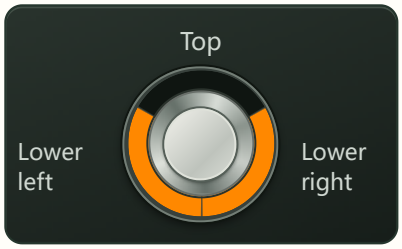
Orange in the lower left arc means the drum machine; green in the top arc means it is playing.



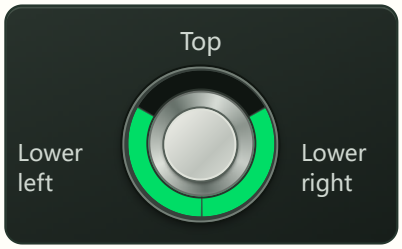
The lower left arc stays orange while the top arc turns dark grey to show playback has stopped.

Screen shortcuts

The lower left and lower right arcs light together in the same colour.



Both lower arcs glow orange: a short press opens the drum machine screen.



Both lower arcs glow green: a short press opens the tuner.

Preset List

Four sounds per bank. You can keep playing while you page through banks; the sound changes only when you press the footswitch for the target slot.

On the hardware

Enter / exit the list `FS2` + `CtrlA` Previous bank `FS1` + `FS2` Next bank `CtrlA` + `CtrlB`

These combinations are pressed together under the default settings. To pick a sound inside a bank, short-press its own footswitch.

A FS1 **B** FS2 **C** CtrlA **D** CtrlB

Presets 001-160 make 40 banks; snapshots S1-S8 make 2 more. Paging wraps within the current type.



`026 · Edge of Breakup`

Slot B of bank 07 is in use. The whole ring on FS2 glows mint green; the other three rings are dark.



`BANK 08 · PENDING`

Short-press CtrlA + CtrlB together to browse to bank 08. All four rings flash blue in sync, and you can keep playing 026 from bank 07.



`031 · Glass Lead`

Short-press CtrlA to select 031 in slot C. The screen returns to ACTIVE BANK and the whole ring on CtrlA glows in that sound's purple.

Screens are MK300 Ver 076 renderings; sound names and colours are for illustration only.

踩钉指示灯

面对面板，踩钉灯环分为正上、左下和右下三段，呈正三角排列。在演奏页，灯位和颜色提示踩钉的短按功能。

模块开关

只亮正上方的一段，颜色对应所控制的模块。



控制 AMP 时，上方灯段亮蓝色，开启和关闭时同色。



同一个踩钉控制多个模块时，上方灯段亮灰色。

带状态的功能

左下灯段表示功能，上方灯段显示当前状态。



左下灯段的橙色表示鼓机，上方灯段的绿色表示正在播放。



左下灯段仍为橙色，上方灯段变为深灰色表示已停止。

界面入口

左下段和右下段同时点亮，颜色相同。



下方两段亮橙色，短按此踩钉可打开鼓机页。



下方两段亮绿色，短按此踩钉可打开调音器。

Preset List 预设列表

每组四个音色。翻组时可继续演奏，踩下目标音色对应的踩钉才会切换。

实机操作

进入 / 退出列表 `FS2` + `CtrlA`　浏览上一组 `FS1` + `FS2`　浏览下一组 `CtrlA` + `CtrlB`

以上组合键按默认设置同时短按。选择组内音色时，短按对应的踩钉。

A FS1　**B** FS2　**C** CtrlA　**D** CtrlB

普通预设 001–160 共 40 组，快照 S1–S8 共 2 组。翻组在当前类型内循环。



`026 · Edge of Breakup`

第 7 组的 B 位正在使用。FS2 的整圈灯环亮薄荷绿色，其余三个灯环熄灭。



`BANK 08 · PENDING`

同时短按 CtrlA + CtrlB 浏览第 8 组。四个踩钉的灯环同步闪蓝光，仍可用第 7 组的 026 演奏。



`031 · Glass Lead`

短按 CtrlA 选定 C 位的 031。屏幕回到 ACTIVE BANK，CtrlA 的整圈灯环亮起这个音色的紫色。

图中为 MK300 Ver 076 界面渲染示例，音色名称和颜色用于演示。