Potob Porometers with NP	DNI Vol	uoo NO	TE: This does not include global / quotom parameters, which also have NPPN values	
Patch Parameters with NR. Name	CC CC	NRPN	TE: This does not include global / system parameters, which also have NRPN values Range and NRPN Display Instructions	
Name		INDEN	IMPORTANT NOTE 1. If a line is blank, look for the first numbered version of that parameter. For example, liGostep14 is blank: instead you should see lifot step1.	
			IMPORTANT NOTE 2. Often this column refers to a table written in ALL CAPS. WITH. UNDERSCORES: for example oscitype below (row 10) refers to OSC, WAVES. You can find these tables in Edisyn's ASMHydraynth, java file.	
osc1mode		0x3F 0x18	MSB = Osc [0,2] LSB = [0,1]	
osc2mode		0x3F 0x18		
osc3mode		0x3F 0x18		
osc1semi		0x3F 0x11	MSB = Osc [0,2] LSB = [-36,+36] 1-byte 2's Complement. Thus the LSB goes 0=0, 1=1, 2=2,, 36=36, then 92=-36, 93=-35,, 127=-1	
osc2semi		0x3F 0x11	00-00, then 22-00, 30-00,, 127-1	
osc3semi		0x3F 0x11		
osc1type		0x3F 0x19	[0-218] OSC_WAVES	
osc1cent	0x6F	0x41 0x01	[-50,+50] 2-byte 2's Complement. Thus it goes 0=0, 1=1, 2=2,, 50=50, then 8141 = -50, 8142 = -49,, 8191 = -1	
osc1keytrack		0x3F 0x54	[0,200] Display as "x%"	
osc1wavscan	0x18	0x41 0x2A	[0.8192] seemingly only output in increments of 8, and displayed as [1.0,8.0] in increments of 0.1. To display: if 8192, display 8.0. Else divide by 117.03 or so (cutting into 70 even pieces). Then ROUND to nearest integer 0.7. Then add 10 (1080), then divide by 10. The Hydrasynth seems to round 0.5 towards even.	
osc1wavescanwave1		0x3F 0x60	[0-218] OSC_WAVES	
osc1wavescanwave2		0x3F 0x61	[0-220] "Off", "Silence", THEN OSC_WAVES	
osc1wavescanwave3		0x3F 0x62	[0-220] "Off", "Silence", THEN OSC_WAVES	
osc1wavescanwave4		0x3F 0x63 0x3F 0x64	[0-220] "Off", "Silence", THEN OSC_WAVES [0-220] "Off", "Silence", THEN OSC_WAVES	
osc1wavescanwave6		0x3F 0x65	[0-220] 'Off', "Silence", THEN OSC_WAVES	
osc1wavescanwave7		0x3F 0x66	[0-220] "Off", "Silence", THEN OSC_WAVES	
osc1wavescanwave8		0x3F 0x67	[0-220] "Off", "Silence", THEN OSC_WAVES	
osc2type		0x3F 0x1A		
osc2cent	0x70	0x41 0x02		
osc2keytrack		0x3F 0x55		
osc2wavscan	0x1A	0x41 0x2B		
osc2wavescanwave1		0x3F 0x68 0x3F 0x69		
osc2wavescanwave2		0x3F 0x69		
osc2wavescanwave4		0x3F 0x6B		
osc2wavescanwave5		0x3F 0x6C		
osc2wavescanwave6		0x3F 0x6D		
osc2wavescanwave7		0x3F 0x6E		
osc2wavescanwave8		0x3F 0x6F		
osc3type		0x3F 0x0D		
osc3cent	0x71	0x41 0x03		
osc3keytrack mutator1mode		0x3F 0x56 0x3F 0x21	MSB = 0x0 LSB = [0, 7] "FM-Linear", "WavStack", "Osc Sync", "PW-Orig", "PW-Sqeez", "PW-ASM", "Harmonic", "PhazDiff"	
mutator2mode		0x3F 0x21		
mutator3mode		0x3F 0x21		
mutator4mode mutator1sourcefmlin		0x3F 0x21 0x3F 0x24	MSB = 0x0 LSB = [0, 12] Sine Triangle Osc1 Osc2 Osc3 RingMod Noise Mutant1 Mutant2 Mutant4 ModIn1 ModIn2	
mutator2sourcefmlin		0x3F 0x24	TO COLOR TO	
mutator3sourcefmlin		0x3F 0x24 0x3F 0x24		
mutator4sourcefmlin mutator1sourceoscsync		0x3F 0x24	MSB = 0x0 LSB = [0,2] Osc1 Osc2 Osc3	
mutator1sourceoscsync mutator2sourceoscsync		0x3F 0x22		
mutator3sourceoscsync		0x3F 0x22		
mutator4sourceoscsync		0x3F 0x22		
mutator fratio	0x1D	0x41 0x2C	[0,8192] seemingly only output in increments of 8, for a total of 1025 vals (01025). Displayed as: 85	
mutator1depth	0x1E	0x40 0x1F	uns is couse. [0.8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even.	
mutator1wet	0x1F	0x40 0x22	[0,8192] seemingly only output in increments of 8, and displayed as [0%,100%] in increments of 1. To display: if 8192, display 100. Else divide by 81.92 (cutting into 100 even pieces). Then FLOOR to nearest integer 0100.	
mutator1feedback		0x40 0x25	[0,8192] seemingly only output in increments of 8, and displayed as [0%,150%] in increments of 1. To display: if 8192, display 150. Else divide by 54.613333 (cutting into 150 even pieces). Then FLOOR to nearest integer 0150.	

mutator1window				
		0x40 0x1C	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if \$192\$, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then CVIII/D to appear to recent 0.199. Then divide by 4.0. The higher than the page to the pieces.	
			ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even.	
mutator1warp1		0x40 0x60	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5	
			towards even.	
mutator1warp2		0x40 0x61		
mutator1warp3		0x40 0x62		
mutator1warp4		0x40 0x63		
mutator1warp5		0x40 0x64		
mutator1warp6		0x40 0x65		
mutator1warp7		0x40 0x66		
mutator1warp8 mutator2ratio	0x21	0x40 0x67 0x41 0x2D		
mutator2depth	0x22	0x40 0x20		
mutator2wet	0x23	0x40 0x23		
mutator2feedback	UNZU	0x40 0x26		
mutator2window		0x40 0x1D		
mutator2warp1		0x40 0x68		
mutator2warp2		0x40 0x69		
mutator2warp3		0x40 0x6A		
mutator2warp4		0x40 0x6B		
mutator2warp5		0x40 0x6C		
mutator2warp6		0x40 0x6D		
mutator2warp7		0x40 0x6E		
mutator2warp8		0x40 0x6F		
mutator3ratio	0x24	0x41 0x2E		
mutator3depth	0x25	0x40 0x21		
mutator3wet	0x27	0x40 0x24		
mutator3feedback		0x40 0x27		
mutator3window		0x40 0x1E		
mutator3warp1		0x40 0x70		
mutator3warp2		0x40 0x71		
mutator3warp3		0x40 0x72		
mutator3warp4		0x40 0x73		
mutator3warp5		0x40 0x74		
mutator3warp6		0x40 0x75		
mutator3warp7		0x40 0x76		
mutator3warp8		0x40 0x77		
mutator4ratio	0x28	0x41 0x2F		
mutator4depth	0x29	0x40 0x16		
mutator4wet	0x2A	0x40 0x17		
mutator4feedback		0x40 0x1B		
mutator4window		0x40 0x1A		
mutator4window mutator4warp1		0x40 0x1A 0x40 0x78		
mutator4window mutator4warp1 mutator4warp2		0x40 0x1A 0x40 0x78 0x40 0x79		
mutator4window mutator4warp1 mutator4warp2 mutator4warp3		0x40 0x1A 0x40 0x78 0x40 0x79 0x40 0x7A		
mutator4window mutator4warp1 mutator4warp2 mutator4warp3 mutator4warp4		0x40 0x1A 0x40 0x78 0x40 0x79 0x40 0x7A 0x40 0x7B		
mutator4window mutator4warp1 mutator4warp2 mutator4warp3 mutator4warp4 mutator4warp5		0x40 0x1A 0x40 0x78 0x40 0x79 0x40 0x7A 0x40 0x7B 0x40 0x7C		
mutator4window mutator4warp1 mutator4warp2 mutator4warp3 mutator4warp4 mutator4warp5 mutator4warp6		0x40 0x1A 0x40 0x78 0x40 0x79 0x40 0x7A 0x40 0x7B 0x40 0x7C 0x40 0x7D		
mutator4window mutator4warp1 mutator4warp2 mutator4warp3 mutator4warp4 mutator4warp5		0x40 0x1A 0x40 0x78 0x40 0x79 0x40 0x7A 0x40 0x7B 0x40 0x7C 0x40 0x7D 0x40 0x7D		
mutator4window mutator4warp1 mutator4warp2 mutator4warp3 mutator4warp4 mutator4warp5 mutator4warp6 mutator4warp7		0x40 0x1A 0x40 0x78 0x40 0x79 0x40 0x7A 0x40 0x7B 0x40 0x7C 0x40 0x7D	[0,6] White Pink Brown Red Blue Violet Grey	
mutator4window mutator4warp1 mutator4warp2 mutator4warp3 mutator4warp4 mutator4warp5 mutator4warp5 mutator4warp7 mutator4warp8	0x2B	0x40 0x1A 0x40 0x78 0x40 0x79 0x40 0x7A 0x40 0x7B 0x40 0x7C 0x40 0x7D 0x40 0x7E 0x40 0x7F	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 0.	
mutator4window mutator4warp1 mutator4warp2 mutator4warp3 mutator4warp4 mutator4warp5 mutator4warp6 mutator4warp7 mutator4warp8 noisetype ringmoddepth	0x2B	0x40 0x1A 0x40 0x78 0x40 0x79 0x40 0x7A 0x40 0x7B 0x40 0x7C 0x40 0x7C 0x40 0x7C 0x40 0x7E 0x40 0x7F 0x40 0x7F 0x40 0x03	[0.8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even.	
mutator4window mutator4warp1 mutator4warp2 mutator4warp3 mutator4warp4 mutator4warp5 mutator4warp6 mutator4warp7 mutator4warp8 noisetype ringmoddepth	0x2B	0x40 0x1A 0x40 0x78 0x40 0x79 0x40 0x7A 0x40 0x7B 0x40 0x7C 0x40 0x7C 0x40 0x7C 0x40 0x7F 0x40 0x7F 0x40 0x3F 0x3F 0x26	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 0.	
mutator4window mutator4warp1 mutator4warp2 mutator4warp3 mutator4warp4 mutator4warp5 mutator4warp6 mutator4warp7 mutator4warp8 noisetype ringmoddepth		0x40 0x1A 0x40 0x78 0x40 0x79 0x40 0x7A 0x40 0x7B 0x40 0x7C 0x40 0x7C 0x40 0x7C 0x40 0x7E 0x40 0x7F 0x40 0x7F 0x40 0x03	[0.8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even.	
mutator4window mutator4warp1 mutator4warp2 mutator4warp3 mutator4warp4 mutator4warp6 mutator4warp6 mutator4warp7 mutator4warp8 noisetype ringmoddepth ringmodsource1 ringmodsource2		0x40 0x1A 0x40 0x78 0x40 0x79 0x40 0x7A 0x40 0x7A 0x40 0x7C 0x40 0x7D 0x40 0x7E 0x40 0x7F 0x3F 0x27 0x40 0x7F 0x3F 0x27	[0.8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. MSB = Source Num [0, 1] LSB = [0,9] RING_MOD_SOURCES [0.8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1 To display: 18.92 display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, and displayed as [-6.4.0.64.0] in increments of 0.1 To display: 16.92 (sisplay 64.0. Else divide by 10. The Hydrasynth seems to round 0.5 towards even.	
mutator4window mutator4warp1 mutator4warp2 mutator4warp3 mutator4warp4 mutator4warp5 mutator4warp6 mutator4warp7 mutator4warp7 mutator4warp8 noisetype ringmoddepth ringmodsource1 ringmodsource2 mixerosc1vol	0x2C	0x40 0x1A 0x40 0x78 0x40 0x79 0x40 0x7A 0x40 0x7B 0x40 0x7C 0x40 0x7C 0x40 0x7E 0x40 0x7F 0x40 0x7F 0x3F 0x27 0x40 0x03	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. MSB = Source Num [0, 1] LSB = [0,9] RING_MOD_SOURCES [0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0,8192] seemingly only output in increments of 8, and displayed as [-64.0,64.0] in increments of 1.0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then	
mutator4window mutator4warp1 mutator4warp2 mutator4warp3 mutator4warp4 mutator4warp5 mutator4warp6 mutator4warp6 mutator4warp8 noisetype ringmoddepth ringmodsource1 ringmodsource2 mixerosc1vol mixerosc1pan	0x2C 0x2D	0x40 0x1A 0x40 0x78 0x40 0x79 0x40 0x7A 0x40 0x7E 0x40 0x7C 0x40 0x7E 0x40 0x7E 0x40 0x7E 0x40 0x7E 0x40 0x7F 0x3F 0x27 0x40 0x03 0x3F 0x26 0x3F 0x26 0x3F 0x26 0x40 0x07	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then rivide by 10. The Hydrasynth seems to round 0.5 towards even. MSB = Source Num [0, 1] LSB = [0,9] RING_MOD_SOURCES [0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0,8192] seemingly only output in increments of 8, and displayed as [64.0,64.0] in increments of 0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then subtract 640. Then ROUND to nearest integer -640640. Then divide by 10. The Hydrasynth seems to cound 0.5 towards even. [0,8192] seemingly only output in increments of 8, and displayed as [64.0,64.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1290 even pieces). Then subtract 640. Then ROUND to nearest integer -640640. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0,8192] seemingly only output in increments of 8, and displayed as [61.00, 100.0] in increments of 1. To display: if 8192, display 128.0. Else divide by 8.1 82 (cutting into 100 even pieces). Then	
mutator4window mutator4warp1 mutator4warp2 mutator4warp3 mutator4warp4 mutator4warp5 mutator4warp6 mutator4warp7 mutator4warp8 noisetype ringmoddepth ringmodsource1 ringmodsource2 mixerosc1pan mixerosc1pan	0x2C 0x2D 0x76	0x40 0x1A 0x40 0x78 0x40 0x79 0x40 0x7A 0x40 0x7B 0x40 0x7C 0x40 0x7C 0x40 0x7E 0x40 0x7F 0x40 0x7F 0x3F 0x27 0x40 0x03 0x3F 0x26 0x40 0x07 0x40 0x07	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then rivide by 10. The Hydrasynth seems to round 0.5 towards even. MSB = Source Num [0, 1] LSB = [0,9] RING_MOD_SOURCES [0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0,8192] seemingly only output in increments of 8, and displayed as [64.0,64.0] in increments of 0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then subtract 640. Then ROUND to nearest integer -640640. Then divide by 10. The Hydrasynth seems to cound 0.5 towards even. [0,8192] seemingly only output in increments of 8, and displayed as [64.0,64.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1290 even pieces). Then subtract 640. Then ROUND to nearest integer -640640. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0,8192] seemingly only output in increments of 8, and displayed as [61.00, 100.0] in increments of 1. To display: if 8192, display 128.0. Else divide by 8.1 82 (cutting into 100 even pieces). Then	
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			,	
mixerfilterrouting		0x3F 0x2C		
filter1 position of drive		0x3F 0x29	[0,1] "Pre", "Post"	
filter1 cutoff	0x4A	0x40 0x28	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even.	
filter1 drive	0x32	0x40 0x2B	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even.	
filter1resonance	0x47	0x40 0x29	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even.	
filter1 special		0x40 0x2A	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 0.1280. Then divide by 10. The Hydraynth seems to round 0.5 towards even. This is Vowel Formant Control, labelled "Control" on the synth.	
filter1keytrack	0x33	0x41 0x66	[0,8192] seemingly only output in increments of 8, and displayed as [-200%,200%] in increments of 1. To display; if 8192, display 200%. Else divide by 20.48 (cutting into 400 even pieces). Then FLOOR to integer 0400. Then subtract 200.	
filter1lfo1amount	0x34	0x41 0x60	[0,8192] seemingly only output in increments of 8, and displayed as [-64.0,64.0] in increments of 0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 towards even.	
filter1 type		0x3F 0x2E 0x3F 0x28	[0,7] "AEIOU", "AIUEO", "AUIOE", "AOUIE", "IOUAE", "UEAOI", "IOEAU", "UEAO", "IOEAU", "UEAO" [0-15] FILTER_1_TYPES. Note that "vowel" is in the wrong place. It is in the middle of the range at position 10, but appears last in the Hydrasynth's menu. This is likely because in an earlier incarnation, there were only 11 filter types (see ASM's NRPN comments), and then 4 more filter types were added afterwards.	
filter1 velenv	0x35	0x41 0x69	[0,8192] seemingly only output in increments of 8, and displayed as [-64.0,64.0] in increments of 0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 towards even.	
filter1env1amount	0x36	0x41 0x61	[0.8192] seemingly only output in increments of 8, and displayed as [-64.0,64.0] in increments of 0.1. To display: if \$192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 0.1280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 towards even.	
filter2positionofdrive		0x3F 0x2B	[0,1]? THIS PARAMETER DOES NOT EXIST. Perhaps was removed?	
filter2cutoff	0x37	0x40 0x2C		
filter2resonance	0x38	0x40 0x2D		
filter2morph	0x39	0x40 0x2E	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of	
·			0.1 To display: if \$192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even.	
filter2keytrack	0x3A	0x41 0x67		
filter2lfo1amount	0x3B	0x41 0x62		
filter2velenv	0x3C	0x41 0x6A		
filter2env1amount	0x3D	0x41 0x63		
filter2type		0x3F 0x23	[0,1] "LP-BP-HP", "LP-Notch-HP"	
amplevel		0x40 0x02	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even.	
ampvelenv		0x41 0x6B	[0,8192] seemingly only output in increments of 8, and displayed as [-64.0,64.0] in increments of 0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 towards even.	
amplfo2amount	0x3E	0x41 0x64	[0,8192] seemingly only output in increments of 8, and displayed as [-64.0,64.0] in increments of 0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 towards even.	
prefxtype		0x3B 0x7F	[0,9] output as 0, 8, 16, 24, representing "Bypass", "Chorus", "Flanger", "Rotary", "Phaser", "Lo-Fr", "Tremolo", "EC", "Compressor", "Distortion"	
prefxpreset	Over	0x3B 0x00	See "FX Types and Custom Parameters" below depending on prefxtype	
prefxwet	0x5D	0x41 0x6E	[0.8192] seemingly only output in increments of 8, and displayed as [0.0%,100.0%] in various increments. To display, if 8192, display 100.0 Lesse olivide by 8, 1929 (cutting into 1000 even pieces). Then FLOOR to nearest integer 0100. Then divide by 10.	
prefxparam1	0x0C	0x41 0x6F	See "FX Types and Custom Parameters" below depending on prefxtype	
prefxparam2	0x0D			
prefxparam3		0x3B 0x30		
prefxparam4		0x3B 0x40		
prefxparam5		0x3B 0x50		
prefxsidechain		0x3B 0x73	See "FX Types and Custom Parameters" below depending on prefxtype	
delaybpmsync		0x3B 0x70	[0,1] in steps of 8 (0, 8)	
delaywet	0x5C	0x41 0x78	[0,8192] seemingly only output in increments of 8, and displayed as [0.0%,100.0%] in various increments. To display: if 8192, display 100.0. Else divide by 6.192 (cutting into 1000 even pieces). Then FLOOR to nearest integer 0100. Then divide by 10.	
delayfeedback	0x0E	0x41 0x75	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even.	
delayfeedtone		0x41 0x76	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even.	
		-	-	

delaytimesyncoff	0x0F	0x41 0x74	[0.8192] seemingly only output in increments of 8, representing the values [0,1024] using the following convoluted arrangement:	
			0-72 1.0ms10ms in 0.125 increments, displayed as x.x, ROUNDED. In this case, rounding	
			0.5 is towards zero, NOT towards even as done elsewhere on the Hydrasynth.	
			Next come multiples of the following values. For example 10ms at 72 means 72, 73, 83 all display 10ms.	
			72 10ms 84 11	
			92 12	
			98 13 100 15 103 16	
			106 17 108 18	
			111 19 114 20	
			119 21 122 22	
			124 23 127 25	
			130 26 132 27	
			135 28 138 29	
			140 30 146 31 148 32	
			146 32 151 33 154 35	
			154 35 156 36 159 37	
			162 38 164 39	
			167 40 171 41	
			172 42 174 43	
			176 45 177 46	
			179 47 180 48	
			182 49	
			Next come certain patterns. 184-344 50-150 in the following pattern every multiple of 10:	
			x0 x0 x0 x1 x1 x2 x2 x3 x3 x5 x6 x6 x7 x7 x8 x8 x9 x9 (for example, 50 50 50 51 51 52 52 53 55 56 56 57 57 58 58 59 59)	
			344-544 150-400 in the following pattern every multiple of 10: x0 x0 x2 x3 x5 x6 x8 x9 (for example, 150 150 152 153 155 156 158 159)	
			544-664 400-700 in the following pattern every multiple of 10: x0 x2 x5 x8	
			(for example, 400 402 405 408) 664-744 700-1000 (1.00 sec) in the following pattern every	
			multiple of 30: x0 x3 x8 (x+1)0 (x+1)5 (x+1)9 (x+2)2 (x+2)6	
			(for example 700 703 708 710 715 719 722 726) 744-1024 SOME_MORE_DELAY_TIMES	
			BUG: When the Hydrasynth goes to sleep, if you wake it up, its delaytime screen is not in sync with values being sent in NRPN: it's offset. You have to push down to zero in order to	
			sync with values being sent in NRPN: it's offset. You have to push down to zero in order to reset it.	
delaytimesyncon		0x43 0x74	[0,20] FX_DELAYS_SYNC_ON	
			BUG: This is not in ASM's documentation	
delaytype		0x3B 0x71	[0,4] in steps of 8 (0, 8, 16, 24, 32) "Basic Mono", "Basic Stereo", "Pan Delay", "LRC Delay", "Reverse"	
delaywettone	0x3F	0x41 0x77	[0,8192] seemingly only output in increments of 8, and displayed as [-64.0,64.0] in increments of 0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 towards even.	
reverbwet	0x5B	0x41 0x7E	[0,8192] seemingly only output in increments of 8, and displayed as [0.0%,100.0%] in various increments. To display: if 8192, display 10.0. Else divide by 8.192 (cutting into 1000 even pieces). Then ELOGN to nearest integer 0100. Then divide by 10.	
reverbhidamp		0x41 0x7B		
		0.41 0.75	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if \$192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even.	
reverblodamp		0x41 0x7C	0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5	
reverblodamp		0x41 0x7C	0.1. To display: if 6192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, and displayed as [0.0.128.0] in increments of 0.1. To display: if 6192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5	
	0x41	0x41 0x7C	0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynthe seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, and displayed as [0.0.128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, representing the values [0.1024] and displayed as follows. Take that value, multiply by 10, divide by 4.1042084 168 (cutting into 248 even pieces). ROUND to the nearest integer, then divide by 10, and add 0.5. This should get you to the range [0.5,250.0], which is displayed as ms. [0.8192] seemingly only output in increments of 8, representing the values [0.1024], in intervals of	
reverbpredelay	0x41 0x43	0x41 0x7C 0x41 0x7D	0.1. To display: if 6192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0,8192] seemingly only output in increments of 8, and displayed as [0.0.128.0] in increments of 1. To display: if 6192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0,8192] seemingly only output in increments of 8, representing the values [0,1024] and displayed as follows. Take that value, multiply by 10, divide by 4.1042084168 (cutting into 2495 even pieces), ROUND to the nearest integer, then divide by 10, and add 0.5. This should get you to the range [0.5,250.0], which is displayed as ms.	
reverbpredelay		0x41 0x7C 0x41 0x7D 0x41 0x79	0.1. To display: if 9192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, and displayed as [0.0.128.0] in increments of 0.1 to display: if 9192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, representing the values [0.1024] and displayed as follows. Take that value, multiply by 10, divide by 4.1042084.168 (cutting into 1246 even pieces), ROUND to the nearest integer, then divide by 10, and add 0.5. This should get you to the range [0.5.250.0], which is displayed as ms. [0.8192] seemingly only output in increments of 8, representing the values [0.1024], in intervals of 8 itself. Take that value, divide by 8, FLOOR it, and look pin (0.128) REVERB. TIMES. [0.8192] seemingly only output in increments of 8, and displayed as [6-4.0.40, 4) in increments of 0.1. To display; if 9192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer, 1280. Then divide by 91. Then subtract 44. The Hydrasynth seems	
reverbtreelay reverbtime reverbtione		0x41 0x7C 0x41 0x7D 0x41 0x7D 0x41 0x79	0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, and displayed as [0.0.128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, representing the values [0.1024] and displayed as follows. Take that value, multiply by 10, divide by 4.1042084 f88 (cutting into 1246 even pieces), ROUND to the nearest integer, then divide by 10, and add 0.5. This should get you to the range [0.5.250.0], which is displayed as ms. [0.8192] seemingly only output in increments of 8, representing the values [0.1024], in intervals of 8 itself. Take that value, divide by 8, F.LOOR it, and look up in [0.128] REVERB, TIMES. [0.8192] seemingly only output in increments of 8, representing the values [0.1024], in intervals of 8 itself. Take that value, divide by 8, F.LOOR it, and look up in [0.128] REVERB, TIMES. [0.8192] seemingly only output in increments of 8, and displayed as F.40.80 4) in increments of 0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 towards even.	
reverbtree reverbtone		0x41 0x7C 0x41 0x7D 0x41 0x79 0x41 0x7A	0.1. To display: if 9192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, and displayed as [0.0.128.0] in increments of 0.1 To display: if 9192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, representing the values [0.1024] and displayed as follows. Take that value, multiply by 10, divide by 4.1042084168 (cutting into 1246 even pieces), ROUND to the nearest integer, then divide by 10, and add 0.5. This should get you to the range [0.5.250.0], which is displayed as ms. [0.8192] seemingly only output in increments of 8, representing the values [0.1024], in intervals of 8 itself. Take that value, divide by 8, F.LOOR it, and look by in [0.128] REVERIB. TIMES. [0.8192] seemingly only output in increments of 8, and displayed as [4-6.0.40, 40] in increments of 0.1. To display: if 9192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer or. 1280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 towards even. [0.4] in steps of 8 (0. 8, 16, 24, 32) "Hall", "Room", "Plate", "Cloud"	
reverbtime reverbtione reverbtype postfxtype	0x43	0x41 0x7C 0x41 0x7D 0x41 0x7P 0x41 0x79 0x41 0x7A 0x3C 0x7E	0.1 To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, and displayed as [0.0.128.0] in increments of 0.1 To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, representing the values [0.1024] and displayed as follows. Take that value, multiply by 10, divide by 4.1042084 fs8 (cutting into 246 even pieces). ROUND to the nearest integer, then divide by 10, and add 0.5. This should get you to the range [0.5,250.0], which is displayed as ms. [0.8192] seemingly only output in increments of 8, representing the values [0.1024], in intervals of 8 itself. Take that value, divide by 9, F.LOOR it, and look up in [0,128] REVERB, TIMES. [0.8192] seemingly only output in increments of 8, and displayed as [-64.0,64.0] in increments of 1.1 To display: if 8192, displaye 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 bowards even. [0.4] in steps of 8 (0, 8, 16, 24, 32.) "Hall", "Room", "Plate", "Cloud" [0.9] output as 0, 8, 16, 24, representing "Bypass", "Chorus", "Flanger", "Rotary", "Phaser", "Lo-F", "Tremoto", "EC", "Compressor", "Distortion" See "FX Types and Custom Parameters" below depending on postfxtype [0.8192] seemingly only output in increments of 8, and displayed as [0.05x, 100.0%] in various oncements. To display! if 8192, displayed on the led wide by 8, 1200 cutting into 1000 even	
reverbtreelay reverbtime reverbtone reverbtype postfxtype postfxpreset postfxwet	0x43 0x5E	0x41 0x7C 0x41 0x7D 0x41 0x79 0x41 0x7A 0x3C 0x72 0x3C 0x7F 0x3C 0x00 0x41 0x71	0.1. To display: if \$192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, and displayed as [0.0.128.0] in increments of 0.1 To display: if \$192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, representing the values [0.1024] and displayed as follows. Take that value, multiply by 10, divide by 4.1042084168 (cutting into 2495 even pieces). ROUND to the nearest integer, then divide by 10, and add 0.5. This should get you to the range [0.5.25.0], which is displayed as ms. [0.8192] seemingly only output in increments of 8, representing the values [0.1024], in intervals of 8 itself. Take that value, divide by 9, F.LOOR it, and look up in [0.128] REVERB, TIMES. [0.8192] seemingly only output in increments of 8, and displayed as [6-4.0,64.0] in increments of 8 itself. Take that value, divide by 9, F.LOOR it, and look up in [0.128] REVERB, TIMES. [0.8192] seemingly only output in increments of 8, and displayed as [6-40.64.0] in increments of 0.1. To display: if \$192, display 64.0. Else divide by 8.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 towards even. [0.4] in steps of 8 (0, 8, 16, 24, 32) "Hall", "Room", "Plate", "Cloud" [0.9] output as 0, 8, 16, 24, representing "Bypass", "Chorus", "Flanger", "Rotary", "Phaser", "Lo-F", "Templow", "Feort, "Compressor", "Distortion". See "FX Types and Custom Parameters" below depending on posttxtype [0.8192] seemingly only output in increments of 8, and displayed as [0.0%, 10.0%] in various increments. To Giaplay! if 8192, cisplayed on 10.0 Then divide by 10.	
reverbtime reverbtime reverbtone reverbtype postfxtype postfxpeset postfxparam1	0x43 0x5E 0x44	0x41 0x7C 0x41 0x7D 0x41 0x79 0x41 0x79 0x41 0x7A 0x3C 0x72 0x3C 0x7F 0x3C 0x00 0x41 0x71	0.1 To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, and displayed as [0.0.128.0] in increments of 0.1 To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, representing the values [0.1024] and displayed as follows. Take that value, multiply by 10, divide by 4.1042084 fs8 (cutting into 246 even pieces). ROUND to the nearest integer, then divide by 10, and add 0.5. This should get you to the range [0.5,250.0], which is displayed as ms. [0.8192] seemingly only output in increments of 8, representing the values [0.1024], in intervals of 8 itself. Take that value, divide by 9, F.LOOR it, and look up in [0,128] REVERB, TIMES. [0.8192] seemingly only output in increments of 8, and displayed as [-64.0,64.0] in increments of 1.1 To display: if 8192, displaye 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 bowards even. [0.4] in steps of 8 (0, 8, 16, 24, 32.) "Hall", "Room", "Plate", "Cloud" [0.9] output as 0, 8, 16, 24, representing "Bypass", "Chorus", "Flanger", "Rotary", "Phaser", "Lo-F", "Tremoto", "EC", "Compressor", "Distortion" See "FX Types and Custom Parameters" below depending on postfxtype [0.8192] seemingly only output in increments of 8, and displayed as [0.05x, 100.0%] in various oncements. To display! if 8192, displayed on the led wide by 8, 1200 cutting into 1000 even	
reverbtreelay reverbtime reverbtone reverbtype postfxtype postfxpreset postfxwet	0x43 0x5E	0x41 0x7C 0x41 0x7D 0x41 0x79 0x41 0x7A 0x3C 0x72 0x3C 0x7F 0x3C 0x00 0x41 0x71	0.1. To display: if \$192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, and displayed as [0.0.128.0] in increments of 0.1 To display: if \$192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, representing the values [0.1024] and displayed as follows. Take that value, multiply by 10, divide by 4.1042084168 (cutting into 2495 even pieces). ROUND to the nearest integer, then divide by 10, and add 0.5. This should get you to the range [0.5.25.0], which is displayed as ms. [0.8192] seemingly only output in increments of 8, representing the values [0.1024], in intervals of 8 itself. Take that value, divide by 9, F.LOOR it, and look up in [0.128] REVERB, TIMES. [0.8192] seemingly only output in increments of 8, and displayed as [6-4.0,64.0] in increments of 8 itself. Take that value, divide by 9, F.LOOR it, and look up in [0.128] REVERB, TIMES. [0.8192] seemingly only output in increments of 8, and displayed as [6-40.64.0] in increments of 0.1. To display: if \$192, display 64.0. Else divide by 8.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 towards even. [0.4] in steps of 8 (0, 8, 16, 24, 32) "Hall", "Room", "Plate", "Cloud" [0.9] output as 0, 8, 16, 24, representing "Bypass", "Chorus", "Flanger", "Rotary", "Phaser", "Lo-F", "Templow", "Feort, "Compressor", "Distortion". See "FX Types and Custom Parameters" below depending on posttxtype [0.8192] seemingly only output in increments of 8, and displayed as [0.0%, 10.0%] in various increments. To Giaplay! if 8192, cisplayed on 10.0 Then divide by 10.	
reverbtree reverbtime reverbtime reverbtype posttxype posttxype posttxypeset postfxperam1 postfxparam2	0x43 0x5E 0x44	0x41 0x7C 0x41 0x7D 0x41 0x7A 0x41 0x7A 0x3C 0x72 0x3C 0x7F 0x3C 0x00 0x41 0x71 0x41 0x72 0x41 0x72 0x41 0x73 0x3C 0x40	0.1. To display: if \$192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, and displayed as [0.0.128.0] in increments of 0.1 To display: if \$192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, representing the values [0.1024] and displayed as follows. Take that value, multiply by 10, divide by 4.1042084168 (cutting into 2495 even pieces). ROUND to the nearest integer, then divide by 10, and add 0.5. This should get you to the range [0.5.25.0], which is displayed as ms. [0.8192] seemingly only output in increments of 8, representing the values [0.1024], in intervals of 8 itself. Take that value, divide by 9, F.LOOR it, and look up in [0.128] REVERB, TIMES. [0.8192] seemingly only output in increments of 8, and displayed as [6-4.0,64.0] in increments of 8 itself. Take that value, divide by 9, F.LOOR it, and look up in [0.128] REVERB, TIMES. [0.8192] seemingly only output in increments of 8, and displayed as [6-40.64.0] in increments of 0.1. To display: if \$192, display 64.0. Else divide by 8.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 towards even. [0.4] in steps of 8 (0, 8, 16, 24, 32) "Hall", "Room", "Plate", "Cloud" [0.9] output as 0, 8, 16, 24, representing "Bypass", "Chorus", "Flanger", "Rotary", "Phaser", "Lo-F", "Templow", "Feort, "Compressor", "Distortion". See "FX Types and Custom Parameters" below depending on posttxtype [0.8192] seemingly only output in increments of 8, and displayed as [0.0%, 10.0%] in various increments. To Giaplay! if 8192, cisplayed on 10.0 Then divide by 10.	
reverbtredelay reverbtime reverbtone reverbtype postfxype postfxypeset postfxyeset postfxyaram1 postfxparam2 postfxparam3 postfxparam4 postfxparam5	0x43 0x5E 0x44	0x41 0x7C 0x41 0x7D 0x41 0x7P 0x41 0x7A 0x3C 0x72 0x3C 0x7F 0x3C 0x00 0x41 0x71 0x41 0x72 0x41 0x72 0x41 0x72 0x41 0x72 0x41 0x72 0x41 0x30 0x3C 0x40 0x3C 0x40	0.1 To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. (0.8192) seemingly only output in increments of 8, and displayed as [0.0.128.0] in increments of 0.1 To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. (0.8192) seemingly only output in increments of 8, representing the values [0.1024] and displayed as follows. Take that value, multiply by 10, divide by 4.1042084 fs8 (cutting into 1246 even pieces). ROUND to the nearest integer, then divide by 10, and add 0.5. This should get you to the range [0.5260.0] which is displayed as ms. (0.8192) seemingly only output in increments of 8, representing the values [0.1024], in intervals of 8 itself. Take that value, divide by 9, F.LOOR it, and look up in [0,128] REVERB_TIMES. (0.8192) seemingly only output in increments of 8, and displayed as [64.0.84.0] in increments of 0.1 To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 bowards even. (0.4) in steps of 8 (0.8.16, 24, 3.2) "Half", "Room", "Plate", "Cloud" (0.9) output as 0.8, 16, 24, representing "Bypass", "Chorus", "Flanger", "Rotary", "Phaser", "Lo-F", Tremoto", "EC", "Compressor", "Distortion" See "FX Types and Custom Parameters" below depending on postfxtype (0.8192) seemingly only output in increments of 8, and displayed as [0.0%, 100.0%] in various increments. To display: if 8192, displayed 100.00 Then divide by 10. See "FX Types and Custom Parameters" below depending on postfxtype	
reverbtreelay reverbtime reverbtone reverbtype postfxtype postfxyreset postfxwet postfxparam1 postfxparam2 postfxparam3 postfxparam4	0x43 0x5E 0x44 0x45	0x41 0x7C 0x41 0x7D 0x41 0x7P 0x41 0x7A 0x3C 0x72 0x3C 0x7F 0x3C 0x00 0x41 0x71 0x41 0x72 0x41 0x72 0x41 0x72 0x41 0x72 0x41 0x72 0x41 0x30 0x3C 0x40 0x3C 0x40	0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, and displayed as [0.0.128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, representing the values [0.1024] and displayed as follows. Take that value, multiply by 10, divide by 4.1042084168 (cutting into 1246 even pieces), ROUND to the nearest integer, then divide by 10, and add 0.5. This should get you to the range [0.5.250.0], which is displayed as fine. [0.8192] seemingly only output in increments of 8, representing the values [0.1024], in intervals of 8 itself. Take that value, divide by 8, FLOOR it, and look up in [0.128] REVERB. TIMES. [0.8192] seemingly only output in increments of 8, and displayed as FA.0.40.40 jim increments of 0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 0.1280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 towards even. [0.4] in steps of 8 (0, 8, 16, 24, 32) "Hall", "Room", "Plate", "Cloud" [0.9] output as 0.8, 16, 24, representing "Bypass", "Chorus", "Flanger", "Rotary", "Phaser", "LoFF", "Tremolo", "EO", "Compressor", "Distortion" See "FX Types and Custom Parameters" below depending on postfxtype [0.8192] seemingly only output in increments of 8, and displayed as [0.0%, 10.0.%) in various increments. To display: if 8192, display 100.0. Else divide by 8.192 (cutting into 1000 even pieces). Then RUOND to nearest integer 0 100. Then divide by 10. See "FX Types and Custom Parameters" below depending on postfxtype [0.8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments	
reverbtredelay reverbtime reverbtime reverbtone reverbtype postfxype postfxypeset postfxparam1 postfxparam2 postfxparam3 postfxparam4 postfxparam4 postfxparam5 postfxsidechain	0x43 0x5E 0x44 0x45	0x41 0x7C 0x41 0x7D 0x41 0x7A 0x41 0x7A 0x3C 0x72 0x3C 0x00 0x41 0x71 0x41 0x72 0x41 0x73 0x3C 0x30 0x3C 0x30 0x3C 0x30 0x3C 0x40 0x3C 0x50 0x3C 0x50	0.1. To display: if 9192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. 10.1. To display: if 9192 (display 128.0. Else divide by 9.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. 10.8192] seemingly only output in increments of 8, and displayed as (0.0.128.0) in increments of 10.8192] seemingly only output in increments of 8, representing the values (0.1024) and displayed as follows. Take that value, multiply by 10, divide by 4.1042084168 (cutting into 2495 even pieces), ROUND to the nearest integer, then divide by 10, and add 0.5. This should get you to the range (0.5.250.0), which is displayed as missed, and the properties of 8, representing the values (0.1024), in intervals of 8 itself. Take that value, divide by 8, FLOOR ii, and look up in (0.128) ReVERB_TIMES. 10.8192] seemingly only output in increments of 8, and displayed as (64.0.64.0) in increments of 0.1 to display: if 9192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 towards even. 10.41 in steps of 8 (0, 8, 16, 24, 32) "Hall", "Room", "Plate", "Cloud" 10.91 output as 0, 8, 16, 24, representing "bypass", "Chorus", "Flanger", "Rotary", "Phaser", "Lo-Fr", "Tremiol", "EC", "Compressor", "Distortion" 8ee "FX Types and Custom Parameters" below depending on postfxtype 10.8192] seemingly only output in increments of 8, and displayed as (0.0%, 100.0%) in various increments. To display: if 8192, display to 10.0.0. Else divide by 8.192 (cutting into 1000 even pieces). Then 10.00 even	

Ifo1trigsync		0x3F 0x04	MSB = 0x03 LSB = [0, 2] "Poly", "Single", "Off"	
Ifo1smooth		0x3F 0x04	MSB = 0x06 LSB = [0,1]	
Ifo1steps		0x3F 0x04	MSB = 0x07 LSB = [2, 64]	
	-			
Ifo1delaysyncoff		0x3F 0x04	MSB = 0.11 LSB = [0, 127] divided into the following chunks: 20 0-20ms by 1 10 20-40ms by 2 10 80-160ms by 8 10 160-320ms by 16 10 320ms-640ms by 92 10 40ms-1280ms by 64 (>1 sec display as x.xx floored) 10 1280 - 2560 by 128 (display as x.xx floored) 10 5120 - 9728 by 512 (display as x.xx floored)	
Ifo1fadeinsyncoff		0x3F 0x04	12 10 - 22 sec by 1 (display as xx.0) 6 22 - 32 sec by 2 (display as xx.0) 7 TOTAL: 128 VALS MSB = 0x12 LSB = [0,127] LF0_FADE_INS_SYNC_ON	
Ifo1delaysyncon		0x3F 0x04	MSB = 0x21 LSB = [0,28] ENV_LFO_RATES_SYNC_ON	
Ifo1fadeinsyncon		0x3F 0x04	MSB = 0x13 LSB = [0,28] ENV_LFO_RATES_SYNC_ON	
Ifo1oneshot		0x3F 0x04	MSB = 0x14 LSB = [0,1]	
Ifo1phase		0x3F 0x30	[0,360] displayed as degrees	
Ifo1ratesyncoff	0x48	0x41 0x05	[0.8192] seemingly only output in increments of 8, and displayed as [0.02 Hz150.00 Hz]. To display: if 8192, display 150.00Hz. Else divide by 6.4 (cutting into 1280 even pieces). Now we need to map to an exponential function to get the Hz value. It seems the following function is a pretty close fit: 2'(1 + 0.012571 * v) / 100 I would then display as x.xx, perhaps rounded down. Would be nice to know what their exact function is.	
Ifo1ratesyncon		0x43 0x05	[0,26] LFO_RATES_SYNC_ON	
Ifo1step1		0x3A 0x10	(0.8192) seemingly only output in increments of 8, and displayed as [-64.0.64.0] in increments of 0.1. To display: if 5192 display 64.0. Else divide by 6.4 cutting into 1280 even pieces). Then ROUND to nearest integer 0.1280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 towards even. Note that every 5 away from 0 (center) is one semitone.	
lfo1step2		0x3A 0x11		
Ifo1step3		0x3A 0x12		
lfo1step4		0x3A 0x13		
Ifo1step5		0x3A 0x14		
Ifo1step6		0x3A 0x15		
Ifo1step7		0x3A 0x16		
lfo1step8		0x3A 0x17		
Ifo1step9	-	0x4A 0x00		
Ifo1step10		0x4A 0x01		
Ifo1step11		0x4A 0x02		
Ifo1step12		0x4A 0x03		
Ifo1step13	-	0x4A 0x04		
Ifo1step14 Ifo1step15		0x4A 0x05 0x4A 0x06		
Ifo1step16		0x4A 0x07		
Ifo1step17		0x4A 0x08		
Ifo1step18		0x4A 0x09		
Ifo1step19		0x4A 0x0A		
Ifo1step20		0x4A 0x0B		
Ifo1step21		0x4A 0x0C		
lfo1step22		0x4A 0x0D		
Ifo1step23		0x4A 0x0E		
Ifo1step24		0x4A 0x0F		
Ifo1step25		0x4A 0x10		
Ifo1step26		0x4A 0x11		
lfo1step27		0x4A 0x12		
lfo1step28	-	0x4A 0x13		
lfo1step29		0x4A 0x14		
Ifo1step30	-	0x4A 0x15		
Ifo1step31		0x4A 0x16 0x4A 0x17		
lfo1step32 lfo1step33	-	0x4A 0x17 0x4A 0x18		
Ifo1step34	-	0x4A 0x18		
Ifo1step35	-	0x4A 0x19		
Ifo1step36		0x4A 0x1A		
Ifo1step37		0x4A 0x1C		
Ifo1step38		0x4A 0x1D		
lfo1step39		0x4A 0x1E		
lfo1step40		0x4A 0x1F		
Ifo1step41		0x4A 0x20		
lfo1step42		0x4A 0x21		
lfo1step43		0x4A 0x22		
Ifo1step44		0x4A 0x23		
lfo1step45		0x4A 0x24		
lfo1step46		0x4A 0x25		
Ifo1step47		0x4A 0x26		
Ifo1step48	1	0x4A 0x27		
lfo1step49	-	0x4A 0x28		
lfo1step50	-	0x4A 0x29		
lfo1step51		0x4A 0x2A		

Ifo1step52		0x4A 0x2B	
Ifo1step53		0x4A 0x2C	
Ifo1step54		0x4A 0x2D	
Ifo1step55		0x4A 0x2E	
Ifo1step56		0x4A 0x2F	
Ifo1step57		0x4A 0x30	
Ifo1step58		0x4A 0x31	
Ifo1step59		0x4A 0x31	
Ifo1step60		0x4A 0x33	
Ifo1step61		0x4A 0x34	
lfo1step62		0x4A 0x35	
lfo1step63		0x4A 0x36	
lfo1step64		0x4A 0x37	
Ifo2level	0x1C	0x41 0x0C	
Ifo2wave		0x3F 0x05	
Ifo2bpmsync		0x3F 0x05	
Ifo2trigsync		0x3F 0x05	
Ifo2smooth		0x3F 0x05	
Ifo2steps		0x3F 0x05	
Ifo2delaysyncoff		0x3F 0x05	
Ifo2fadeinsyncoff		0x3F 0x05	
lfo2delaysyncon		0x3F 0x05	
Ifo2fadeinsyncon		0x3F 0x05	
Ifo2oneshot		0x3F 0x05	
lfo2phase		0x3F 0x31	
Ifo2ratesyncoff	0x49	0x41 0x06	
Ifo2ratesyncon		0x43 0x06	
Ifo2step1		0x3A 0x18 0x3A 0x19	
Ifo2step2 Ifo2step3	-	0x3A 0x19 0x3A 0x1A	
-			
lfo2step4		0x3A 0x1B	
lfo2step5		0x3A 0x1C	
Ifo2step6		0x3A 0x1D	
lfo2step7		0x3A 0x1E	
lfo2step8		0x3A 0x1F	
lfo2step9		0x4A 0x40	
lfo2step10		0x4A 0x41	
lfo2step11		0x4A 0x42	
lfo2step12		0x4A 0x43	
lfo2step13		0x4A 0x44	
lfo2step14		0x4A 0x45	
lfo2step15		0x4A 0x46	
lfo2step16		0x4A 0x47	
lfo2step17		0x4A 0x48	
Ifo2step18		0x4A 0x49	
Ifo2step19		0x4A 0x4A	
Ifo2step20		0x4A 0x4B	
		0x4A 0x4C	
Ifo2step21 Ifo2step22		0x4A 0x4C	
lfo2step23	-	0x4A 0x4E	
Ifo2step24		0x4A 0x4F	
Ifo2step25		0x4A 0x50	
Ifo2step26	_	0x4A 0x51	
Ifo2step27		0x4A 0x52	
lfo2step28		0x4A 0x53	
lfo2step29		0x4A 0x54	
lfo2step30		0x4A 0x55	
lfo2step31		0x4A 0x56	
lfo2step32		0x4A 0x57	
lfo2step33		0x4A 0x58	
lfo2step34		0x4A 0x59	
lfo2step35		0x4A 0x5A	
lfo2step36		0x4A 0x5B	
Ifo2step37		0x4A 0x5C	
Ifo2step38		0x4A 0x5D	
lfo2step39		0x4A 0x5E	
Ifo2step40		0x4A 0x5F	
Ifo2step41		0x4A 0x60	
Ifo2step42		0x4A 0x61	
Ifo2step43		0x4A 0x61	
Ifo2step44		0x4A 0x63 0x4A 0x64	
Ifo2step45			
Ifo2step46		0x4A 0x65	
Ifo2step47		0x4A 0x66	
Ifo2step48		0x4A 0x67	
lfo2step49		0x4A 0x68	
lfo2step50		0x4A 0x69	

Ifo2step51		0x4A 0x6A	
lfo2step52		0x4A 0x6B	
Ifo2step53		0x4A 0x6C	
lfo2step54		0x4A 0x6D	
Ifo2step55		0x4A 0x6E	
Ifo2step56		0x4A 0x6F	
Ifo2step57		0x4A 0x70	
Ifo2step58		0x4A 0x71	
lfo2step59		0x4A 0x72	
lfo2step60		0x4A 0x73	
Ifo2step61		0x4A 0x74	
Ifo2step62		0x4A 0x75	
lfo2step63		0x4A 0x76	
lfo2step64		0x4A 0x77	
Ifo3level	0x4B	0x41 0x0D	
Ifo3wave		0x3F 0x06	
Ifo3bpmsync		0x3F 0x06	
Ifo3trigsync		0x3F 0x06	
lfo3smooth		0x3F 0x06	
Ifo3steps		0x3F 0x06	
lfo3delaysyncoff		0x3F 0x06	
Ifo3fadeinsyncoff		0x3F 0x06	
Ifo3delaysyncon		0x3F 0x06	
Ifo3fadeinsyncon		0x3F 0x06	
		0x3F 0x06	
Ifo3oneshot			
Ifo3phase		0x3F 0x32	
Ifo3ratesyncoff	0x4C	0x41 0x07	
Ifo3ratesyncon		0x43 0x07	
lfo3step1		0x3A 0x20	
Ifo3step2		0x3A 0x21	
Ifo3step3		0x3A 0x22	
lfo3step4		0x3A 0x23	
Ifo3step5		0x3A 0x24	
lfo3step6		0x3A 0x25	
Ifo3step7		0x3A 0x26	
lfo3step8		0x3A 0x27	
		0x4B 0x00	
Ifo3step9			
lfo3step10		0x4B 0x01	
lfo3step11		0x4B 0x02	
lfo3step12		0x4B 0x03	
lfo3step13		0x4B 0x04	
lfo3step14		0x4B 0x05	
Ifo3step15		0x4B 0x06	
Ifo3step16		0x4B 0x07	
lfo3step17		0x4B 0x08	
lfo3step18		0x4B 0x09	
lfo3step19		0x4B 0x0A	
lfo3step20		0x4B 0x0B	
lfo3step21		0x4B 0x0C	
Ifo3step22		0x4B 0x0D	
Ifo3step23		0x4B 0x0E	
Ifo3step24		0x4B 0x0F	
lfo3step25		0x4B 0x10	
lfo3step26		0x4B 0x11	
lfo3step27		0x4B 0x12	
lfo3step28		0x4B 0x13	
lfo3step29		0x4B 0x14	
Ifo3step30		0x4B 0x15	
Ifo3step31		0x4B 0x16	
lfo3step32		0x4B 0x17	
Ifo3step33		0x4B 0x18	
lfo3step34		0x4B 0x19	
lfo3step35		0x4B 0x1A	
Ifo3step36		0x4B 0x1B	
Ifo3step37		0x4B 0x1C	
Ifo3step38	\Box	0x4B 0x1D	
Ifo3step39		0x4B 0x1E	
Ifo3step40		0x4B 0x1F	
Ifo3step41		0x4B 0x20	
Ifo3step42	_	0x4B 0x21	
W-0-4 40		0.4D 0.00	
Ifo3step43		0x4B 0x22	
lfo3step44		0x4B 0x23	
lfo3step44		0x4B 0x23	
lfo3step44 lfo3step45		0x4B 0x23 0x4B 0x24	
Ifo3step44 Ifo3step45 Ifo3step46 Ifo3step47		0x4B 0x23 0x4B 0x24 0x4B 0x25	
Ifo3step44 Ifo3step45 Ifo3step46		0x4B 0x23 0x4B 0x24 0x4B 0x25 0x4B 0x26	

		_		
Marcel M	Ifo3step50		0x4B 0x29	
Marie	Ifo3step51		0x4B 0x2A	
Money Compress of Section Compress of Secti	lfo3step52		0x4B 0x2B	
Money Compress of Section Compress of Secti	Ifo3step53		0x4B 0x2C	
Money Color				
Marchapto				
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Malagatal 0.000.000 Michagatal 0.000.007 Michagatal <t< td=""><td></td><td></td><td></td><td></td></t<>				
Manipul				
	lfo3step62		0x4B 0x35	
None	lfo3step63			
None I of of Edispany I of of Deligation I of of Notice I of of	lfo3step64		0x4B 0x37	
Dispension of the Control of State	Ifo4level	0x4D	0x41 0x0E	
Margines	Ifo4wave		0x3F 0x07	
Politocitics II. off OFF Politocity III. off OFF Politocity III. <t< td=""><td>Ifo4bpmsync</td><td></td><td>0x3F 0x07</td><td></td></t<>	Ifo4bpmsync		0x3F 0x07	
Politocitics II. off OFF Politocity III. off OFF Politocity III. <t< td=""><td>Ifo4trigsync</td><td></td><td>0x3F 0x07</td><td></td></t<>	Ifo4trigsync		0x3F 0x07	
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Methodrogram				
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Notation Image of the State of Stat				
No.				
	lfo3step2			
Hobbass Low Dock Oct Condoct Hobbass Low Dock Oct Hobbass Hobbass Low Dock Oct	Ifo3step3		0x3A 0x2A	
Moneya Look Apol? Moneya Look Apol? Control Moneya Look Apol. Control Moneya Look Apo	lfo3step4		0x3A 0x2B	
Modelog Let Modelog Modelog Modelog Modelog Let Modelog Modelog Modelog Modelog			0x3A 0x2C	
Modeling Image OAA 0.02 Hocksign 10 1 0.40 0.041 Hocksign 10 <				
Modeling Image OAA 0.02 Hocksign 10 1 0.40 0.041 Hocksign 10 <	Ifo3sten7		0x3A 0x2F	
No-Biological				
Modelphil 64 de Seld 648 de Seld				
Notable 11 0 MB 0x82 MAB 0x82 MAB 0x84				
5-48 5-48 5-				
Modelpi 1 0. 488 0448 Control (1)				
Method Method<				
Modelp15				
Modesp1				
Modesp17				
Marian				
Inclasing 10 16 0x48 0x48 1				
Idealing 20 Idealing 20 Very Bod 20 Control	Ifo4step18		0x4B 0x49	
Inclassing 21 Med Box 40 Med	Ifo4step19		0x4B 0x4A	
Inclassing 22 4 0 k4B 0x4B Control	Ifo4step20		0x4B 0x4B	
Kindeling 23 M 9 0x48 0x48 M 0x48 0x48 Modeling 24 3 0x48 0x48 M 900 0x48 0x48 Modeling 25 0 0x48 0x52 M 900 0x48 0x48 Modeling 27 0 0x48 0x52 M 900 0x48 0x54 Modeling 26 0 0x48 0x52 M 900 0x48 0x54 Modeling 26 0 0x48 0x54 M 900 0x48 0x54 Modeling 27 0 0x48 0x54 M 900 0x48 0x54 Modeling 27 0 0x48 0x54 M 900 0x48 0x54 Modeling 27 0 0x48 0x54 M 900 0x48 0x54 Modeling 27 0 0x48 0x54 M 900 0x48 0x54 Modeling 28 0 0x48 0x56 M 900 0x48 0x54 Modeling 28 0 0x48 0x56 M 900 0x48 0x54 Modeling 28 0 0x48 0x56 M 900 0x48 0x54 Modeling 28 0 0x48 0x56 M 900 0x48 0x54 Modeling 28 0 0x48 0x56 M 900 0x48 0x54 Modeling 28 0 0x48 0x56 M 900 0x48 0x54 Modeling 28 0 0x48 0x56 M 900 0x48 0x54 Modeling 29 0 0x48 0x56 M 900 0x48 0x54 Modeling 29 0 0x48 0x56 <td>Ifo4step21</td> <td></td> <td>0x4B 0x4C</td> <td></td>	Ifo4step21		0x4B 0x4C	
Kindeling 23 M 9 0x48 0x48 M 0x48 0x48 Modeling 24 3 0x48 0x48 M 900 0x48 0x48 Modeling 25 0 0x48 0x52 M 900 0x48 0x48 Modeling 27 0 0x48 0x52 M 900 0x48 0x54 Modeling 26 0 0x48 0x52 M 900 0x48 0x54 Modeling 26 0 0x48 0x54 M 900 0x48 0x54 Modeling 27 0 0x48 0x54 M 900 0x48 0x54 Modeling 27 0 0x48 0x54 M 900 0x48 0x54 Modeling 27 0 0x48 0x54 M 900 0x48 0x54 Modeling 27 0 0x48 0x54 M 900 0x48 0x54 Modeling 28 0 0x48 0x56 M 900 0x48 0x54 Modeling 28 0 0x48 0x56 M 900 0x48 0x54 Modeling 28 0 0x48 0x56 M 900 0x48 0x54 Modeling 28 0 0x48 0x56 M 900 0x48 0x54 Modeling 28 0 0x48 0x56 M 900 0x48 0x54 Modeling 28 0 0x48 0x56 M 900 0x48 0x54 Modeling 28 0 0x48 0x56 M 900 0x48 0x54 Modeling 29 0 0x48 0x56 M 900 0x48 0x54 Modeling 29 0 0x48 0x56 <td>lfo4step22</td> <td></td> <td>0x4B 0x4D</td> <td></td>	lfo4step22		0x4B 0x4D	
Kindeling 24 Val Ox480 0x50 Contamination Kindeling 25 Val Ox480 0x50 Contamination Contamination <td></td> <td></td> <td></td> <td></td>				
Inclassep26 M Ox480 0x51 Contamental Members Inclassep27 Q Ox480 0x52 Contamental Members Inclassep28 Q Ox480 0x52 Contamental Members Inclassep28 Q Ox480 0x52 Contamental Members Inclassep30 Q Ox480 0x52 Contamental Members Inclassep31 Q Ox480 0x52 Contamental Members Inclassep33 Q Ox480 0x52 Contamental Members Inclassep34 Q Ox480 0x52 Contamental Members Inclassep34 Q Ox480 0x52 Contamental Members Inclassep37 Q Ox480 0x52 Contamental Members Inclassep37 Q Ox480 0x52 Contamental Members Inclassep34 Q Ox480 0x52 Contamental Members Inclusions Q				
Inclusion (Inclusion Processes) 0 MR			0x4B 0x50	
Kindeling 28 Verbal 28 Verbal 28 Medical				
Incisença May 10 M	Ifo4step27			
itodatep29 VAB 0XB CMB 0XB				
If odesign (Including Including I				
ifedstap31 VAB 0x56 Constance Constance <t< td=""><td></td><td>-</td><td></td><td></td></t<>		-		
fickstep32 VAB DVS VAB DVS Contact C				
Itodatep33 VM B WSB MAB WSB				
If datep34 N VAB 0x5 Manual Control If datep35 V VAB 0x5 Manual Control Manu				
Ifcolstep36 Value				
Kindstep36 VAB 0XB CMB 0XB	-	-		
If Astep37 NAB 0x50 MAB 0x50				
Ito-step38 VAB 0x50 MAB 0x50	Ifo4step36			
If Oldstep 98 SI VAB 0X5E MAB 0X5E	Ifo4step37			
Ito-step40 S VAB 0X5 CMB 0X5 C	Ifo4step38		0x4B 0x5D	
Kirckstep41 VAB 0x80 CMB 0x80	Ifo4step39		0x4B 0x5E	
Kirckstep41 VAB 0x80 CMB 0x80	Ifo4step40		0x4B 0x5F	
Ifodasep42 SW MB M64 MAB M64	Ifo4step41			
Ifo-step43 Value Value Market Marke				
Ito-step44 S VAB DAS CMAD DAS C				
Ifcdstep45 \$\circ\$ 0x48 0x64 \$\circ\$ 0x48 0x65 \$\circ\$ 0x48 0x65 \$\circ\$ 0x48 0x66				
Ifo4step46 0 x4B 0x65 Ifo4step47 0 x4B 0x66				
lfo4step47 0x4B 0x66 0x4B 0x66				
1004SEP48 UX4B 0X57 UX4B 0X57				
	по4step48		Ux4B 0x67	

Ifo4step49		0x4B 0x68		
Ifo4step50		0x4B 0x69		
Ifo4step51		0x4B 0x6A		
lfo4step52		0x4B 0x6B		
Ifo4step53		0x4B 0x6C		
Ifo4step54		0x4B 0x6D		
Ifo4step55		0x4B 0x6E		
Ifo4step56		0x4B 0x6F		
Ifo4step57		0x4B 0x70		
lfo4step58		0x4B 0x71		
Ifo4step59		0x4B 0x72		
lfo4step60		0x4B 0x73		
lfo4step61		0x4B 0x74		
lfo4step62		0x4B 0x75		
Ifo4step63		0x4B 0x76		
Ifo4step64		0x4B 0x77		
Ifo5level	0x4F	0x41 0x0F		
Ifo5wave		0x3F 0x08		
Ifo5bpmsync		0x3F 0x08		
Ifo5trigsync		0x3F 0x08		
Ifo5smooth		0x3F 0x08		
Ifo5steps		0x3F 0x08		
lfo5delaysyncoff		0x3F 0x08		
Ifo5fadeinsyncoff		0x3F 0x08		
Ifo5delaysyncon		0x3F 0x08		
Ifo5fadeinsyncon		0x3F 0x08		
Ifo5oneshot		0x3F 0x08		
		0x3F 0x08		
Ifo5phase	0450			
Ifo5ratesyncoff	0x50	0x41 0x09 0x43 0x09		
Ifo5ratesyncon				
lfo5step1		0x3A 0x30		
lfo5step2		0x3A 0x31		
Ifo5step3		0x3A 0x32		
Ifo5step4		0x3A 0x33		
Ifo5step5		0x3A 0x34		
Ifo5step6		0x3A 0x35		
Ifo5step7		0x3A 0x36		
Ifo5step8		0x3A 0x37		
lfo5step9		0x4C 0x00		
lfo5step10		0x4C 0x01		
lfo5step11		0x4C 0x02		
lfo5step12		0x4C 0x03		
Ifo5step13		0x4C 0x04		
Ifo5step14		0x4C 0x05		
Ifo5step15		0x4C 0x06		
Ifo5step16		0x4C 0x00		
Ifo5step17		0x4C 0x07		
Ifo5step18		0x4C 0x09		
Ifo5step19		0x4C 0x0A		
lfo5step20		0x4C 0x0B		
Ifo5step21		0x4C 0x0C		
Ifo5step22		0x4C 0x0D		
Ifo5step23		0x4C 0x0E		
lfo5step24		0x4C 0x0F		
lfo5step25		0x4C 0x10		
lfo5step26		0x4C 0x11		
Ifo5step27		0x4C 0x12		
Ifo5step28		0x4C 0x13		
lfo5step29		0x4C 0x14		
lfo5step30		0x4C 0x15		
lfo5step31		0x4C 0x16		
lfo5step32		0x4C 0x17		
Ifo5step33		0x4C 0x18		
Ifo5step34		0x4C 0x19		
Ifo5step35		0x4C 0x1A		
Ifo5step36		0x4C 0x1B		
Ifo5step37		0x4C 0x1B		
Ifo5step38		0x4C 0x1D		
Ifo5step39		0x4C 0x1E		
Ifo5step40		0x4C 0x1F		
Ifo5step41		0x4C 0x20		
Ifo5step42		0x4C 0x21		
Ifo5step43		0x4C 0x22		
lfo5step44		0x4C 0x23		
Ifo5step45		0x4C 0x24		
lfo5step46		0x4C 0x25		
lfo5step47		0x4C 0x26		
	-			-

Ifo5step48		0x4C 0x27		
lfo5step49		0x4C 0x28		
Ifo5step50		0x4C 0x29		
Ifo5step51		0x4C 0x2A		
Ifo5step52		0x4C 0x2B		
Ifo5step53		0x4C 0x2C		
Ifo5step54		0x4C 0x2D		
lfo5step55		0x4C 0x2E		
Ifo5step56		0x4C 0x2F		
Ifo5step57		0x4C 0x30		
Ifo5step58		0x4C 0x31		
Ifo5step59		0x4C 0x32		
Ifo5step60		0x4C 0x33		
· ·				
Ifo5step61		0x4C 0x34		
lfo5step62		0x4C 0x35		
Ifo5step63		0x4C 0x36		
lfo5step64		0x4C 0x37		
env1delaysyncoff		0x3F 0x00	MSB = 0x08, LSB = [0, 127] divided into the following chunks and displayed as [0ms,32sec]:	
			20 0-20ms by 1 10 20-40ms by 2 10 40-80ms by 4 10 80-160ms by 8 10 160-320ms by 16 10 320ms-640ms by 92 10 640ms-1280ms by 64 (>1 sec display as x.xx floored) 10 1280 - 2580 by 128 (display as x.xx floored) 10 1280 - 2580 by 128 (display as x.xx floored) 10 2580 - 5120 by 256 (display as x.xx floored) 10 5120 - 9728 by 512 (display as x.xx floored) 11 10 1-259 sec by 1 (display as x.x. floored) 12 10 - 22 sec by 1 (display as x.x. floored) 13 10 10 10 10 10 10 10 10 10 10 10 10 10	
env1attacksyncoff	0x51	0x41 0x11	(0.8192) seemingly only output in increments of 8, and displayed as [0ms,36sec]. To display: if 8192, display (36 sec). Else divide by 64 (cutting into 128 even pieces). Then ROUND to nearest integer 0128. The Hydrasynth seems to round 0.5 towards even. Then display as: 10	
env1 holdsyncoff		0x41 0x16	(0.8192 seemingly only output in increments of 8, and displayed as [0ms,36sec] To display: if 8192, display (36 sec). Else divide by 64 (cutting into 126 even pieces). Then ROUND to nearest integer 0128. The Hydraxynth seems to round 0.5 towards even. Then display as: 20	
env1 decaysyncoff	0x52	0x41 0x1B	(0.8192] seemingly only output in increments of 8, and displayed as (Dms.6/Bosc). To display if 8192, display (60 seep. Else divide by 63.02 or so, cultring into 150 even piceos.) Then ROUND to nearest integer 0130. The Hydrasynth seems to round 0.5 towards even. Then display as: 20	
env1sustain	0x53	0x41 0x20	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even.	
env1releasesyncoff	0x54	0x41 0x25	[0.8192] seemingly only output in increments of 8, and displayed as [0ms,60sec]. To display: if 8192, display (60 sec). Else divide by 63 c2 or so (cutting into 130 even pieces). Then ROUND to nearest integer 0130. The Hydrasynth seems to round 0.5 towards even. Then display as: 20 0-40ms by 2 10 40-80ms by 4 8 10 80-30ms by 16 10 320-440ms by 92 10 80-120ms by 64 10 1200-450ms by 16 10 320-440ms by 92 10 80-120ms by 64 (c1 sec display as x.xx floored) 10 1280-2560 by 128 (display as x.xx floored) 10 1280-2560 by 128 (display as x.xx floored) 10 5120 - 9728 by 512 (display as x.xx floored) 10 5120 - 9728 by 512 (display as x.xx floored) 10 69-160 sec by 1 (display as x.xx floored) 10 69-160 sec by 1 (display as x.xx floored) 10 69-160 sec by 2 (display as x.xx floored) 10 69-160 sec by 2 (display as x.xx floored)	
			TOTAL: 128 VALS	
env1delaysyncon		0x3F 0x00	MSB = 0x18 LSB = [0,27] ENV_LFO_RATES_SYNC_ON	
env1attacksyncon		0x43 0x11	[0,27] ENV_LFO_RATES_SYNC_ON emitted as multiples of 8 (0, 8, 16, 32,)	
env1decaysyncon		0x43 0x1B	[0,27] ENV_LFO_RATES_SYNC_ON emitted as multiples of 8 (0, 8, 16, 32,)	
env1holdsyncon		0x43 0x16	[0,27] ENV_LFO_RATES_SYNC_ON emitted as multiples of 8 (0, 8, 16, 32,)	
env1releasesyncon		0x43 0x16	[0,27] ENV_LFO_RATES_SYNC_ON emitted as multiples of 8 (0, 8, 16, 32,)	
env1atkcurve		0x3F 0x70	[0128] displayed as [Exp(-64)0Log(64)] Note this is different from Decay Curve, Release Curve, and Voice Glide Curve	
		0.05:-:	Curve, and Voice Glide Curve	
env1deccurve	1	0x3F 0x75	[0128] displayed as [Log(-64)0Exp(64)]	

env1loop		0x3F 0x00	MSB = 0x06 LSB=[050] displayed as Off, 2,, 50, Infinity	
env1legato		0x3F 0x00	MSB = 0x07 LSB=[0,1]	
env1bpmsync		0x3F 0x00	MSB = 0x0C LSB=[0,1]	
env1freerun		0x3F 0x00	MSB = 0x0D LSB=[0,1]	
env1reset		0x3F 0x00	MSB = 0x0F LSB=[0,1]	
env1relcurve		0x3F 0x7A	[0128] displayed as [Log(-64)0Exp(64)]	
env1trigsrc1		0x3A 0x60	[0,11] ENV_TRIG_SOURCES	
env1trigsrc2		0x3A 0x61	10.7	
env1trigsrc3		0x3A 0x62		
env1trigsrc4		0x3A 0x63		
env2delaysyncoff	0.55	0x3F 0x01		
env2attacksyncoff	0x55	0x41 0x12		
env2holdsyncoff		0x41 0x17		
env2decaysyncoff	0x56	0x41 0x1C		
env2sustain	0x57	0x41 0x21		
env2releasesyncoff	0x58	0x41 0x26		
env2delaysyncon		0x3F 0x01		
env2attacksyncon		0x43 0x12		
env2decaysyncon		0x43 0x1C		
env2holdsyncon		0x43 0x17		
env2releasesyncon		0x43 0x26		
env2atkcurve		0x3F 0x71		
env2deccurve		0x3F 0x76		
env2loop		0x3F 0x01		
env2legato		0x3F 0x01		
env2bpmsync		0x3F 0x01		
env2freerun		0x3F 0x01		
env2reset		0x3F 0x01		
env2relcurve		0x3F 0x7B		
env2trigsrc1		0x3A 0x64		
env2trigsrc2		0x3A 0x65		
env2trigsrc3		0x3A 0x66		
-				
env2trigsrc4		0x3A 0x67		
env3delaysyncoff		0x3F 0x02		
env3attacksyncoff	0x59	0x41 0x13		
env3holdsyncoff		0x41 0x18		
env3decaysyncoff	0x5A	0x41 0x1D		
env3sustain	0x60	0x41 0x22		
env3releasesyncoff	0x61	0x41 0x27		
env3delaysyncon		0x3F 0x02		
env3attacksyncon		0x43 0x13		
env3decaysyncon		0x43 0x1D		
env3holdsyncon		0x43 0x18		
env3releasesyncon		0x43 0x27		
env3atkcurve		0x3F 0x72		
env3deccurve		0x3F 0x77		
env3loop		0x3F 0x02		
env3legato		0x3F 0x02		
env3bpmsync		0x3F 0x02		
env3freerun		0x3F 0x02		
env3reset		0x3F 0x02		
env3relcurve		0x3F 0x7C		
env3trigsrc1		0x3A 0x68		
env3trigsrc2		0x3A 0x69		
env3trigsrc3		0x3A 0x6A		
env3trigsrc4		0x3A 0x6B		
		0x3F 0x03		
env4delaysyncoff	0-10			
env4attacksyncoff	0x19	0x41 0x14		
env4holdsyncoff		0x41 0x19		
env4decaysyncoff	0x1B	0x41 0x1E		
env4sustain		0x41 0x23		
env4releasesyncoff	0x7C	0x41 0x28		
env4delaysyncon		0x3F 0x03		
env4attacksyncon		0x43 0x14		
env4decaysyncon		0x43 0x1E		
env4holdsyncon		0x43 0x19		
env4releasesyncon		0x43 0x28		
		0x3F 0x73		
env4atkcurve				
env4deccurve	-	0x3F 0x78		
env4loop		0x3F 0x03		
env4legato		0x3F 0x03		
		0x3F 0x03		
env4bpmsync		0x3F 0x03		
env4bpmsync env4freerun		UX3F UXU3		
		0x3F 0x03		
env4freerun				
env4freerun env4reset		0x3F 0x03		
env4reset env4relcurve		0x3F 0x03 0x3F 0x7D		

env4trigsrc3				
		0x3A 0x6E		
env4trigsrc4		0x3A 0x6F		
env5delaysyncoff		0x3F 0x04		
env5attacksyncoff	0x66	0x41 0x15		
env5holdsyncoff		0x41 0x1A		
env5decaysyncoff	0x67	0x41 0x1F		
env5sustain	0x68	0x41 0x24		
env5releasesyncoff	0x69	0x41 0x29		
env5delaysyncon		0x3F 0x04		
env5attacksyncon		0x43 0x15		
env5decaysyncon		0x43 0x1F		
env5holdsyncon		0x43 0x1A		
env5releasesyncon		0x43 0x29		
env5atkcurve		0x3F 0x74		
env5deccurve		0x3F 0x79		
env5loop		0x3F 0x04		
env5legato		0x3F 0x04		
env5bpmsync		0x3F 0x04		
env5freerun		0x3F 0x04		
env5reset		0x3F 0x04		
env5relcurve	-	0x3F 0x7E		
env5trigsrc1		0x3A 0x70		
env5trigsrc2		0x3A 0x71		
env5trigsrc3		0x3A 0x72		
		0x3A 0x73		
env5trigsrc4			NOD A CALLOD TO ALL ADD DIVENTED	
arpdivision	0x6A	0x39 0x03	MSB = 0x01 LSB = [0,11] ARP_DIVISIONS	
arpswing		0x39 0x03	MSB = 0x02 LSB = [50,75]	
arpgate	0x6B	0x39 0x03	MSB = 0x03 LSB=[5,100]	
arpoctmode	T-	0x39 0x03	MSB = 0x04 LSB = [0,4] Up, Down, Up/Down, Alt, Alt 2	
arpoctave	0x78	0x39 0x03	MSB = 0x05 LSB = [1,4]	
arpmode	0x6C	0x39 0x03	MSB = 0x06 LSB = [0,7] Up, Down, Up/Down, Up & Down, Order, Random, Chord, Phrase	
arplength	0x7A	0x39 0x03		
		0x39 0x03	MSB = 0x08, LSB = [0,1]	
arptaptrig		0x39 0x03		
			BUG: Also turns Arp on/off. This does NOT happen if Tap Trig is toggled on the front panel.	
arpphrase		0x39 0x03	MSB = 0x09 LSB = [1,64]	
arpratchet	0x6D	0x39 0x03	MSB = 0x0A LSB = [0,127] Manual implies that the only legal ratchets are 1, 2, 4, or 8. This is	
			not correct.	
arpchance	0x6E	0x39 0x03	MSB = 0x0B LSB = [0,100]	
macro1target1		0x3E 0x30	BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to page away and come back to see the changes displayed.	
		0x3E 0x31		
macro1target2				
macro1target2				
macro1target2 macro1target3		0x3E 0x32		
macro1target3		0x3E 0x32		
macro1target3 macro1target4		0x3E 0x32 0x3E 0x33		
macro1target3 macro1target4 macro1target5 macro1target6		0x3E 0x32 0x3E 0x33 0x3E 0x34 0x3E 0x35		
macro1target3 macro1target4 macro1target5 macro1target6 macro1target7		0x3E 0x32 0x3E 0x33 0x3E 0x34 0x3E 0x35 0x3E 0x36		
macro1target3 macro1target4 macro1target5 macro1target6 macro1target7 macro1target8		0x3E 0x32 0x3E 0x33 0x3E 0x34 0x3E 0x35 0x3E 0x36 0x3E 0x37		
macro1target3 macro1target4 macro1target5 macro1target6 macro1target7		0x3E 0x32 0x3E 0x33 0x3E 0x34 0x3E 0x35 0x3E 0x36	BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to	
macro ttarget3 macro ttarget4 macro ttarget5 macro ttarget6 macro ttarget7 macro ttarget8 macro ttarget8 macro tbuttonvalue1		0x3E 0x32 0x3E 0x33 0x3E 0x34 0x3E 0x35 0x3E 0x36 0x3E 0x37 0x3D 0x30	BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to page away and come back to see the changes displayed.	
macro1target3 macro1target4 macro1target5 macro1target6 macro1target7 macro1target8		0x3E 0x32 0x3E 0x33 0x3E 0x34 0x3E 0x35 0x3E 0x36 0x3E 0x37	BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to page away and come back to see the changes displayed.	
macro ttarget3 macro ttarget4 macro ttarget5 macro ttarget6 macro ttarget7 macro ttarget8 macro ttarget8 macro tbuttonvalue1		0x3E 0x32 0x3E 0x33 0x3E 0x34 0x3E 0x35 0x3E 0x36 0x3E 0x37 0x3D 0x30	BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to page away and come back to see the changes displayed.	
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macro2depth7		x36 0x3E	
macro2depth8		x36 0x3F	
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macro3target7		x3E 0x46	
macro3target8		x3E 0x47	
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macro3buttonvalue2		x3D 0x41	
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macro4target5		x3E 0x4C	
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macro5target7		x3E 0x56	
macro5target8		x3E 0x57	
macro5buttonvalue1		x3D 0x50	
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macro7depth3 0x36 0x62 macro7depth4 0x36 0x63 macro7depth5 0x36 0x64 macro7depth6 0x36 0x65 macro7depth7 0x36 0x66 macro7depth8 0x36 0x67 macro8target1 0x3E 0x88 macro8target2 0x3E 0x69 macro8target3 0x3E 0x6A macro8target4 0x3E 0x6B macro8target5 0x3E 0x6B
macro7depth4 0x36 0x63 macro7depth5 0x36 0x64 macro7depth6 0x36 0x65 macro7depth7 0x36 0x66 macro7depth8 0x36 0x67 macro8target1 0x32 0x68 macro8target2 0x32 0x69 macro8target3 0x32 0x69 macro8target4 0x32 0x68 macro8target5 0x32 0x68
macro7depth5 0x36 0x64 macro7depth6 0x36 0x65 macro7depth7 0x36 0x66 macro7depth8 0x36 0x67 macro8target1 0x32 0x68 macro8target2 0x32 0x69 macro8target3 0x3E 0x6A macro8target4 0x3E 0x6B macro8target5 0x3E 0x6B
macro7depth6 0x36 0x65 macro7depth7 0x36 0x66 macro7depth8 0x36 0x67 macro8target1 0x36 0x69 macro8target2 0x32 0x69 macro8target3 0x3E 0x6A macro8target4 0x3E 0x6B macro8target5 0x3E 0x6C
macro7depth6 0x36 0x65 macro7depth7 0x36 0x66 macro7depth8 0x36 0x67 macro8target1 0x36 0x69 macro8target2 0x32 0x69 macro8target3 0x3E 0x6A macro8target4 0x3E 0x6B macro8target5 0x3E 0x6C
macro7depth7 0x36 0x66 macro7depth8 0x36 0x67 macro8target1 0x3c 0x68 macro8target2 0x3c 0x69 macro8target3 0x3c 0x6A macro8target4 0x3c 0x6B macro8target5 0x3c 0x6B
macro7depth8 0x36 0x67 macro8target1 0x3E 0x68 macro8target2 0x3E 0x69 macro8target3 0x3E 0x6A macro8target4 0x3E 0x6B macro8target5 0x3E 0x6C
macro8target1 0x3E 0x68 macro8target2 0x3E 0x69 macro8target3 0x3E 0x6A macro8target4 0x3E 0x6B macro8target5 0x3E 0x6C
macro8target2 0x3E 0x69 macro8target3 0x3E 0x6A macro8target4 0x3E 0x6B macro8target5 0x3E 0x6C
macro8target2 0x3E 0x69 macro8target3 0x3E 0x6A macro8target4 0x3E 0x6B macro8target5 0x3E 0x6C
macro8target3 0x3E 0x6A macro8target4 0x3E 0x6B macro8target5 0x3E 0x6C
macro8target4 0x3E 0x6B macro8target5 0x3E 0x6C
macro8target5 0x3E 0x6C
·
macro8target6 0x3E 0x6D
macro8target7 0x3E 0x6E
macro8target8 0x3E 0x6F
macro8buttonvalue1 0x3D 0x68
macro8buttonvalue2 0x3D 0x69
macro8buttorivalue3 0x3D 0x6A
macrobustornalue4 0x3D x6B
macro8buttonvalue5 0x3D 0x6C
macro8buttonvalue6 0x3D 0x6D
macro8buttonvalue7 0x3D 0x6E
macro8buttorvalue8 0x3D 0x6F
macro8depth1 0x36 0x68
macro8depth2 0x36 0x69
macro8depth3 0x36 0x6A
macro8depth4
macro8depth5 0x36 0x6C
macro8depth5 0x36 0x6C macro8depth6 0x36 0x6D
macro8depth6 0x36 0x6D
macro8depth6 0x36 0x6D

		0.05 0.00	DUC the Understalled disclanded and an add to a select the MDDN Very bounds	
modmatrix1modsource		0x3E 0x00	BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to page away and come back to see the changes displayed.	
modmatrix2modsource		0x3E 0x01		
modmatrix3modsource		0x3E 0x02		
modmatrix4modsource		0x3E 0x03		
modmatrix5modsource		0x3E 0x04		
modmatrix6modsource		0x3E 0x05		
modmatrix7modsource		0x3E 0x06		
modmatrix8modsource		0x3E 0x07		
modmatrix9modsource		0x3E 0x08		
modmatrix10modsource		0x3E 0x09		
modmatrix11 modsource		0x3E 0x0A		
modmatrix12modsource		0x3E 0x0B		
modmatrix13modsource		0x3E 0x0C		
modmatrix14modsource		0x3E 0x0D		
modmatrix15modsource		0x3E 0x0E		
modmatrix16modsource		0x3E 0x0F		
modmatrix17modsource		0x3E 0x10		
modmatrix18modsource		0x3E 0x11		
modmatrix19modsource		0x3E 0x12		
modmatrix20modsource		0x3E 0x13		
modmatrix21modsource		0x3E 0x14		
modmatrix22modsource		0x3E 0x15		
modmatrix23modsource		0x3E 0x16		
modmatrix24modsource		0x3E 0x16		
modmatrix25modsource		0x3E 0x18		
modmatrix26modsource		0x3E 0x19		
modmatrix27modsource		0x3E 0x1A		
modmatrix28modsource		0x3E 0x1B		
modmatrix29modsource		0x3E 0x1C		
modmatrix30modsource		0x3E 0x1D		
modmatrix31modsource		0x3E 0x1E		
modmatrix32modsource		0x3E 0x1F		
modmatrix1modtarget		0x3E 0x00	BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to	
			page away and come back to see the changes displayed.	
modmatrix2modtarget		0x3E 0x01		
modmatrix3modtarget		0x3E 0x02		
modmatrix4modtarget		0x3E 0x03		
modmatrix5modtarget		0x3E 0x04		
modmatrix6modtarget		0x3E 0x05		
modmatrix7modtarget		0x3E 0x06		
modmatrix8modtarget		0x3E 0x07		
modmatrix9modtarget		0x3E 0x08		
modmatrix10modtarget		0x3E 0x09		
modmatrix11modtarget		0x3E 0x0A		
modmatrix12modtarget		0x3E 0x0B		
modmatrix13modtarget		0x3E 0x0C		
modmatrix14modtarget		0x3E 0x0D		
modmatrix15modtarget		0x3E 0x0E		
modmatrix16modtarget		0x3E 0x0F		
modmatrix17modtarget	-	0x3E 0x10		
modmatrix18modtarget		0x3E 0x11		
modmatrix19modtarget		0x3E 0x12		
modmatrix20modtarget		0x3E 0x13		
modmatrix21modtarget		0x3E 0x14		
modmatrix22modtarget		0x3E 0x15		
modmatrix23modtarget		0x3E 0x16		
modmatrix24modtarget		0x3E 0x17		
modmatrix25modtarget		0x3E 0x18		
modmatrix26modtarget		0x3E 0x19		
modmatrix27modtarget		0x3E 0x1A		
modmatrix28modtarget		0x3E 0x1B		
modmatrix29modtarget		0x3E 0x1C		
modmatrix30modtarget		0x3E 0x1D		
modmatrix31modtarget		0x3E 0x1E		
modmatrix32modtarget		0x3E 0x1E		
modmatrix1depth		0x41 0x40	[0,8192] seemingly only output in increments of 8, and displayed as [-128.0 128.0] in increments	
оннани говрин		UAT1 UATU	of 0.1. To display: if 8192, display 128.0. Else divide by 3.199 (cutting into 2561 even pieces).	
			Then ROUND to nearest integer 02560. Then divide by 10. Then subtract 128. The Hydrasynth seems to round 0.5 towards even.	
	1		BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to page away and come back to see the changes displayed.	
modmatrix2depth		0x41 0x41		
modmatrix3depth		0x41 0x42		
modmatrix3depth modmatrix4depth		0x41 0x42 0x41 0x43		
modmatrix3depth modmatrix4depth modmatrix5depth		0x41 0x42 0x41 0x43 0x41 0x44		
modmatrix3depth modmatrix4depth modmatrix5depth modmatrix6depth		0x41 0x42 0x41 0x43 0x41 0x44 0x41 0x45		
modmatrix3depth modmatrix4depth modmatrix5depth		0x41 0x42 0x41 0x43 0x41 0x44		

modmatrix9depth 0x41 0x48 modmatrix10depth 0x41 0x49	
modmatrix10depth 0x41 0x49	
moumaux roughti 0x41 0x49	
modmatrix11depth 0x41 0x4A	
modmatrix12depth 0x41 0x4B	
modmatrix13depth 0x41 0x4C	
modmatrix14depth 0x41 0x4D	
modmatrix15depth 0x41 0x4E	
modmatrix16depth 0x41 0x4F	
modmatrix17depth 0x41 0x50	
THOUSE CONTINUES	
modmatrix18depth 0x41 0x51	
modmatrix19depth 0x41 0x52	
modmatrix20depth 0x41 0x53	
0.44 0.54	
modmatrix21depth 0x41 0x54	
modmatrix22depth 0x41 0x55	
modmatrix23depth 0x41 0x56	
modmatrix24depth 0x41 0x57	
modmatrix25depth 0x41 0x58	
modmatrix26depth 0x41 0x59	
modmatrix27depth 0x41 0x5A	
modmatrix28depth 0x41 0x5B	
modmatrix29depth 0x41 0x5C	
modmatrix30depth 0x41 0x5D	
modmatrix31depth 0x41 0x5E	
modmatrix32depth 0x41 0x5F	
ribbonmode 0x3F 0x3B MSB=0 LSB=[0,2] Pitch Bend, Theremin, Mod C	only
ribbonkeyspan 0x3F 0x3B MSB=1 LSB=[0,2] 2 Octave, 4 Octave, 6 Octave	
ribbonoctave 0x3F 0x3B MSB=2 LSB=[0,2] 2 Octave, 4 Octave, 6 Octave	
ribbonquantize 0x3F 0x3B MSB=3 LSB=[0,1]	
ribbonmodcontrol 0x3F 0x3B MSB=16 LSB=[0,1]	
1.1	
ribbonglide 0x3F 0x3B MSB=17 LSB=[0,127]	
voicedetune 0x5F 0x3F 0x39 [0,127]	
voicestereowidth 0x75 0x3F 0x44 [0,127]	
voicevibratoamount 0x3F 0x43 [0,12]	
voiceanalogfeel 0x3F 0x46 [0,127]	
voicedensity 0x3F 0x3C [1,8]	
Voicedensity Oxor Oxoc [1,0]	
voiceglidecurve 0x3F 0x14 [0,128] only displayed if glide=1 displayed as [Lo	og(-64)0Exp(64)]
voicedide 0v42 0v2E 0v42 [0.4]	
voiceglide 0x42 0x3F 0x12 [0,1]	
voiceglidelegto 0x3F 0x1F [0,1] only displayed if glide=1	
voiceglidetime 0x05 0x3F 0x15 [0,127] only displayed if glide=1	
voicestereomode 0x3F 0x48 [0,2] Rotate, Alter, Random	
0.05 0.40 (0.4)	
voicepolyphony 0x3F 0x13 [0,1]	
voicepitchbend 0x3F 0x41 [0,24]	
voicevibratoratesyncoff 0x3F 0x42 [0-127] Displayed as the Hz values:	
0.3 - 0.6 by 0.01 [0-29]	
0.3 - 0.6 by 0.01 [0-29]	
0.3 - 0.6 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49]	
0.3 - 0.6 by 0.01 [0-29]	
0.3 - 0.6 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [50-69]	
0.3 - 0.6 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [50-69] 1.8 - 5.0 by 0.1 [70-101]	
0.3 - 0.6 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [50-69] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127]	
0.3 - 0.6 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [50-69] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127] voicevibratoratesyncon 0x3F 0x3F [0.15] VIBRATO_RATES_SYNC_ON	
0.3 - 0.6 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [50-69] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127]	
0.3 - 0.6 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [50-69] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127] voicevibratoratesyncon 0x3F 0x3F [0,15] VIBRATO_RATES_SYNC_ON voicerandomphase 0x3F 0x1E [0,1]	
0.3 - 0.6 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [50-69] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127] voicevibratoratesyncon	
0.3 - 0.6 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [50-69] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127] voicevibratoratesyncon 0x3F 0x3F [0.15] VIBRATO_RATES_SYNC_ON voicerandomphase 0x3F 0x1E [0.1]	
0.3 - 0.6 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [50-69] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127] voicevibratoratesyncon	
0.3 - 0.6 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [50-69] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127]	
0.3 - 0.6 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [50-69] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127]	ends many NRPN messages. It starts with 0x3F
0.3 - 0.6 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [50-69] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127]	.11] LSB=[012] where LSB = MSB + 1 is the
0.3 - 0.6 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [50-69] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127] voicevibratoratesyncon 0x3F 0x3F [0,15] VIBRATO_RATES_SYNC_ON voicevammode 0x3F 0x1E [0,1] voicevibratobpm 0x3F 0x4F [0,1] voicevibratobpm 0x3F 0x49 [0,1]	.11] LSB=[012] where LSB = MSB + 1 is the + 2 Mod 12, then D is LSB = MSB + 3 Mod 12 and
0.3 - 0.6 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [50-69] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127] voicewibratoratesyncon 0x5F 0x5F [0,15] VIBRATO_RATES_SYNC_ON voicerandomphase 0x3F 0x1E [0,1] voicewibratobpm 0x5F 0x4F [0,1] voicescale 0x5F 0x49 [0,1] voicescale 0x5F 0x5F [0,15] VIBRATO_RATES_SYNC_ON voicescale 0x5F 0x49 [0,1] voicescale 0x5F 0x49 [0,1] voicescale 0x5F 0x52 - MSB=[0.55] 0x5F 0x5F 0x5F 0x52 - MSB=[0.55] 0x5F 0x5F 0x5F 0x5F 0x5E 0x5F 0x5F 0x5E 0x5F 0x5F 0x5E 0x5F 0x5F 0x5E 0x5F 0x5E 0x5F 0x5F 0x5E 0x5F 0x5E 0x5F 0x5E 0x5F 0x5F 0x5F 0x5E 0x5F 0x5F 0x5F 0x5F 0x5F 0x5F 0x5F 0x5F	.11] LSB=[012] where LSB = MSB + 1 is the
0.3 - 0.6 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [50-69] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127] voicevibratoratesyncon 0x3F 0x3F [0,15] VIBRATO_RATES_SYNC_ON voicerandomphase 0x3F 0x1E [0,1] voicewammode 0x3F 0x1E [0,1] voicewibratobpm 0x3F 0x4F [0,1] voicescale 0x3F 0x4S [0,1] voicescale 0x3F 0x4S - 1. It then sends 0x3F 0x52 - x08B=[0.51] Instead of sending one message, Voice Scale stox45 - 3 1. It then sends 0x3F 0x52 - x08B=[0.51] standard for "C,", and for C, #0x16 ts LSB = MS.	.11] LSB=[012] where LSB = MSB + 1 is the + 2 Mod 12, then D is LSB = MSB + 3 Mod 12 and
0.3 - 0.6 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [50-69] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127] voicewibratoratesyncon 0x5F 0x5F [0,15] VIBRATO_RATES_SYNC_ON voicerandomphase 0x3F 0x1E [0,1] voicewibratobpm 0x5F 0x4F [0,1] voicescale 0x5F 0x49 [0,1] voicescale 0x5F 0x5F [0,15] VIBRATO_RATES_SYNC_ON voicescale 0x5F 0x49 [0,1] voicescale 0x5F 0x49 [0,1] voicescale 0x5F 0x52 - MSB=[0.55] 0x5F 0x5F 0x5F 0x52 - MSB=[0.55] 0x5F 0x5F 0x5F 0x5F 0x5E 0x5F 0x5F 0x5E 0x5F 0x5F 0x5E 0x5F 0x5F 0x5E 0x5F 0x5E 0x5F 0x5F 0x5E 0x5F 0x5E 0x5F 0x5E 0x5F 0x5F 0x5F 0x5E 0x5F 0x5F 0x5F 0x5F 0x5F 0x5F 0x5F 0x5F	.11 LSB=[012] where LSB = MSB + 1 is the + 2 Mod 12, then D is LSB = MSB + 3 Mod 12 and the LSB is 0, then I believe this indicates that the
0.3 - 0.6 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [50-69] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127] voicevibratoratesyncon 0x3F 0x3F [0,15] ViBRATO_RATES_SYNC_ON voicevarnmode 0x3F 0x4F [0,1] voicewibratobpm 0x3F 0x4F [0,1] voicesvibratobpm 0x3F 0x49 [0,1] voicescale 0x3F 0x45 [0,1] voicescale 0x3F 0x45 [0,1] voicescale 0x45 - 0x45 0x45	.11 LSB=[012] where LSB = MSB + 1 is the + 2 Mod 12, then D is LSB = MSB + 3 Mod 12 and the LSB is 0, then I believe this indicates that the
0.3 - 0.6 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [50-69] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127] voicevibratoratesyncon 0x3F 0x3F [0,15] ViBRATO_RATES_SYNC_ON voicevarnmode 0x3F 0x4F [0,1] voicewibratobpm 0x3F 0x4F [0,1] voicesvibratobpm 0x3F 0x49 [0,1] voicescale 0x3F 0x45 [0,1] voicescale 0x3F 0x45 [0,1] voicescale 0x45 - 0x45 0x45	.11 LSB=[012] where LSB = MSB + 1 is the + 2 Mod 12, then D is LSB = MSB + 3 Mod 12 and the LSB is 0, then I believe this indicates that the
0.3 - 0.6 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [50-69] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127] voicevibratoratesyncon 0x3F 0x3F [0,15] ViBRATO_RATES_SYNC_ON voicevarnmode 0x3F 0x4F [0,1] voicewibratobpm 0x3F 0x4F [0,1] voicesvibratobpm 0x3F 0x49 [0,1] voicescale 0x3F 0x45 [0,1] voicescale 0x3F 0x45 [0,1] voicescale 0x45 - 0x45 0x45	.11 LSB=[012] where LSB = MSB + 1 is the + 2 Mod 12, then D is LSB = MSB + 3 Mod 12 and the LSB is 0, then I believe this indicates that the
0.3 - 0.6 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [50-69] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127] voicevibratoratesyncon	.11 LSB=[012] where LSB = MSB + 1 is the + 2 Mod 12, then D is LSB = MSB + 3 Mod 12 and the LSB is 0, then I believe this indicates that the ff as Voice Scale
0.3 - 0.6 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [50-69] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127] voicewibratoratesyncon	.11 LSB=[012] where LSB = MSB + 1 is the + 2 Mod 12, then D is LSB = MSB + 3 Mod 12 and the LSB is 0, then I believe this indicates that the ff as Voice Scale
0.3 - 0.6 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [50-69] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127] voicevibratoratesyncon	.11 LSB=[012] where LSB = MSB + 1 is the + 2 Mod 12, then D is LSB = MSB + 3 Mod 12 and the LSB is 0, then I believe this indicates that the ff as Voice Scale
0.3 - 0.6 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [50-69] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [10-4127] 1.0 - 1.8 by 0.04 [50-69] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127] 1.0 - 1.0 by 0.2 [102-127] 1.0 - 1.0 by 0.2 [102-127] 1.0 by 0.2	.11 LSB=[012] where LSB = MSB + 1 is the 2 Mod 12, then D is LSB = MSB + 3 Mod 12 and the LSB is 0, then I believe this indicates that the Iff as Voice Scale Interest, though it does have Dry/Wet
0.3 - 0.6 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [50-69] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127] voicewibratoratesyncon	.11 LSB=[012] where LSB = MSB + 1 is the 2 Mod 12, then D is LSB = MSB + 3 Mod 12 and the LSB is 0, then I believe this indicates that the Iff as Voice Scale Interest, though it does have Dry/Wet
0.3 - 0.6 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [50-69] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127] voicevibratoratesyncon	.11 LSB=[012] where LSB = MSB + 1 is the +2 Mod 12, then D is LSB = MSB + 3 Mod 12 and the LSB is 0, then I believe this indicates that the Iff as Voice Scale Iters, though It does have Dry/Wet Chorus 1, Chorus 2, Chorus 3. Presets are: (0 Stereo
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0.3 - 0.6 by 0.01 [0-29]	11 LSB=[12] where LSB = MSB + 1 is the + 2 Mod 12, then D is LSB = MSB + 3 Mod 12 and the LSB is 0, then I believe this indicates that the iff as Voice Scale
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0.3 - 0.6 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [50-69] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127] 1.0 - 1.8 by 0.04 [50-69] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127] 1.0 - 1.8 by 0.04 [50-69] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127] 1.0 - 1.8 by 0.04 [50-69] 1.8 - 5.0 by 0.1 [50-10] 1.0 - 1.0 by 0.2 [102-127] 1.0 by 0.0 by 0.0 0.45 > 1.1 then sends 0.05 [0.5] 1.0 by 0.0 by 0.0 0.45 > 1.0 by 0.0 0.40	11 LSB-[12] where LSB = MSB + 1 is the P2 Mod 12, then D is LSB = MSB + 3 mod 12 and the LSB is 0, then I believe this indicates that the Iff as Voice Scale Iff as Voice Scale Inters, though it does have Dry/Wet Chorus 1, Chorus 2, Chorus 3. Presets are: 1. O Stereo 1. O Stereo 2. O Stereo 2. Stereo 3. Stereo 3. Stereo 4. Stereo 4. Stereo 5. Stereo 5. Stereo 6. Stereo 6. Stereo 6. Stereo 7. Stereo 8. And displayed as [0.02,10.00]. All told there are display 10.00. Else divide by 64 (cutting into 128 stereo the st
0.3 - 0.6 by 0.01 0.29	11 LSB-[12] where LSB = MSB + 1 is the P2 Mod 12, then D is LSB = MSB + 3 mod 12 and the LSB is 0, then I believe this indicates that the Iff as Voice Scale Iff as Voice Scale Inters, though it does have Dry/Wet Chorus 1, Chorus 2, Chorus 3. Presets are: 1. O Stereo 1. O Stereo 2. O Stereo 2. Stereo 3. Stereo 3. Stereo 4. Stereo 4. Stereo 5. Stereo 5. Stereo 6. Stereo 6. Stereo 6. Stereo 7. Stereo 8. And displayed as [0.02,10.00]. All told there are display 10.00. Else divide by 64 (cutting into 128 stereo the st
0.3 - 0.6 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [50-69] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127] 1.5 - 10.0 by	.11 LSB-[12] where LSB = MSB + 1 is the P ± 2 Mod 12, then D is LSB = MSB + 3 mod 12 and the LSB is 0, then I believe this indicates that the Iff as Voice Scale Iff as Voice Scale Inters, though it does have Dry/Wet Phorus 1, Chorus 2, Chorus 3. Presets are: (0. Stereo 26. Mono RRN values for each preset, just their display 8, and displayed as [0.02.10.00]. All told there are display 10.00. Else divide by 64 (cutting into 128 lange 2. 8 8, and displayed as [0.0.128.0] in increments of the by 64 (cutting into 1280 even pieces). Then by 10. The Hydrasynth seems to round 0.5

fx1param4 (Feedback)		0x3B 0x40	[1,127] output as 8, 16, 24, 32,, and displayed as [-63,63]	
fx1param5 (Mono/Stereo)		0x3B 0x50	[0,1] output as 0 and 8 respectively for "Mono", "Stereo"	
fx2preset (Flanger)		0x3B 0x00	[0,2] in increments of 8 (0, 8, 16), displayed as Flanger 1, Flanger 2, Flanger 3. Presets are:	
			Rate: 0.17Hz Depth 109.0 Offset -180 Feedback 45 Stereo	
			Rate: 0.34Hz Depth 130 Offset -180 Feedback 54 Stereo	
			2. Rate: 0.17Hz Depth 60.0 Offset -180 Feedback -55 Stereo	
			Note: I have not determined the five actual NRPN values for each preset, just their display	
			values.	
fx2param1 (Rate)	0x0C	0x41 0x6F	[0,8192] seemingly only output in increments of 8, and displayed as [0.02,10.00]. All told there are 129 unique display values. To display: if 8192, display 10.00. Else divide by 64 (cutting into 128	
			even pieces). Then display as follows:	
			# vals Range Increment Value Range	
			40 0.02 - 0.42 by 0.01 0-40 19 0.42 - 0.80 by 0.02 40-59	
			24 0.80 - 2.00 by 0.05 59-83	
			28 2.00 - 4.80 by 0.10 83-111 11 4.80 - 7.00 by 0.20 111-122	
			7 7.00 - 10.00 by 0.50 122-128	
			129 TOTAL	
fx2param2 (Depth)	0x0D	0x41 0x70	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then	
			ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5	
			towards even.	
fx2param3 (Offset)		0x3B 0x30	[0,360] output in increments of 8 (0, 8,, 2880) and displayed as [-180,180]	
fx2param4 (Feedback)		0x3B 0x40	[1,127] output as 8, 16, 24, 32,, and displayed as [-63,63]	
fx2param5 (Mono/Stereo)		0x3B 0x50	[0,1] output as 0 and 8 respectively for "Mono", "Stereo"	
fx3preset (Rotary)		0x3B 0x00	[0,2] in increments of 8 (0, 8, 16), displayed as Rotary 1, Rotary 2, Rotary 3. Presets are:	
			Low-Speed 0.66Hz Hi-Speed 1.35Hz Lo-Depth 26 Hi-Depth 35 Low/High 6	
			Low-Speed 0.26Hz Hi-Speed 0.90Hz Lo-Depth 27 Hi-Depth 29 Low/High 0	
			2. Low-Speed 0.66Hz Hi-Speed 0.75Hz Lo-Depth 70 Hi-Depth 70 Low/High 4	
			Note: I have not determined the five actual NRPN values for each preset, just their display	
		1	values.	
fx3param1 (Lo-Speed)	0x0C	0x41 0x6F	[0,8192] seemingly only output in increments of 8, and displayed as [0.02,10.00]. All told there are 129 unique display values. To display: if 8192, display 10.00. Else divide by 64 (cutting into 128	
			even pieces). Then display as follows:	
			# vals Range Increment Value Range	
			40 0.02 - 0.42 by 0.01 0-40	
			19 0.42 - 0.80 by 0.02 40-59 24 0.80 - 2.00 by 0.05 59-83	
			28 2.00 - 4.80 by 0.10 83-111	
			11 4.80 - 7.00 by 0.20 111-122 7 7.00 - 10.00 by 0.50 122-128	
			129 TOTAL	
fx3param2 (Hi-Speed)	0x0D	0x41 0x70	[0,8192] seemingly only output in increments of 8, and displayed as [0.02,10.00]. All told there are	
			129 unique display values. To display: if 8192, display 10.00. Else divide by 64 (cutting into 128 even pieces). Then display as follows:	
			# vals Range Increment Value Range 40 0.02 - 0.42 by 0.01 0-40	
			19 0.42 - 0.80 by 0.02 40-59	
			24 0.80 - 2.00 by 0.05 59-83 28 2.00 - 4.80 by 0.10 83-111	
			11 4.80 - 7.00 by 0.20 111-122	
			7 7.00 - 10.00 by 0.50 122-128 129 TOTAL	
fx3param3 (Lo-Depth)		0x3B 0x30	[0,127] output as 0, 8, 16, 24, 32,	
fx3param4 (Hi-Depth)		0x3B 0x40	[0,127] output as 0, 8, 16, 24, 32,	
fx3param5 (Low/High)		0x3B 0x50	[1,127] output as 8, 16, 24, 32,, and displayed as [-63,63]	
fx4preset (Phaser)		0x3B 0x00	[0,2] in increments of 8 (0, 8, 16), displayed as Phaser 1, Phaser 2, Phaser 3. Presets are:	
ix-preset (Filaser)		0,000 0,000		
			Rate: 0.34Hz Feedback 10.0 Depth 111 Phase 74 Offset 0 Rate: 0.34Hz Feedback 44.0 Depth 111 Phase 74 Offset -180	
			Rate: 0.13Hz Feedback 32.0 Depth 96 Phase 64 Offset -180	
			Note: I have not determined the five actual NRPN values for each preset, just their display	
			values.	
fx4param1 (Rate)	0x0C	0x41 0x6F	[0,8192] seemingly only output in increments of 8, and displayed as [0.02,10.00]. All told there are	
			129 unique display values. To display: if 8192, display 10.00. Else divide by 64 (cutting into 128 even pieces). Then display as follows:	
			# vals Range Increment Value Range 40 0.02 - 0.42 by 0.01 0-40	
			19 0.42 - 0.80 by 0.02 40-59	
			24 0.80 - 2.00 by 0.05 59-83 28 2.00 - 4.80 by 0.10 83-111	
			11 4.80 - 7.00 by 0.20 111-122	
			7 7.00 - 10.00 by 0.50 122-128 129 TOTAL	
fx4param2 (Feedback)	0,000	0x41 0x70		
ix-paramz (r eeuback)	OXOD	0.41 0.70	[0,8192] seemingly only output in increments of 8, and displayed as [-64.0, 64.0] in increments of 0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then	
			ROUND to nearest integer 01280. Then divide by 10. Then subtract 64.0. The Hydrasynth seems to round 0.5 towards even.	
fv/naram3 (Donth)		0x3B 0x30		
fx4param3 (Depth) fx4param4 (Phase)	1	0x3B 0x30	[0,127] output as 0, 8, 16, 24, 32, [0,127] output as 0, 8, 16, 24, 32,	
	-	1		
fx4param5 (Offset)		0x3B 0x50	[0,360] output in increments of 8 (0, 8,, 2880) and displayed as [-180,180]	
fx5preset (Lo-Fi)		0x3B 0x00	[0,1] in increments of 8 (0, 8), displayed as Lo-Fi 1, Lo-Fi 2. Presets are:	
			0. Cutoff 1600Hz Resonance 4.0 Tele Output 3dB Sampling 5513Hz	
			Cutoff 2000Hz Resonance 2.8 Clean Output 3dB Sampling 8820Hz	
			Note: I have not determined the five actual NRPN values for each preset, just their display	
			values.	
fx5param1 (Cutoff)	0x0C	0x41 0x6F	[0,8192] seemingly only output in increments of 8, and displayed as [160Hz,20000Hz]. All told	
			there are 128 unique display values. To display: if 8192, display 20000Hz. Else divide by 64 (cutting into 128 even pieces). Then ROUND to nearest integer 0130. The Hydrasynth seems to	
			round 0.5 towards even. Then display as follows:	
			#vals Range Increment	
			10 160 - 260 by 10	
			1 360	
			23 400 - 1600 by 50 54 1600 - 7000 by 100	
			15 7000 - 10000 by 200	
			20 10000 - 20000 by 500	
	1	1	128 TOTAL	I

fx5param2 (Resonance)	0x0D	0x41 0x70	[0,8184] seemingly only output in increments of 8, and displayed as [1.0,12.0] in increments of 0.1. To display: if 8184, display 12.0. Else divide by 74.4 (cutting into 110 even pieces). Then ROUND	
			to nearest integer 0110. Then divide by 10. Then add 1.0. The Hydrasynth seems to round 0.5 towards even.	
fx5param3 (Filter Type)		0x3B 0x30	[0,5] output as 0, 8, 16, 24, representing "Thru", "PWBass", "Radio", "Tele", "Clean", "Low"	
fx5param4 (Output)		0x3B 0x40	[-6, 36] output in multiples of 8 as 464, 472,, 792, 800	
fx5param5 (Sampling)		0x3B 0x50	[1, 16] output as 8, 16, 24, representing "44100", "22050", "14700", "11025", "8820", "7350", "6300", "5513", "4900", "4410", "4009", "3675", "3392", "3150", "2940", "2756". Yes, the values go	
			DOWN.	
fx6preset (Tremolo)		0x3B 0x00	[0,2] in increments of 8 (0, 8, 16), displayed as Tremolo 1, Tremolo 2, Tremolo 3. Presets are:	
			Rate: 5.40Hz Depth 49.0 Sine Phase 39 PitchMod 0	
			Rate: 5.40Hz Depth 52.0 Sine Phase 39 PitchMod 3	
			2. Rate: 3.40Hz Depth 100.0 Sine Phase -90 PitchMod 24	
			Note: I have not determined the five actual NRPN values for each preset, just their display	
(0 (0))	0.00	0.440.05	values.	
fx6param1 (Rate)	UXUC	0x41 0x6F	[0,8192] seemingly only output in increments of 8, and displayed as [0.02,10.00]. All told there are 129 unique display values. To display: if 8192, display 10.00. Else divide by 64 (cutting into 128	
			even pieces). Then display as follows:	
			# vals Range Increment Value Range	
			40 0.02 - 0.42 by 0.01 0-40 19 0.42 - 0.80 by 0.02 40-59	
			24 0.80 - 2.00 by 0.05 59-83	
			28 2.00 - 4.80 by 0.10 83-111 11 4.80 - 7.00 by 0.20 111-122	
			7 7.00 - 10.00 bý 0.50 122-128 129 TOTAL	
fx6param2 (Depth)	OVOD	0x41 0x70	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of	
ixoparamz (Depin)	UXUD	UX41 UX/U	0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then	
			ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even.	
fx6param3 (LFO Shape)		0x3B 0x30		
fx6param4 (Phase)	1	0x3B 0x40	[0,360] output in increments of 8 (0, 8,, 2880) and displayed as [-180,180]	
,	-			
fx6param5 (Pitch Mod)		0x3B 0x50	[0,127] output as 0, 8, 16, 24, 32,	
fx7preset (EQ)		0x3B 0x00	[0,6] in increments of 8 (0, 8, 16, 24, 32, 40, 48), displayed as Flat, Low Boost, Bass Cut, High Cut, Smile, Lo-Fi, Warm. Presets are:	
			0. Low Gain 0.0 dB High Gain 0.0 dB Mid Gain 0.0 dB Xover Lo 500 Hz Xover Hi 4000 Hz 1. Low Gain 2.8 dB High Gain -2.5 dB Mid Gain -20 dB Xover Lo 380 Hz Xover Hi 4000 Hz 2. Low Gain -7.5 dB High Gain 0.2 dB Mid Gain 1.0 dB Xover Lo 900 Hz Xover Hi 4000 Hz	
			Low Gain -7.5 dB High Gain 0.2 dB Mid Gain 1.0 dB Xover Lo 900 Hz Xover Hi 4000 Hz Low Gain 0.0 dB High Gain -10.0 dB Mid Gain 1.0 dB Xover Lo 500 Hz Xover Hi 5008 Hz	
			4. Low Gain 3.0 dB High Gain 3.0 dB Mid Gain 0.0 dB Xover Lo 500 5Hz Xover Hi 7760 Hz	
			5. Low Gain -26.5 dB High Gain -36.0 dB Mid Gain 5.0 dB Xover Lo 920 Hz Xover Hi 4000 Hz 6. Low Gain 1.5 dB High Gain -6.5 dB Mid Gain 1.0 dB Xover Lo 768 Hz Xover Hi 7600 Hz	
			Note: I have not determined the five actual NRPN values for each preset, just their display values.	
fx7param1 (Low Gain)	0x0C	0x41 0x6F	[0,1020] output in multiples of 8 as 0, 8, 16,, 8152, 8160. Displayed as [-36.0,24.0 in	
ix/parami (con dan)	OAGG	OX 11 OXO1	increments of 0.1] as follows. If 1020, display 24.0. Else divide by 1.7. Then ROUND to nearest	
			integer. Then subtract 360. Then divide by 10.0. The Hydrasynth seems to round 0.5 towards even.	
fx7param2 (High Gain)	0x0D	0x41 0x70	[0,1020] output in multiples of 8 as 0, 8, 16,, 8152, 8160. Displayed as [-36.0,24.0] in	
			increments of 0.1 as follows. If 1020, display 24.0. Else divide by 1.7. Then ROUND to nearest	
			integer. Then subtract 360. Then divide by 10.0. The Hydrasynth seems to round 0.5 towards even.	
fx7param3 (Mid Gain)		0x3B 0x30	[0, 600] output in multiples of 8 as 0, 8, 16,, 4792, 4800. Displayed as [-36.0,24.0] in	
			increments of 0.1 as follows. Subtract 360. Then divide by 10.0.	
			BUG: While High and Low Gain go 01020, Mid Gain goes 0600 but displays the same	
			values. This reeks of a likely bug.	
fx7param4 (Xover Low)		0x3B 0x40	[16,1000] in increments of 1 output as multiples of 8 as 128, 136,, 8000 and displayed as	
			multiples of 2 as 32, 34,, 2000.	
fx7param5 (Xover High)		0x3B 0x50	[32,1000] in increments of 1 output as multiples of 8 as 256, 264,, 8000 and displayed as multiples of 16 as 512, 544,, 16000.	
fxsidechain (Compressor)		0x3B 0x73		
fx8param1	0x0C			
	0x0D	0x41 0x70	MOR \$160] seamingly only output in increments of 8, and displayed as [1,0:1,20,0:1] in increments	
fx8param2 (Ratio)	OXUD	UX-1 UX/U	[408,8160] seemingly only output in increments of 8, and displayed as [1.0:1,20.0:1] in increments of 0.1. To display: if 8160, display 20.0:1. Else subtract 408, divide by 40.8 (cutting into 190 even	
			pieces). Then ROUND to nearest integer 0190. Then divide by 10. Then add 1.0. The Hydrasynth seems to round 0.5 towards even.	
fx8param3 (Attack)		0x3B 0x30		
fx8param4 (Release)			[5, 560] ms in steps of 8 (40, 48, 56,)	
fx8param5 (Output)	-		[0,512] in steps of 8 (0, 8, 16, 24,)	
fx9preset (Distortion)		0x3B 0x00	[0,2] in increments of 8 (0, 8, 16), displayed as Drive 1, Drive 2, Drive 3. Note, not called "Distortion 13". Presets are:	
			Drive 58.0 Tone -26.5 Asym 0 Curve 128 Output -7.7dB Drive 63.0 Tone 38.8 Asym 24 Curve 13 Output -4.6dB	
			2. Drive 49.4 Tone 17.2 Asym 0 Curve 0 Output -10.6dB	
			Note: I have not determined the five actual NRPN values for each preset, just their display	
			values.	
fx9param1 (Drive)	0x0C	0x41 0x6F	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then	
			ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even.	
40 (T	0.5-	041 0 =:		
fx9param2 (Tone)	0x0D	0x41 0x70	[0,8192] seemingly only output in increments of 8, and displayed as [-64.0, 64.0] in increments of 0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then	
			ROUND to nearest integer 01280. Then divide by 10. Then subtract 64.0. The Hydrasynth seems to round 0.5 towards even.	
fv0naram2 /Acum'	1	0v3D 000		
fx9param3 (Asym)	-	0x3B 0x30	[0,128] in steps of 8 (0, 8, 16, 24,)	
fx9param4	-	0x3B 0x40		
fx9param5 (Output)		0x3B 0x50	[-36.0,24.0] dB in increments of 0.1 output as in multiples of 8 as 0, 8, 16,, 4800	
Patch Parameters without	NRPN	CC Values		
Name			Description	
name			16 ASCII bytes	
category			[0,18] CATEGORIES	
	1		[0,31] COLORS	
color				
color macro1name			8 ASCII bytes	
macro1name				

macro4name				
macro5name				
macro6name				
macro7name				
macro8name				
Parameters with CC Values				
Name	СС	Range	Notes	
osc1cent	0x6F	14-114	-50 +50	
osc1wavscan	0x18	0-127	30 700	
osc2cent	0x70	0 127		
osc2wavscan	0x1A			
osc3cent	0x71			
mutator1ratio	0x1D	0-127		
mutator1depth mutator1wet	0x1E 0x1F	0-127		
		0-127		
mutator2ratio	0x21			
	0x22			
mutator2wet	0x23			
mutator3ratio	0x24			
mutator3depth	0x25			
mutator3wet	0x27			
mutator4ratio	0x28			
mutator4depth	0x29			
mutator4wet	0x2A			
ringmoddepth	0x2B			
mixerosc1vol	0x2C	0-127	It seems that 128.0 is CC 127, and <128.0 is 126. Maybe rounded up?	
mixerosc1pan	0x2D	0-127	-64 + 64 0 -> 64	
mixerosc1filterratio	0x76	0-127	100:0 to 0:100 50:50 -> 64	
mixerosc2vol	0x2E			
mixerosc2pan	0x2F			
mixerosc2filterratio	0x77			
mixerosc3vol	0x30			
mixerosc3pan	0x31			
mixerosc3filterratio	0x72			
mixernoisevol	0x03			
mixernoisepan	0x08			
mixernoisefilterratio	0x73			
mixerringmodvol	0x09			
mixerringmodpan	0x0A			
mixerringmodfilterratio	0x74			
filter1cutoff	0x4A	0-127		
filter1drive	0x32	0-127		
filter1resonance	0x47	0-127		
filter1 keytrack	0x33	0-127	100% -> 96 0% -> 64	
filter1lfo1amount	0x34	0-127	-64 + 64 0 -> 64	
filter1 velenv		0-127	-64+64 0->64	
filter1env1amount	0x35 0x36	0-127	-64 + 64 0 -> 64	
filter2cutoff		0-127	**************************************	
	0x37			
filter2resonance filter2morph	0x38	0.127		
filter2morph filter2keytrack	0x39 0x3A	0-127		
filter2lfo1amount	0x3B			
filter2velenv	0x3C			
filter2env1amount	0x3D	0.4		
amplfo2amount	0x3E	0-127	-64 + 64 0 -> 64	
prefxwet	0x5D	0-127	0-100% 50% -> 64	
prefxparam1	0x0C	0-127		
prefxparam2	0x0D			
delaywet	0x5C	0-127	0-100% 50% -> 64	
delayfeedback	0x0E	0-127		
delaytimesyncoff	0x0F	0-127		
delaywettone	0x3F	0-127	-64 + 64 0 -> 64	
reverbwet	0x5B	0-127	0-100% 50% -> 64	
reverbtime	0x41	0-127	Freeze -> 127	
reverbtone	0x43	0-127	-64 + 64 0 -> 64	
postfxwet	0x5E	0-127	0-100% 50% -> 64	
postfxparam1	0x44	0-127		
postfxparam2	0x45			
Ifo1level	0x46	0-127		
Ifo1ratesyncoff	0x48	0-127		
	0x1C			
Ifo2ratesyncoff	0x49			
Ifo3level	0x4B			
Ifo3ratesyncoff	0x4C			
Ifo4level	0x4D			

Ifo4ratesyncoff	0x4E			
Ifo5level	0x4F			
Ifo5ratesyncoff	0x50			
env1attacksyncoff	0x51	0-127		
env1decaysyncoff	0x52	0-127		
env1sustain	0x53	0-127		
env1releasesyncoff	0x54	0-127		
env2attacksyncoff	0x55			
env2decaysyncoff	0x56			
-				
env2sustain	0x57			
env2releasesyncoff	0x58			
env3attacksyncoff	0x59			
env3decaysyncoff	0x5A			
env3sustain	0x60			
env3releasesyncoff	0x61			
env4attacksyncoff	0x19			
env4decaysyncoff	0x1B			
env4sustain	0x7D			
env4releasesyncoff	0x7C			
env5attacksyncoff	0x66			
env5decaysyncoff	0x67			
env5sustain	0x68			
env5releasesyncoff	0x69			
arpdivision	0x6A	0-11		
			E9/ 1009/	
arpgate	0x6B	5-100	5%100%	
arpoctave	0x78	1-4		
arpmode	0x6C	0-7		
arplength	0x7A	0-32	0 = Default	
arpratchet	0x6D	0-127		
arpchance	0x6E	0-100	0% 100%	
			0.0 100.0	
macro1panelvalue	0x10	0-127		
macro2panelvalue	0x11			
macro3panelvalue	0x12			
macro4panelvalue	0x13			
macro5panelvalue	0x14			
macro6panelvalue	0x15			
macro7panelvalue	0x16			
macro8panelvalue	0x17			
-				
voicedetune	0x5F	0-127		
-	0x5F 0x75	0-127 0-127		
voicedetune voicestereowidth	0x75	0-127	Off, On	
voicedetune voicestereowidth voiceglide	0x75 0x42	0-127 0-1	Off, On	
voicedetune voicestereowidth	0x75	0-127	Off, On	
voicedetune voicestereowidth voiceglide	0x75 0x42	0-127 0-1	Off, On	
voicedetune voicestereowidth voiceglide voiceglidetime	0x75 0x42 0x05	0-127 0-1 0-127	Off, On	
voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP	0x75 0x42 0x05	0-127 0-1 0-127		
voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP Name	0x75 0x42 0x05	0-127 0-1 0-127	Notes	
voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP	0x75 0x42 0x05	0-127 0-1 0-127		
voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP Name	0x75 0x42 0x05	0-127 0-1 0-127	Notes	
voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP Name Arpeggiator Tempo	0x75 0x42 0x05	0-127 0-1 0-127 0-127 0-127 NRPN 0x3F 0x38	Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted.	
voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP Name Arpeggiator Tempo Arpeggiator Tompo Chord Button Pressed Occasionally when patch	0x75 0x42 0x05	0-127 0-1 0-127 0-127 0-127 NRPN 0x3F 0x38 0x39 0x03	Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. [0.1]	
voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP Name Arpeggiator Tempo Arpeggiator On/Off Chord Button Pressed Occasionally when patch select dial is turned.	0x75 0x42 0x05	0-127 0-1 0-127 0-127 NRPN 0x3F 0x38 0x39 0x03 0x3F 0x16	Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. [0.1] MSB = 0x00 LSB = 0x00	
voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP Name Arpeggiator Tempo Arpeggiator Ton/Off Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose.	0x75 0x42 0x05	0-127 0-1 0-127 0-127 0-127 0-329 0-349 0-39 0	Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. [0,1] MSB = 0x00 LSB = 0x00 MSB = 0x09 LSB = various	
voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP Name Arpegglator Tempo Arpegglator Toh/Off Chord Button Pressed Occasionally when patch select dial is turned, ulknown Purpose. Emitted when Tap Trig	0x75 0x42 0x05	0-127 0-1 0-127 0-127 NRPN 0x3F 0x38 0x39 0x03 0x3F 0x16	Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. [0.1] MSB = 0x00 LSB = 0x00	
voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP Name Arpeggiator Tempo Arpeggiator Ton/Off Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose.	0x75 0x42 0x05	0-127 0-1 0-127 0-127 0-127 0-329 0-349 0-39 0	Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. [0,1] MSB = 0x00 LSB = 0x00 MSB = 0x09 LSB = various	
voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP Name Arpegglator Tempo Arpegglator Toh/Off Chord Button Pressed Occasionally when patch select dial is turned, ulknown Purpose. Emitted when Tap Trig	0x75 0x42 0x05	0-127 0-1 0-127 0-127 0-127 0-329 0-349 0-35 0-39 0	Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. [0,1] MSB = 0x00 LSB = 0x00 MSB = 0x09 LSB = various	
voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP Name Arpegglator Tempo Arpegglator Toh/Off Chord Button Pressed Occasionally when patch select dial is turned, ulknown Purpose. Emitted when Tap Trig	0x75 0x42 0x05	0-127 0-1 0-127 0-127 0-127 0-329 0-349 0-35 0-39 0	Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. [0,1] MSB = 0x00 LSB = 0x00 MSB = 0x09 LSB = various	
voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP Name Arpeggiator Tempo Arpeggiator Tompo Arpeggiator On/Off Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose. Emitted when Tap Trig turned On on panel	0x75 0x42 0x05	0-127 0-1 0-127 0-127 0-127 0-329 0-349 0-35 0-39 0	Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. [0,1] MSB = 0x00 LSB = 0x00 MSB = 0x09 LSB = various	
voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP Name Arpeggiator Tempo Arpeggiator Tempo Arpeggiator On/Off Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose. Emitted when Tap Trig turned On on panel	0x75 0x42 0x05	0-127 0-1 0-127 0-127 0-127 0-326 0-327 0-32	Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. [0.1] MSB = 0x00 LSB = 0x00 MSB = 0x00 LSB = various MSB = 0x00 LSB = 0x00	
voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP Name Arpeggiator Tempo Arpeggiator Tompo Arpeggiator On/Off Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose. Emitted when Tap Trig turned On on panel	0x75 0x42 0x05	0-127 0-1 0-127 0-127 0-127 0-329 0-349 0-35 0-39 0	Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. [0.1] MSB = 0x00 LSB = 0x00 MSB = 0x09 LSB = various MSB = 0x00 LSB = 0x00	
voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP Name Arpeggiator Tempo Arpeggiator Tempo Arpeggiator On/Off Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose. Emitted when Tap Trig turned On on panel	0x75 0x42 0x05	0-127 0-1 0-127 0-127 0-127 0-326 0-327 0-32	Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. [0.1] MSB = 0x00 LSB = 0x00 MSB = 0x09 LSB = various MSB = 0x00 LSB = 0x00	
voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP Name Arpegglator Tempo Arpegglator Tempo Arpegglator Orloff Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose. Emitted when Tap Trig turned On on panel	0x75 0x42 0x05	0-127 0-1 0-127 0-	Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. [0.1] MSB = 0x00 LSB = 0x00 MSB = 0x00 LSB = various MSB = 0x00 LSB = 0x00 Notes [-50,+50] 2-byte 2's Complement. Thus it goes 0-0, 1-1, 2-2,, 50-50, then 8142 = -50, 8143 = -49,, 8191 = -1	
voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP Name Arpegglator Tempo Arpegglator Tempo Arpegglator Orloff Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose. Emitted when Tap Trig turned On on panel	0x75 0x42 0x05	0-127 0-1 0-127 0-	Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. [0.1] MSB = 0x00 LSB = 0x00 MSB = 0x00 LSB = various MSB = 0x00 LSB = 0x00 Notes F.50, 450] 2-byte 2's Complement. Thus it goes 0-0, 1=1, 2=2,, 50=50, then 8142 = -50, 8143 = -49,, 8191 = -1 MSB = Wavescan [0.7] LSB = [0.1]	
voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP Name Arpeggiator Tempo Arpeggiator On/Off Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose. Emitted when Tap Trig turned On on panel	0x75 0x42 0x05	0-127 0-1 0-127 0-	Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. [0.1] MSB = 0x00 LSB = 0x00 MSB = 0x00 LSB = various MSB = 0x00 LSB = 0x00 Notes [-50,+50] 2-byte 2's Complement. Thus it goes 0-0, 1-1, 2-2,, 50-50, then 8142 = -50, 8143 = -49,, 8191 = -1	
voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP Name Arpeggiator Tempo Arpeggiator On/Off Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose. Emitted when Tap Trig turned On on panel Non-Patch NRPN Message Name allosccent osc1solowavescan1	0x75 0x42 0x05	0-127 0-1 0-127 0-127 0-127 0-127 0-127 0-127 0-127 0-128 0-129 0-	Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. [0.1] MSB = 0x00 LSB = 0x00 MSB = 0x00 LSB = various MSB = 0x00 LSB = 0x00 Notes F.50, 450] 2-byte 2's Complement. Thus it goes 0-0, 1=1, 2=2,, 50=50, then 8142 = -50, 8143 = -49,, 8191 = -1 MSB = Wavescan [0.7] LSB = [0.1]	
voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP Name Arpeggiator Tempo Arpeggiator On/Off Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose. Emitted when Tap Trig turned On on panel	0x75 0x42 0x05	0-127 0-1 0-127 0-127 0-127 0-127 0-127 0-127 0-127 0-128 0-129 0-	Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. [0.1] MSB = 0x00 LSB = 0x00 MSB = 0x00 LSB = various MSB = 0x00 LSB = 0x00 Notes F.50, 450] 2-byte 2's Complement. Thus it goes 0-0, 1=1, 2=2,, 50=50, then 8142 = -50, 8143 = -49,, 8191 = -1 MSB = Wavescan [0.7] LSB = [0.1]	
voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP Name Arpeggiator Tempo Arpeggiator On/Off Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose. Emitted when Tap Trig turned On on panel Non-Patch NRPN Message Name allosccent osc1solowavescan1	0x75 0x42 0x05	0-127 0-1 0-127 0-127 0-127 0-127 0-127 0-127 0-127 0-128 0-129 0-	Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. [0.1] MSB = 0x00 LSB = 0x00 MSB = 0x00 LSB = various MSB = 0x00 LSB = 0x00 Notes F.50, 450] 2-byte 2's Complement. Thus it goes 0-0, 1=1, 2=2,, 50=50, then 8142 = -50, 8143 = -49,, 8191 = -1 MSB = Wavescan [0.7] LSB = [0.1]	
voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP Name Arpeggiator Tempo Arpeggiator Tempo Arpeggiator On/Off Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose. Emitted when Tap Trig turned On on panel Non-Patch NRPN Message Name allosccent osc1solowavescan1 osc1solowavescan2 osc1solowavescan3	0x75 0x42 0x05	0-127 0-1 0-127 0-127 0-127 0-127 0-127 0-127 0-127 0-128 0-129 0-	Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. [0.1] MSB = 0x00 LSB = 0x00 MSB = 0x09 LSB = various MSB = 0x00 LSB = 0x00 Notes [-50, 450] 2-byte 2's Complement. Thus it goes 0-0, 1=1, 2=2,, 50=50, then 8142 = -50, 8143 = -49,, 8191 = -1 MSB = Wavescan [0.7] LSB = [0.1]	
voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP Name Arpeggiator Tempo Arpeggiator Tempo Arpeggiator Tempo Cocasionally when patch select dial is turned. Unknown Purpose. Emitted when Tap Trig turned On on panel Non-Patch NRPN Message Name allosccent osc1solowavescan1 osc1solowavescan2 osc1solowavescan3 osc1solowavescan4	0x75 0x42 0x05	0-127 0-1 0-127 0-	Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. [0.1] MSB = 0x00 LSB = 0x00 MSB = 0x09 LSB = various MSB = 0x00 LSB = 0x00 Notes [-50, 450] 2-byte 2's Complement. Thus it goes 0-0, 1=1, 2=2,, 50=50, then 8142 = -50, 8143 = -49,, 8191 = -1 MSB = Wavescan [0.7] LSB = [0.1]	
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voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP Name Arpeggiator Tempo Arpeggiator On/Off Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose. Emitted when Tap Trig turned On on panel Non-Patch NRPN Message Name allosccent osc1solowavescan1 osc1solowavescan2 osc1solowavescan3 osc1solowavescan5 osc1solowavescan6 osc1solowavescan6	0x75 0x42 0x05	0-127 0-1 0-127 0-127 0-127 0-127 0-127 0-127 0-127 0-127 0-127 0-128 0-129 0-	Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. [0.1] MSB = 0x00 LSB = 0x00 MSB = 0x09 LSB = various MSB = 0x00 LSB = 0x00 Notes [-50, 450] 2-byte 2's Complement. Thus it goes 0-0, 1=1, 2=2,, 50=50, then 8142 = -50, 8143 = -49,, 8191 = -1 MSB = Wavescan [0.7] LSB = [0.1]	
voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP Name Arpeggiator Tempo Arpeggiator On/Off Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose. Emitted when Tap Trig turned On on panel Non-Patch NRPN Message Name allosccent osc1solowavescan1 osc1solowavescan2 osc1solowavescan3 osc1solowavescan4 osc1solowavescan6 osc1solowavescan6 osc1solowavescan6 osc1solowavescan7	0x75 0x42 0x05	0-127 0-1 0-127 0-127 0-127 0-127 0-127 0-127 0-127 0-128 0-129 0-	Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. [0.1] MSB = 0x00 LSB = 0x00 MSB = 0x09 LSB = various MSB = 0x00 LSB = 0x00 Notes [-50, 450] 2-byte 2's Complement. Thus it goes 0-0, 1=1, 2=2,, 50=50, then 8142 = -50, 8143 = -49,, 8191 = -1 MSB = Wavescan [0.7] LSB = [0.1]	
voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP Name Arpeggiator Tempo Arpeggiator Tempo Arpeggiator Tempo Cocasionally when patch select dial is turned. Unknown Purpose. Emitted when Tap Trig turned On on panel Non-Patch NRPN Message Name allosccent osc1solowavescan1 osc1solowavescan2 osc1solowavescan4 osc1solowavescan6 osc1solowavescan6 osc1solowavescan6 osc1solowavescan6 osc1solowavescan7 osc1solowavescan7 osc1solowavescan7 osc1solowavescan6	0x75 0x42 0x05	0-127 0-1 0-127 0-127 0-127 0-127 0-127 0-127 0-127 0-127 0-128 0-129 0-	Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. [0.1] MSB = 0x00 LSB = 0x00 MSB = 0x09 LSB = various MSB = 0x00 LSB = 0x00 Notes [-50, 450] 2-byte 2's Complement. Thus it goes 0-0, 1=1, 2=2,, 50=50, then 8142 = -50, 8143 = -49,, 8191 = -1 MSB = Wavescan [0.7] LSB = [0.1]	
voicedetune voicestereowidth voiceglide voiceglide voiceglidetime Some Undocumented NRP Name Arpeggiator Tempo Arpeggiator On/Off Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose. Emitted when Tap Trig turned On on panel Non-Patch NRPN Message Name aliosccent osc1solowavescan1 osc1solowavescan2 osc1solowavescan3 osc1solowavescan4 osc1solowavescan5 osc1solowavescan6 osc1solowavescan6 osc1solowavescan7 osc1solowavescan7 osc1solowavescan7 osc1solowavescan7	0x75 0x42 0x05	0-127 0-1 0-127 0-1 0-127 0-1 0-127 0-1 0-127 0-1 0-127 0-1 0-127 0-1 0-129 0-139 0-	Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. [0.1] MSB = 0x00 LSB = 0x00 MSB = 0x09 LSB = various MSB = 0x00 LSB = 0x00 Notes [-50, 450] 2-byte 2's Complement. Thus it goes 0-0, 1=1, 2=2,, 50=50, then 8142 = -50, 8143 = -49,, 8191 = -1 MSB = Wavescan [0.7] LSB = [0.1]	
voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP Name Arpeggiator Tempo Arpeggiator Tempo Arpeggiator Tempo Cocasionally when patch select dial is turned. Unknown Purpose. Emitted when Tap Trig turned On on panel Non-Patch NRPN Message Name allosccent osc1solowavescan1 osc1solowavescan2 osc1solowavescan4 osc1solowavescan6 osc1solowavescan6 osc1solowavescan6 osc1solowavescan6 osc1solowavescan7 osc1solowavescan7 osc1solowavescan7 osc1solowavescan6	0x75 0x42 0x05	0-127 0-1 0-127 0-127 0-127 0-127 0-127 0-127 0-127 0-127 0-128 0-129 0-	Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. [0.1] MSB = 0x00 LSB = 0x00 MSB = 0x09 LSB = various MSB = 0x00 LSB = 0x00 Notes [-50, 450] 2-byte 2's Complement. Thus it goes 0-0, 1=1, 2=2,, 50=50, then 8142 = -50, 8143 = -49,, 8191 = -1 MSB = Wavescan [0.7] LSB = [0.1]	
voicedetune voicestereowidth voiceglide voiceglide voiceglidetime Some Undocumented NRP Name Arpeggiator Tempo Arpeggiator On/Off Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose. Emitted when Tap Trig turned On on panel Non-Patch NRPN Message Name aliosccent osc1solowavescan1 osc1solowavescan2 osc1solowavescan3 osc1solowavescan4 osc1solowavescan5 osc1solowavescan6 osc1solowavescan6 osc1solowavescan7 osc1solowavescan7 osc1solowavescan7 osc1solowavescan7	0x75 0x42 0x05	0-127 0-1 0-127 0-1 0-127 0-1 0-127 0-1 0-127 0-1 0-127 0-1 0-127 0-1 0-129 0-139 0-	Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. [0.1] MSB = 0x00 LSB = 0x00 MSB = 0x09 LSB = various MSB = 0x00 LSB = 0x00 Notes [-50, 450] 2-byte 2's Complement. Thus it goes 0-0, 1=1, 2=2,, 50=50, then 8142 = -50, 8143 = -49,, 8191 = -1 MSB = Wavescan [0.7] LSB = [0.1]	
voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP Name Arpeggiator Tempo Arpeggiator On/Off Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose. Emitted when Tap Trig turned On on panel Non-Patch NRPN Message Name allosccent osc1solowavescan1 osc1solowavescan2 osc1solowavescan3 osc1solowavescan6 osc1solowavescan7 osc1solowavescan7 osc1solowavescan8 osc2solowavescan8 osc2solowavescan1 osc2solowavescan1	0x75 0x42 0x05	0-127 0-1 0-127 0-1 0-127 0-1 0-127 0-1 0-127 0-1 0-127 0-1 0-127 0-1 0-127 0-	Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. [0.1] MSB = 0x00 LSB = 0x00 MSB = 0x09 LSB = various MSB = 0x00 LSB = 0x00 Notes [-50, 450] 2-byte 2's Complement. Thus it goes 0-0, 1=1, 2=2,, 50=50, then 8142 = -50, 8143 = -49,, 8191 = -1 MSB = Wavescan [0.7] LSB = [0.1]	
voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP Name Arpeggiator Tempo Arpeggiator On/Off Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose. Emitted when Tap Trig turned On on panel Non-Patch NRPN Message Name allosccent osc1solowavescan1 osc1solowavescan2 osc1solowavescan3 osc1solowavescan4 osc1solowavescan6 osc1solowavescan7 osc1solowavescan7 osc1solowavescan7 osc1solowavescan7 osc1solowavescan1 osc2solowavescan1 osc2solowavescan3 osc2solowavescan1 osc2solowavescan1 osc2solowavescan3 osc2solowavescan3 osc2solowavescan3	0x75 0x42 0x05	0-127 0-1 0-127 0-1 0-127 0-1 0-127 0-1 0-36 0-38 0-39 0-39 0-39 0-39 0-39 0-39 0-39 0-39	Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. [0.1] MSB = 0x00 LSB = 0x00 MSB = 0x00 LSB = various MSB = 0x00 LSB = 0x00 Notes F.50, 450] 2-byte 2's Complement. Thus it goes 0-0, 1=1, 2=2,, 50=50, then 8142 = -50, 8143 = -49,, 8191 = -1 MSB = Wavescan [0.7] LSB = [0.1]	
voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP Name Arpeggiator Tempo Arpeggiator Ton/Off Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose. Emitted when Tap Trig turned On on panel Non-Patch NRPN Message Name allosccent osc1solowavescan1 osc1solowavescan2 osc1solowavescan3 osc1solowavescan6 osc1solowavescan6 osc1solowavescan7 osc1solowavescan7 osc1solowavescan8 osc2solowavescan1 osc2solowavescan1 osc2solowavescan2 osc2solowavescan3 osc2solowavescan4 osc2solowavescan5 osc2solowavescan6 osc2solowavescan7 osc2solowavescan7 osc2solowavescan6	0x75 0x42 0x05	0-127 0-1 0-127 0-1 0-127 0-1 0-127 0-1 0-329 0-339 0-339 0-337 0-357 0-	Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. [0.1] MSB = 0x00 LSB = 0x00 MSB = 0x00 LSB = various MSB = 0x00 LSB = 0x00 Notes F.50, 450] 2-byte 2's Complement. Thus it goes 0-0, 1=1, 2=2,, 50=50, then 8142 = -50, 8143 = -49,, 8191 = -1 MSB = Wavescan [0.7] LSB = [0.1]	
voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP Name Arpeggiator Tempo Arpeggiator Tempo Arpeggiator Tempo Cocasionally when patch select dial is turned. Unknown Purpose. Emitted when Tap Trig turned On on panel Non-Patch NRPN Message Name allosccent osc1solowavescan1 osc1solowavescan2 osc1solowavescan3 osc1solowavescan4 osc1solowavescan5 osc1solowavescan6 osc1solowavescan7 osc1solowavescan7 osc2solowavescan1 osc2solowavescan3 osc2solowavescan3 osc2solowavescan4 osc2solowavescan4 osc2solowavescan5 osc2solowavescan1 osc2solowavescan6 osc2solowavescan6 osc2solowavescan6 osc2solowavescan6 osc2solowavescan6 osc2solowavescan6	0x75 0x42 0x05	0-127 0-1 0-127 0-1 0-127 0-1 0-127 0-1 0-329 0-339 0-339 0-339 0-337 0-	Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. [0.1] MSB = 0x00 LSB = 0x00 MSB = 0x00 LSB = various MSB = 0x00 LSB = 0x00 Notes F.50, 450] 2-byte 2's Complement. Thus it goes 0-0, 1=1, 2=2,, 50=50, then 8142 = -50, 8143 = -49,, 8191 = -1 MSB = Wavescan [0.7] LSB = [0.1]	
voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP Name Arpegliator Tempo Arpegliator On/Off Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose. Emitted when Tap Trig turned On on panel Non-Patch NRPN Message Name allosccent osc1solowavescan1 osc1solowavescan2 osc1solowavescan3 osc1solowavescan5 osc1solowavescan6 osc1solowavescan7 osc2solowavescan1	0x75 0x42 0x05	0-127 0-1 0-127 0-1 0-127 0-1 0-127 0-1 0-39 0-39 0-39 0-39 0-35 0-35 0-37 0-37 0-37 0-37 0-37 0-37 0-37 0-37	Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. [0.1] MSB = 0x00 LSB = 0x00 MSB = 0x00 LSB = various MSB = 0x00 LSB = 0x00 Notes [-50, 450] 2-byte 2's Complement. Thus it goes 0-0, 1=1, 2=2,, 50=50, then 8142 = -50, 8143 =-49,, 8191 = -1 MSB = Wavescan [0.7] LSB = [0.1] NOTE: In fact it's not clear what these do if anything.	
voicedetune voicestereowidth voiceglide voiceglide voiceglidetime Some Undocumented NRP Name Arpeggiator Tempo Arpeggiator Tempo Arpeggiator On/Off Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose. Emitted when Tap Trig turned On on panel Non-Patch NRPN Message Name alliosccent osc1solowavescan1 osc1solowavescan2 osc1solowavescan3 osc1solowavescan4 osc1solowavescan5 osc1solowavescan6 osc1solowavescan7 osc2solowavescan1 osc2solowavescan1 osc2solowavescan3 osc2solowavescan3 osc2solowavescan1 osc2solowavescan3 osc2solowavescan4 osc2solowavescan5 osc2solowavescan6 osc2solowavescan6 osc2solowavescan6 osc2solowavescan6 osc2solowavescan6	0x75 0x42 0x05	0-127 0-1 0-127 0-1 0-127 0-1 0-127 0-1 0-329 0-339 0-339 0-339 0-337 0-	Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. [0.1] MSB = 0x00 LSB = 0x00 MSB = 0x00 LSB = various MSB = 0x00 LSB = 0x00 Notes [-50, 450] 2-byte 2's Complement. Thus it goes 0-0, 1=1, 2=2,, 50=50, then 8142 = -50, 8143 =-49,, 8191 = -1 MSB = Wavescan [0.7] LSB = [0.1] NOTE: In fact it's not clear what these do if anything.	

			m	
macro1panelvalue	0x10	0x3F 0x58	[Range and display not determined]	
macro2panelvalue	0x11	0x3F 0x59		
macro3panelvalue	0x12	0x3F 0x5A		
macro4panelvalue	0x13	0x3F 0x5B		
macro5panelvalue	0x14	0x3F 0x5C		
macro6panelvalue	0x15	0x3F 0x5D		
macro7panelvalue	0x16	0x3F 0x5E		
macro8panelvalue	0x17	0x3F 0x5F		