

i2c Address list (continue'd)

Receive 29 bites for Recalling the Scene Memory

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case 0xF0: // 2 voice mode
    transition_aa = (value2 << 8) + value3; // tra_a = transition_aa;
    attack1      = (value4 << 8) + value5; // atk1  = attackB1;
    LFO1         = (value6 << 8) + value7; // lfom1  = LFOB1;
    pot00ha      = (value8 << 8) + value9; // lpf_a  = pot00ha;
    pot00ia      = (value10 << 8) + value11; // lpfSpd_a = pot00ia;
    pot00ja      = (value12 << 8) + value13; // lpf2_a  = pot00ja;
    pot00ka      = (value14 << 8) + value15; // lpf2Spd_a = pot00ka;
    pot00la      = (value16 << 8) + value17; // lpfWf_a  = pot00la;
    pot00ma      = (value18 << 8) + value19; // lpf2Wf_a = pot00ma;
    pot00ra      = (value20 << 8) + value21; // fdbk_a  = pot00ra;
    pot00na      = value22; // lpfSW_a  = pot00na;
    pot00oa      = value23; // lpf2SW_a = pot00oa;
    exB1         = value24; // ex1     = exB1;
    op3SelectBa  = value25; // op3_a   = op3SelectBa;
    arp2a        = value26; // arptn_a = arp2a;
    arpSpdBa     = value27; // spd_a   = arpSpdBa;
    arpNotes_aa  = value28; // apnote_a = arpNotes_aa;
    addr1aa     = value29; // waves_a = addr1aa;

    break;

case 0xF1: // 3 voice mode
    transition_ab = (value2 << 8) + value3; // tra_b = transition_ab;
    attack2       = (value4 << 8) + value5; // atk2  = attackB2;
    LFO2          = (value6 << 8) + value7; // lfom2  = LFOB2;
    pot00hb       = (value8 << 8) + value9; // lpf_b  = pot00hb;
    pot00ib       = (value10 << 8) + value11; // lpfSpd_b = pot00ib;
    pot00jb       = (value12 << 8) + value13; // lpf2_b  = pot00jb;
    pot00kb       = (value14 << 8) + value15; // lpf2Spd_b = pot00kb;
    pot00lb       = (value16 << 8) + value17; // lpfWf_b  = pot00lb;
    pot00mb       = (value18 << 8) + value19; // lpf2Wf_b = pot00mb;
    pot00rb       = (value20 << 8) + value21; // fdbk_b  = pot00rb;
    pot00nb       = value22; // lpfSW_b  = pot00nb;
    pot00ob       = value23; // lpf2SW_b = pot00ob;
    exB2          = value24; // ex1     = exB2;
    op3SelectBb  = value25; // op3_b   = op3SelectBb;
    arp2b         = value26; // arptn_b = arp2b;
    arpSpdBb     = value27; // spd_b   = arpSpdBb;
    arpNotes_ab  = value28; // apnote_b = arpNotes_ab;
    addr1ab     = value29; // waves_b = addr1ab;

    break;
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