

i2c Address list (continue'd)

Receive 29 bites for Recalling the Scene Memory

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case 0xF2: // 4 voice mode
    transition_ac = (value2 << 8) + value3; // tra_c      = transition_ac;
    attack3       = (value4 << 8) + value5; // atk3       = attackB3;
    LFO3          = (value6 << 8) + value7; // lfom3      = LFOB3;
    pot00hc       = (value8 << 8) + value9; // lpf_c      = pot00hc;
    pot00ic       = (value10 << 8) + value11; // lpfSpd_c   = pot00ic;
    pot00jc       = (value12 << 8) + value13; // lpf2_c     = pot00jc;
    pot00kc       = (value14 << 8) + value15; // lpf2Spd_c  = pot00kc;
    pot00lc       = (value16 << 8) + value17; // lpfWf_c    = pot00lc;
    pot00mc       = (value18 << 8) + value19; // lpf2Wf_c   = pot00mc;
    pot00rc       = (value20 << 8) + value21; // fdbk_c     = pot00rc;
    pot00nc       = value22; // lpfSW_c    = pot00nc;
    pot00oc       = value23; // lpf2SW_c   = pot00oc;
    exB3          = value24; // ex3        = exB3;
    op3SelectBc   = value25; // op3_c      = op3SelectBc;
    arp2c         = value26; // arptn_c    = arp2c;
    arpSpdBc      = value27; // spd_c      = arpSpdBc;
    arpNotes_ac   = value28; // apnote_c   = arpNotes_ac;
    addr1ac       = value29; // waves_c    = addr1ac;

    break;

case 0xF3: // 5 voice mode
    transition_ad = (value2 << 8) + value3; // tra_d      = transition_ad;
    attack4       = (value4 << 8) + value5; // atk4       = attackB4;
    LFO4          = (value6 << 8) + value7; // lfom4      = LFOB4;
    pot00hd       = (value8 << 8) + value9; // lpf_d      = pot00hd;
    pot00id       = (value10 << 8) + value11; // lpfSpd_d   = pot00id;
    pot00jd       = (value12 << 8) + value13; // lpf2_d     = pot00jd;
    pot00kb       = (value14 << 8) + value15; // lpf2Spd_d  = pot00kd;
    pot00ld       = (value16 << 8) + value17; // lpfWf_d    = pot00ld;
    pot00md       = (value18 << 8) + value19; // lpf2Wf_d   = pot00md;
    pot00rd       = (value20 << 8) + value21; // fdbk_d     = pot00rd;
    pot00nd       = value22; // lpfSW_d    = pot00nd;
    pot00od       = value23; // lpf2SW_d   = pot00od;
    exB4          = value24; // ex4        = exB4;
    op3SelectBd   = value25; // op3_d      = op3SelectBd;
    arp2d         = value26; // arptn_d    = arp2d;
    arpSpdBd      = value27; // spd_d      = arpSpdBd;
    arpNotes_ad   = value28; // apnote_d   = arpNotes_ad;
    addr1ad       = value29; // waves_d    = addr1ad;

    break;
```