

i2c Address list (continue'd)

2 bites			
Description	Parameter	1st bite	2nd bite
Voicing Selector	addr2q	0x8A	value % 66
Auto Fade mode	flag_Fade	0x8B	bool
LFO activation / Offset ADDR on Chord group	pot0	0x8C	value (% 35)
Freez Mode Activation	flag_Freez	0x8D	bool
Looper Start REC	looperSW	0x8E	bool
Waveform Edit Parameter	mode6	0x8F	value % 10
Exciter Parameter Select	mode7	0x90	value % 9
Pitch Shift Switch1	up_shift	0x91	bool
Pitch Shift Switch2	up_shift2	0x92	bool
Pitch Shift Switch3	up_shift3	0x93	bool
Pitch Shift Switch4	up_shift4	0x94	bool

3 bites			
Description	Parameter	1st bite	2nd & 3rd bite
Transition Control	transition_aa to ae	0x05~0x45	value
Transition Control	transition_a1 to a8	0x55	value
LPF1/2 Modulation Depth	pot00ha to hf1	0x0B~5B	value & 0x03FF
LPF1/2 Modulation Speed	pot00ia to if1	0x0A~5A	value & 0x03FF
LPF3/4 Modulation Depth	pot00j	0x8B	value & 0x03FF
LPF3/4 Modulation Depth	pot00k	0x8C	value & 0x03FF
LPF1/2 Mod Waveform	pot00l	0x8D	value (% 4)
LPF3/4 Mod Waveform	pot00m	0x8E	value (% 4)
CombFilter Feedback	pot00r	0x8F	value & 0x007F
Pitch Value	add_val_f	0x80	value & 0xFFFF
Volume Value	vol_16a	0x81	value & 0xFFFF

*Global Controller

Transmit 2 bites
<pre>uint8_t data[2]{}; data[0] = 0x00; // transmit data data[1] = arp2a; // transmit data esp_now_send(slaveAddress, &*data, sizeof(data));</pre>

Transmit 3 bites
<pre>uint8_t data[3]{}; data[0] = 0x05; // transmit data data[1] = (transition_3 & 0x0700) >> 8; data[2] = transition_3 & 0x00ff; esp_now_send(slaveAddress, &*data, sizeof(data));</pre>