



1. **Sustain Button** – This button continues notes that are playing when depressed, or are played while depressed, until it is released.
2. ***Ribbon Controller** – Touch-sensitive strip that sends MIDI messages.
3. **Octave Down** – Press this button to shift the KEYBOARD's octave range down.
4. **Octave Up** – Press this button to shift the KEYBOARD's octave range up.
5. ***Ribbon Control Buttons** – Sets the type of MIDI message to be sent by the Ribbon Controller.
6. **Pitch Wheel** – Transmits MIDI Pitch Bend information to raise or lower the pitch of a note temporarily.
7. ***Slider** – Sends MIDI data for the currently assigned parameter.
8. ***Keyboard Zone Buttons** – Press these buttons to enter the various Keyboard zones.
9. **Keyboard** – Velocity-sensitive keys with aftertouch for sending MIDI notes. Use the keys to manually enter values in Patch Edit mode.
10. **Display** – Shows the data, values, settings, and various Vortex functions.
11. ***Start/Stop Button** – Transport control button to toggle MIDI Start/Stop message. The LED will light up when a Play command is sent and will turn off when a Stop command is sent.
12. **Program Change Up/Down** – Sends program change messages to your computer software or MIDI device. Hold either button to scroll through 10 programs at a time.
Note: Vortex will not send a program change message until the Up/Down buttons are released.
13. **Patch Edit Button** – Press this button to toggle between Edit and Performance Mode.
Note: The three Patch Select LEDs will be lit when in this mode.
14. **Patch Select** – Press and use the drum pads to select onboard patches. The pad of the currently selected patch will light up.
15. ***Knobs** – Sends various MIDI messages when turned. Each knob can be individually assigned to a different MIDI parameter.
16. ***Trigger/Drum Pads** – Press the pads to send MIDI messages or use the Patch Select button along with the pads to select onboard patches.
17. **Strap Button** – Use the included guitar-style strap for added stability when playing.