| 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 0x7A 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 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 128.0. Else divide by 6.4 (cutting into 1290 even pieces). 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 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 128.0. Else divide by 6.4 (cutting into 1290 even pieces). 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 mutator4warp7 mutator4warp8 noisetype ringmoddepth ringmodsource1 ringmodsource2 mixerosc1vol mixerosc1pan mixerosc1filterratio | 0x2C 0x2D 0x76 0x2E | 0x40 0x1A 0x40 0x78 0x40 0x79 0x40 0x79 0x40 0x79 0x40 0x70 0x40 0x7E 0x40 0x7C 0x40 0x7F 0x40 0x7F 0x40 0x7F 0x40 0x3F 0x3F 0x3F 0x3F 0x3F 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 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 128.0. Else divide by 6.4 (cutting into 1290 even pieces). 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 mixerosc1vol mixerosc1pan mixerosc1pan mixerosc2vol mixerosc2vol mixerosc2pan | 0x2C 0x2D 0x76 0x2E 0x2F | 0x40 0x1A 0x40 0x78 0x40 0x79 0x40 0x79 0x40 0x79 0x40 0x7D 0x40 0x7E 0x40 0x7C 0x40 0x7C 0x40 0x7C 0x40 0x7C 0x40 0x7C 0x40 0x7C 0x40 0x3C 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 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 128.0. Else divide by 6.4 (cutting into 1290 even pieces). 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 | [0,1] "Series", "Parallel" | |
|----------------------------|------|------------------------|---|--|
| filter1 positionofdrive | | 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 \$192, 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 Hydrasynth 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 vowelorder | | 0x3F 0x2E | [0,7] "AEIOU", "AIUEO", "AUIOE", "AOUIE", "IOUAE", "UEAOI", "IOEAU", "UIEAO" BUG: This NRPN is emitted by the Hydrasynth but not read by it | |
| filter1 type | | 0x3F 0x28 | [0-15] FILTER_1_TYPES Note that "vower" 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 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. | |
| 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 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. | |
| filter2keytrack | 0х3А | 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 \$192, 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", "EQ", "Compressor", "Distortion" | |
| prefxpreset | | 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 \$192, display 100.0. Else divide by 8,192 (cutting into 1000 even pieces). Then FLOOR to nearest integer 0100. Then divide by 10. | |
| prefxparam1 | _ | 0x41 0x6F | See "FX Types and Custom Parameters" below depending on prefxtype | |
| prefxparam2 | 0x0D | 0x41 0x70 | | |
| prefxparam3 | | 0x3B 0x30 0x3B 0x40 | | |
| prefxparam4 prefxparam5 | | 0x3B 0x40 | | |
| prefxparamo | | 0x3B 0x50 | 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 8.192 (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 POUND 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 0x3C 0x72 | 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", "Temolo", "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 increments. 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 0.1 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", "Temolo", "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 increments. 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 0x72 | 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 0x73 0x3C 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 postfxtype postfxpreset 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 0x73 0x3C 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 | |

| | 1 | | | |
|--|------|------------------------|---|--|
| Ifo1trigsync | | | MSB = 0x03 LSB = [0, 2] "Poly", "Single", "Off" | |
| Ifo1smooth | | 0x3F 0x04 | MSB = 0x06 LSB = [0,1] | |
| Ifo1steps | | 0x3F 0x04 | MSB = 0x07 LSB = [2, 64] | |
| | | | Note: this parameter is ignored if Ifo1wave is not set to "Step" (10). Note that this is NOT | |
| | | | the case for the individual steps: they can be set regardless of the setting of Ifo1wave. | |
| lfo1delaysyncoff | | 0x3F 0x04 | MSB = 0x11 LSB = [0, 127] divided into the following chunks: | |
| | | | 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 32 | |
| | | | 10 640ms-1280ms by 64 (>1 sec display as x.xx floored) | |
| | | | 10 1280 - 2560 by 128 (display as x.xx floored) 10 2560 - 5120 by 256 (display as x.xx floored) | |
| | | | 10 5120 - 9728 by 512 (display as x.xx floored) 12 10 - 22 sec by 1 (display as xx.0) | |
| | | | 6 22 - 32 sec by 2 (display as xx.0) TOTAL: 128 VALS | |
| | | | | |
| Ifo1fadeinsyncoff | | | MSB = 0x12 LSB = [0,127] LFO_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 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. Note that every 5 away from 0 (center) is one semitone. | |
| | | | Note: you can set this and other LFO step parameters even if Ifo1wave isn't currently set to | |
| | | | "Steps" (10). However, you CANNOT set Ifo1 steps unless Ifo1 wave is currently set to | |
| | - | | "Steps". | |
| Ifo1step2 | | 0x3A 0x11 | | |
| lfo1step3 | | 0x3A 0x12 | | |
| lfo1step4 | | 0x3A 0x13 | | |
| Ifo1step5 | | 0x3A 0x14 | | |
| Ifo1step6 | | 0x3A 0x15 | | |
| Ifo1step7 | | 0x3A 0x16 | | |
| Ifo1step8 | | 0x3A 0x17 | | |
| Ifo1step9 | | 0x4A 0x00 | | |
| Ifo1step10 | | 0x4A 0x01 | | |
| | | | | |
| Ifo1step11 | | 0x4A 0x02 | | |
| lfo1step12 | | 0x4A 0x03 | | |
| lfo1step13 | | 0x4A 0x04 | | |
| Ifo1step14 | | 0x4A 0x05 | | |
| lfo1step15 | | 0x4A 0x06 | | |
| lfo1step16 | | 0x4A 0x07 | | |
| Ifo1step17 | | 0x4A 0x08 | | |
| lfo1step18 | | 0x4A 0x09 | | |
| lfo1step19 | | 0x4A 0x0A | | |
| lfo1step20 | | 0x4A 0x0B | | |
| Ifo1step21 | | 0x4A 0x0C | | |
| Ifo1step22 | | 0x4A 0x0D | | |
| Ifo1step23 | | 0x4A 0x0E | | |
| | | | | |
| Ifo1step24 | | 0x4A 0x0F | | |
| Ifo1step25 | - | 0x4A 0x10 | | |
| lfo1step26 | _ | 0x4A 0x11 | | |
| lfo1step27 | | 0x4A 0x12 | | |
| lfo1step28 | | 0x4A 0x13 | | |
| lfo1step29 | | 0x4A 0x14 | | |
| Ifo1step30 | | 0x4A 0x15 | | |
| Ifo1step31 | | 0x4A 0x16 | | |
| Ifo1step32 | | 0x4A 0x17 | | |
| Ifo1step33 | | 0x4A 0x18 | | |
| Ifo1step34 | _ | 0x4A 0x18 | | |
| Ifo1step35 | - | 0x4A 0x19 | | |
| | 1 | | | |
| Ifo1step36 | 1 | 0x4A 0x1B | | |
| Ifo1step37 | - | 0x4A 0x1C | | |
| lfo1step38 | | 0x4A 0x1D | | |
| lfo1step39 | | 0x4A 0x1E | | |
| lfo1step40 | | 0x4A 0x1F | | |
| Ifo1step41 | | 0x4A 0x20 | | |
| lfo1step42 | | 0x4A 0x21 | | |
| Ifo1step43 | | 0x4A 0x22 | | |
| Ifo1step44 | | 0x4A 0x23 | | |
| | - | 0x4A 0x24 | | |
| Ifn1sten45 | 1 | | | |
| Ifo1step45 | | | | |
| Ifo1step45 Ifo1step46 Ifo1step47 | | 0x4A 0x25 0x4A 0x26 | | |

| | _ | | |
|-------------------|------|-----------|--|
| Ifo1step48 | | 0x4A 0x27 | |
| Ifo1step49 | | 0x4A 0x28 | |
| Ifo1step50 | | 0x4A 0x29 | |
| Ifo1step51 | | 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 0x32 | |
| Ifo1step60 | | 0x4A 0x33 | |
| Ifo1step61 | | 0x4A 0x34 | |
| Ifo1step62 | | 0x4A 0x35 | |
| | | | |
| Ifo1step63 | | 0x4A 0x36 | |
| Ifo1step64 | | 0x4A 0x37 | |
| Ifo2level | 0x1C | 0x41 0x0C | |
| Ifo2wave | | 0x3F 0x05 | |
| Ifo2bpmsync | | 0x3F 0x05 | |
| Ifo2trigsync | | 0x3F 0x05 | |
| Ifo2smooth | | 0x3F 0x05 | |
| Ifo2steps | | 0x3F 0x05 | |
| lfo2delaysyncoff | | 0x3F 0x05 | |
| Ifo2fadeinsyncoff | | 0x3F 0x05 | |
| Ifo2delaysyncon | | 0x3F 0x05 | |
| | | 0x3F 0x05 | |
| Ifo2fadeinsyncon | | | |
| Ifo2oneshot | | 0x3F 0x05 | |
| Ifo2phase | | 0x3F 0x31 | |
| Ifo2ratesyncoff | 0x49 | 0x41 0x06 | |
| Ifo2ratesyncon | | 0x43 0x06 | |
| Ifo2step1 | | 0x3A 0x18 | |
| lfo2step2 | | 0x3A 0x19 | |
| lfo2step3 | | 0x3A 0x1A | |
| Ifo2step4 | | 0x3A 0x1B | |
| | | | |
| Ifo2step5 | | 0x3A 0x1C | |
| Ifo2step6 | | 0x3A 0x1D | |
| Ifo2step7 | | 0x3A 0x1E | |
| Ifo2step8 | | 0x3A 0x1F | |
| Ifo2step9 | | 0x4A 0x40 | |
| Ifo2step10 | | 0x4A 0x41 | |
| Ifo2step11 | | 0x4A 0x42 | |
| Ifo2step12 | | 0x4A 0x43 | |
| lfo2step13 | | 0x4A 0x44 | |
| lfo2step14 | | 0x4A 0x45 | |
| Ifo2step15 | | 0x4A 0x46 | |
| Ifo2step16 | | 0x4A 0x47 | |
| | | | |
| Ifo2step17 | | 0x4A 0x48 | |
| lfo2step18 | | 0x4A 0x49 | |
| Ifo2step19 | | 0x4A 0x4A | |
| lfo2step20 | | 0x4A 0x4B | |
| Ifo2step21 | | 0x4A 0x4C | |
| lfo2step22 | | 0x4A 0x4D | |
| lfo2step23 | | 0x4A 0x4E | |
| lfo2step24 | | 0x4A 0x4F | |
| lfo2step25 | | 0x4A 0x50 | |
| Ifo2step26 | | 0x4A 0x51 | |
| Ifo2step27 | | 0x4A 0x52 | |
| Ifo2step28 | | 0x4A 0x53 | |
| | | | |
| lfo2step29 | | 0x4A 0x54 | |
| Ifo2step30 | - | 0x4A 0x55 | |
| lfo2step31 | | 0x4A 0x56 | |
| lfo2step32 | | 0x4A 0x57 | |
| lfo2step33 | | 0x4A 0x58 | |
| lfo2step34 | | 0x4A 0x59 | |
| Ifo2step35 | | 0x4A 0x5A | |
| lfo2step36 | | 0x4A 0x5B | |
| Ifo2step37 | | 0x4A 0x5C | |
| Ifo2step38 | | 0x4A 0x5D | |
| Ifo2step39 | | 0x4A 0x5E | |
| | | | |
| Ifo2step40 | | 0x4A 0x5F | |
| Ifo2step41 | | 0x4A 0x60 | |
| Ifo2step42 | | 0x4A 0x61 | |
| lfo2step43 | | 0x4A 0x62 | |
| lfo2step44 | | 0x4A 0x63 | |
| Ifo2step45 | | 0x4A 0x64 | |
| Ifo2step46 | | 0x4A 0x65 | |
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| Nobel N | lfo2step49 | | 0x4A 0x68 | |
| Nobel N | Ifo2step50 | | 0x4A 0x69 | |
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| | lfo2step55 | | | |
| | Ifo2step56 | | 0x4A 0x6F | |
| MORISONIO | Ifo2step57 | | 0x4A 0x70 | |
| NEMBORDI NAME NAME NAME NAME NAME NAME NAME NAME | lfo2step58 | | 0x4A 0x71 | |
| NEMBORDI NAME NAME NAME NAME NAME NAME NAME NAME | lfo2step59 | | 0x4A 0x72 | |
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| | _ | | | |
| env1delaysyncoff | | 0x3F 0x00 | 0 MSB = 0x08, LSB = [0, 127] divided into the following chunks and displayed as [0ms,32sec]: 20 0-20ms bt 10 20-40ms by 2 10 40-80ms by 4 10 80-160ms by 8 10 160-320ms by 16 10 320ms-640ms by 32 10 640ms-1280ms by 64 (>1 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 15120 -9728 by 512 (display as x.xx floored) 10 5120 -9728 by 512 (display as x.xx floored) 11 10 -22 sec by 1 (display as x.xx floored) 12 10 -22 sec by 1 (display as x.xx floored) 13 10 -22 sec by 1 (display as x.xx floored) 14 10 -22 sec by 1 (display as x.xx floored) 15 12 10 -22 sec by 1 (display as x.xx.0) 16 22 -32 sec by 2 (display as x.x.0) | |
| env1attacksyncoff 0 | 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: 20 | |
| env1holdsyncoff | | | 8192, display (36 sex). Else divide by 64 (cutting into 128 even pieces). Then ROUND to nearest integer 0128. The Hydraxynth seems to round 0.5 towards even. Then display as: 20 0-20ms by 1 10 20-40ms by 2 10 40-80ms by 4 10 80-160ms by 9 10 160-320ms by 16 10 320ms-640ms by 32 10 640ms-1280ms by 16 11 320ms-640ms by 32 10 640ms-1280ms by 64 (>1 sec display as x.xx floored) 10 1280 -2560 by 128 (display as x.xx floored) 11 2580 -5120 by 256 (display as x.xx floored) 10 2580 -5120 by 256 (display as x.xx floored) 11 01-25 as by 178 (display as x.xx floored) 12 01-25 as by 178 (display as x.xx floored) 13 01-25 as by 178 (display as x.xx floored) 14 01-25 as by 178 (display as x.xx floored) 15 01-25 as by 178 (display as x.xx floored) 16 01-25 as by 178 (display as x.xx floored) 170 11-120 x 36 sec by 2 (display as x.xx floored) 18 01-25 as sec by 2 (display as x.xx floored) | |
| env1decaysyncoff 0 | 0x52 | 0x41 0x1B | B (0,8192] seemingly only output in increments of 8, and displayed as [0m.s 05sec]. To display: if 8192, display (60 sec). Else divide by 63.02 or so cuttaing into 100 even pieces). Then ROUND to nearest integer 0130. The Hydrasynth seems to round 0.5 towards even. Then display as: 20 | |
| env1sustain 0 | | | 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 0. | 0x54 | 0x41 0x25 | 5 [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 02 or so (cutting tim 10 30 even picess). Then ROUND to nearest integer 0130. The Hydrasynth seems to round 0.5 towards even. Then display as: 20 | |
| | | | 10 2560-5120 by 256 (display as x.xx floored) 10 5120 - 9728 by 512 (display as x.xx floored) 6 10 - 16 sec by 1 (display as x.xx) 22 16 - 60 sec by 2 (display as xx.0) | |
| and dalaismen | | 0v3E 0v00 | 10 2560-5120 by 256 (display as x.xx floored) 10 5120 - 9728 by 512 (display as x.xx floored) 6 10 - 16 sec by 1 (display as x.x.0) 2 16 - 60 sec by 2 (display as xx.0) TOTAL: 128 VALS | |
| env1delaysyncon | | | 10 | |
| env1delaysyncon env1attacksyncon | | 0x43 0x11 | 10 | |
| | | 0x43 0x11 | 10 | |

| env1releasesyncon | | 0x43 0x25 | [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 | |
| | | | | |
| env1deccurve | | 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 | | |
| env1trigsrc3 | | 0x3A 0x62 | | |
| - | | 0x3A 0x63 | | |
| env1trigsrc4 | | | | |
| env2delaysyncoff | | 0x3F 0x01 | | |
| env2attacksyncoff | 0x55 | 0x41 0x12 | | |
| env2holdsyncoff | | 0x41 0x17 | | |
| env2decaysyncoff | 0x56 | 0x41 0x1C | | |
| env2sustain | 0x57 | 0x41 0x21 | | |
| | | | | |
| | 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 | Bug: This doesn't do anything. Env 2 (Amplitude) Trig Src 1 (properly) cannot be modified, | |
| | | | see the manual. But there's still an NRPN parameter! | |
| env2trigsrc2 | | 0x3A 0x65 | | |
| env2trigsrc3 | | 0x3A 0x66 | | |
| env2trigsrc4 | | 0x3A 0x67 | | |
| | | | | |
| | | | | |
| env3delaysyncoff | | 0x3F 0x02 | | |
| env3attacksyncoff | 0x59 | 0x41 0x13 | | |
| | 0x59 | | | |
| env3attacksyncoff env3holdsyncoff | 0x59 0x5A | 0x41 0x13 | | |
| env3attacksyncoff env3holdsyncoff env3decaysyncoff | | 0x41 0x13 0x41 0x18 | | |
| env3attacksyncoff env3holdsyncoff env3decaysyncoff env3sustain | 0x5A 0x60 | 0x41 0x13 0x41 0x18 0x41 0x1D 0x41 0x22 | | |
| env3attacksyncoff env3holdsyncoff env3decaysyncoff env3sustain env3releasesyncoff | 0x5A | 0x41 0x13 0x41 0x18 0x41 0x1D 0x41 0x22 0x41 0x27 | | |
| env3attacksyncoff env3holdsyncoff env3decaysyncoff env3sustain env3releasesyncoff env3delaysyncon | 0x5A 0x60 | 0x41 0x13 0x41 0x18 0x41 0x1D 0x41 0x22 0x41 0x27 0x3F 0x02 | | |
| env3attacksyncoff env3holdsyncoff env3decaysyncoff env3sustain env3releasesyncoff env3delaysyncon env3attacksyncon | 0x5A 0x60 | 0x41 0x13 0x41 0x18 0x41 0x1D 0x41 0x22 0x41 0x27 0x3F 0x02 0x43 0x13 | | |
| env3attacksyncoff env3holdsyncoff env3decaysyncoff env3sustain env3releasesyncoff env3delaysyncon | 0x5A 0x60 | 0x41 0x13 0x41 0x18 0x41 0x1D 0x41 0x22 0x41 0x27 0x3F 0x02 0x43 0x13 0x43 0x1D | | |
| env3attacksyncoff env3holdsyncoff env3decaysyncoff env3sustain env3releasesyncoff env3delaysyncon env3attacksyncon | 0x5A 0x60 | 0x41 0x13 0x41 0x18 0x41 0x1D 0x41 0x22 0x41 0x27 0x3F 0x02 0x43 0x13 | | |
| env3attacksyncoff env3holdsyncoff env3decaysyncoff env3sustain env3releasesyncoff env3delaysyncon env3attacksyncon env3decaysyncon | 0x5A 0x60 | 0x41 0x13 0x41 0x18 0x41 0x1D 0x41 0x22 0x41 0x27 0x3F 0x02 0x43 0x13 0x43 0x1D | | |
| env3attacksyncoff env3holdsyncoff env3holdsyncoff env3sustain env3releasesyncoff env3delaysyncon env3delaysyncon env3decaysyncon env3decaysyncon env3holdsyncon | 0x5A 0x60 | 0x41 0x13 0x41 0x18 0x41 0x1D 0x41 0x22 0x41 0x27 0x3F 0x02 0x43 0x13 0x43 0x1D 0x43 0x18 | | |
| env3attacksyncoff env3holdsyncoff env3decaysyncoff env3decaysyncoff env3sustain env3releasesyncoff env3delaysyncon env3decaysyncon | 0x5A 0x60 | 0x41 0x13 0x41 0x18 0x41 0x10 0x41 0x22 0x41 0x27 0x3F 0x02 0x43 0x13 0x43 0x18 0x43 0x18 0x43 0x27 0x3F 0x72 | | |
| env3attacksyncoff env3noldsyncoff env3decaysyncoff env3decaysyncoff env3ustain env3releasesyncoff env3delaysyncon env3decaysyncon env3decaysyncon env3holdsyncon env3holdsyncon env3releasesyncon env3releasesyncon env3deccurve | 0x5A 0x60 | 0x41 0x13 0x41 0x18 0x41 0x1D 0x41 0x22 0x41 0x27 0x3F 0x02 0x43 0x13 0x43 0x10 0x43 0x18 0x43 0x27 0x3F 0x72 | | |
| env3attacksyncoff env3holdsyncoff env3decaysyncoff env3ustain env3releasesyncoff env3delaysyncon env3decaysyncon env3decaysyncon env3holdsyncon env3releasesyncon env3releasesyncon env3releasesyncon env3releasesyncon env3releasesyncon env3releasesyncon env3releasesyncon env3releasesyncon | 0x5A 0x60 | 0x41 0x13 0x41 0x10 0x41 0x10 0x41 0x22 0x41 0x27 0x3F 0x02 0x43 0x13 0x43 0x10 0x43 0x18 0x43 0x27 0x3F 0x72 0x3F 0x72 | | |
| env3attacksyncoff env3holdsyncoff env3holdsyncoff env3sustain env3sustain env3eleasesyncoff env3delaysyncon env3delaysyncon env3decaysyncon env3decaysyncon env3decaysyncon env3releasesyncon env3releasesyncon env3decurve env3decurve env3decurve env3decurve env3decurve env3decurve env3legato | 0x5A 0x60 | 0x41 0x13 0x41 0x18 0x41 0x10 0x41 0x22 0x41 0x27 0x3F 0x02 0x43 0x13 0x43 0x10 0x43 0x18 0x43 0x27 0x3F 0x72 0x3F 0x72 0x3F 0x72 | | |
| env3attacksyncoff env3holdsyncoff env3decaysyncoff env3ustain env3releasesyncoff env3delaysyncon env3decaysyncon env3decaysyncon env3holdsyncon env3releasesyncon env3releasesyncon env3releasesyncon env3releasesyncon env3releasesyncon env3releasesyncon env3releasesyncon env3releasesyncon | 0x5A 0x60 | 0x41 0x13 0x41 0x10 0x41 0x10 0x41 0x22 0x41 0x27 0x3F 0x02 0x43 0x13 0x43 0x10 0x43 0x18 0x43 0x27 0x3F 0x72 0x3F 0x72 | | |
| env3attacksyncoff env3holdsyncoff env3holdsyncoff env3sustain env3sustain env3eleasesyncoff env3delaysyncon env3delaysyncon env3decaysyncon env3decaysyncon env3decaysyncon env3releasesyncon env3releasesyncon env3decurve env3decurve env3decurve env3decurve env3decurve env3decurve env3legato | 0x5A 0x60 | 0x41 0x13 0x41 0x18 0x41 0x10 0x41 0x22 0x41 0x27 0x3F 0x02 0x43 0x13 0x43 0x10 0x43 0x18 0x43 0x27 0x3F 0x72 0x3F 0x72 0x3F 0x72 | | |
| env3attacksyncoff env3holdsyncoff env3holdsyncoff env3ecaysyncoff env3sustain env3eleasesyncoff env3delaysyncon env3decaysyncon env3decaysyncon env3holdsyncon env3holdsync | 0x5A 0x60 | 0x41 0x13 0x41 0x16 0x41 0x10 0x41 0x22 0x41 0x27 0x3F 0x02 0x43 0x13 0x43 0x10 0x43 0x18 0x43 0x72 0x3F 0x72 0x3F 0x72 0x3F 0x72 0x3F 0x02 | | |
| env3attacksyncoff env3noldsyncoff env3decaysyncoff env3decaysyncoff env3delaysyncon env3delaysyncon env3decaysyncon env3decaysyncon env3holdsyncon env3holdsyncon env3decaysyncon env3decaysyn | 0x5A 0x60 | 0x41 0x13 0x41 0x10 0x41 0x10 0x41 0x22 0x41 0x27 0x36 0x02 0x43 0x13 0x43 0x10 0x43 0x13 0x43 0x16 0x43 0x27 0x3F 0x72 0x3F 0x72 0x3F 0x72 0x3F 0x02 0x3F 0x02 0x3F 0x02 | | |
| env3attacksyncoff env3noldsyncoff env3decaysyncoff env3estain env3delaysyncon env3delaysyncon env3decaysyncon env3decaysyncon env3holdsyncon env3releasesyncon env3releasesync | 0x5A 0x60 | 0x41 0x13 0x41 0x16 0x41 0x20 0x41 0x27 0x37 0x02 0x38 0x10 0x43 0x13 0x43 0x13 0x43 0x16 0x43 0x16 0x43 0x17 0x3F 0x72 0x3F 0x72 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 | | |
| env3attacksyncoff env3holdsyncoff env3holdsyncoff env3sustain env3relasesyncoff env3delaysyncon env3delaysyncon env3decaysyncon env3holdsyncon env3releasesyncon env3releasesy | 0x5A 0x60 | 0x41 0x13 0x41 0x18 0x41 0x10 0x41 0x22 0x41 0x27 0x35 0x02 0x43 0x13 0x43 0x10 0x43 0x18 0x43 0x27 0x35 0x72 0x36 0x72 0x36 0x02 0x37 0x02 0x37 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x37 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02 | | |
| env3attacksyncoff env3holdsyncoff env3holdsyncoff env3sustain env3sustain env3eleasesyncoff env3delaysyncon env3decaysyncon env3decaysyncon env3decaysyncon env3decuysyncon env3decuysyncon env3decuysyncon env3decuysyncon env3decuysyncon env3decuysyncon env3decuyse env3de | 0x5A 0x60 | 0x41 0x13 0x41 0x16 0x41 0x10 0x41 0x27 0x41 0x37 0x35 0x02 0x43 0x13 0x43 0x10 0x43 0x16 0x43 0x27 0x3F 0x77 0x3F 0x77 0x3F 0x77 0x3F 0x02 0x3F 0x02 | | |
| env3attacksyncoff env3holdsyncoff env3holdsyncoff env3sustain env3relasesyncoff env3delaysyncon env3delaysyncon env3decaysyncon env3holdsyncon env3releasesyncon env3releasesy | 0x5A 0x60 | 0x41 0x13 0x41 0x18 0x41 0x10 0x41 0x22 0x41 0x27 0x35 0x02 0x43 0x13 0x43 0x10 0x43 0x18 0x43 0x27 0x35 0x72 0x36 0x72 0x36 0x02 0x37 0x02 0x37 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x37 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02 | | |
| env3attacksyncoff env3holdsyncoff env3holdsyncoff env3sustain env3sustain env3eleasesyncoff env3delaysyncon env3decaysyncon env3decaysyncon env3decaysyncon env3decuysyncon env3decuysyncon env3decuysyncon env3decuysyncon env3decuysyncon env3decuysyncon env3decuyse env3de | 0x5A 0x60 | 0x41 0x13 0x41 0x16 0x41 0x10 0x41 0x27 0x41 0x37 0x35 0x02 0x43 0x13 0x43 0x10 0x43 0x16 0x43 0x27 0x3F 0x77 0x3F 0x77 0x3F 0x77 0x3F 0x02 0x3F 0x02 | | |
| env3attacksyncoff env3noldsyncoff env3decaysyncoff env3decaysyncoff env3delaysyncon env3delaysyncon env3delaysyncon env3decaysyncon env3decaysyncon env3decaysyncon env3decaysyncon env3decurve env3deccurve env3deccurve env3depp env3bpmsync env3freerun env3treerun env3reset env3refcurve env3trigsrc1 env3trigsrc2 env3trigsrc3 env3trigsrc3 | 0x5A 0x60 | 0x41 0x13 0x41 0x10 0x41 0x10 0x41 0x22 0x43 0x10 0x43 0x13 0x43 0x10 0x43 0x18 0x43 0x10 0x43 0x10 0x35 0x72 0x3F 0x72 0x3F 0x02 0x3F 0x02 | | |
| env3attacksyncoff env3noldsyncoff env3decaysyncoff env3decaysyncoff env3sustain env3delaysyncon env3delaysyncon env3decaysyncon env3decaysyncon env3holdsyncon env3holdsyncon env3decaysyncon env3decaysyncon env3decaysyncon env3decaysyncon env3decaysyncon env3decaysyncon env3decaysyncon env3decaysyncon env3decaysyncon env3decurve env3llopp env3legato env3bpmsync env3tregato env3trigarc1 env3trigarc1 env3trigarc2 env3trigarc3 env3trigarc3 env3trigarc3 env3trigarc4 env4delaysyncoff | 0x5A 0x60 0x61 | 0x41 0x13 0x41 0x10 0x41 0x10 0x41 0x22 0x41 0x27 0x35 0x02 0x43 0x13 0x43 0x10 0x43 0x10 0x43 0x27 0x35 0x72 0x35 0x72 0x36 0x02 0x36 0x02 0x36 0x02 0x37 0x02 0x36 0x02 0x37 0x02 0x37 0x02 0x38 0x06 0x3A 0x68 0x3A 0x68 | | |
| env3attacksyncoff env3holdsyncoff env3holdsyncoff env3holdsyncoff env3sustain env3releasesyncoff env3delaysyncon env3decaysyncon env3decaysyncon env3holdsyncon env3holdsyncon env3releasesyncon env3decurve env3loop env3legato env3bpsyncon env3fererun env3freset env4freseca | 0x5A 0x60 0x61 | 0x41 0x13 0x41 0x10 0x41 0x10 0x41 0x22 0x43 0x13 0x43 0x13 0x43 0x18 0x43 0x18 0x43 0x17 0x35 0x72 0x36 0x72 0x37 0x02 0x37 0x02 0x37 0x02 0x36 0x02 0x37 0x02 0x37 0x02 0x37 0x02 0x38 0x02 0x38 0x02 0x37 0x02 0x38 0x08 0x38 0x68 0x38 0x68 0x38 0x08 0x38 0x08 | | |
| env3attacksyncoff env3decaysyncoff env3decaysyncoff env3delassyncoff env3delassyncon env3delasysyncon env3delasysyncon env3decaysyncon env3trigsrc1 env3trigsrc2 env3trigsrc3 env3trigsrc3 env4delaysyncoff env4delaysyncoff env4dolsyncoff | 0x5A 0x60 0x61 | 0x41 0x13 0x41 0x16 0x41 0x10 0x41 0x21 0x41 0x27 0x3F 0x02 0x43 0x13 0x43 0x10 0x43 0x18 0x3F 0x02 0x3F 0x7C 0x3A 0x6A 0x3A 0x6A 0x3A 0x6A 0x3A 0x6A | | |
| env3attacksyncoff env3decaysyncoff env3decaysyncoff env3decaysyncoff env3delaysyncon env3delaysyncon env3delaysyncon env3delaysyncon env3decaysyncon env3decaysyncon env3deccurve env3deccurve env3deccurve env3deccurve env3leps env3fererun env3frerun env3frerun env3frerun env3frigerc4 env4delaysyncoff env4delaysyncoff env4delaysyncoff env4decaysyncoff | 0x5A 0x60 0x61 | 0x41 0x13 0x41 0x10 0x41 0x10 0x41 0x22 0x43 0x13 0x43 0x13 0x43 0x18 0x43 0x18 0x43 0x17 0x35 0x72 0x36 0x72 0x37 0x02 0x37 0x02 0x37 0x02 0x36 0x02 0x37 0x02 0x37 0x02 0x37 0x02 0x38 0x02 0x38 0x02 0x37 0x02 0x38 0x08 0x38 0x68 0x38 0x68 0x38 0x08 0x38 0x08 | | |
| env3attacksyncoff env3decaysyncoff env3decaysyncoff env3decaysyncoff env3delaysyncon env3delaysyncon env3delaysyncon env3decaysyncon env3decaysyncon env3decaysyncon env3decaysyncon env3deccurve env3deccurve env3deccurve env3deps env3lepato env3bpmsync env3freerun env3freerun env3freerun env3freerun env3frigerc4 env3trigerc4 env3trigerc4 env4delaysyncoff env4delaysyncoff env4decaysyncoff | 0x5A 0x60 0x61 | 0x41 0x13 0x41 0x16 0x41 0x10 0x41 0x21 0x41 0x27 0x3F 0x02 0x43 0x13 0x43 0x10 0x43 0x18 0x3F 0x02 0x3F 0x7C 0x3A 0x6A 0x3A 0x6A 0x3A 0x6A 0x3A 0x6A | | |
| env3attacksyncoff env3decaysyncoff env3decaysyncoff env3decaysyncoff env3delaysyncon env3delaysyncon env3decaysyncon env3decaysyncon env3decaysyncon env3decaysyncon env3decaysyncon env3decurve env3loop env3decurve env3decurve env3decurve env3decurve env3depato env3bpato env4beayncoff env4decaysyncoff env4decaysyncoff env4decaysyncoff env4sustain | 0x5A 0x60 0x61 0x61 0x10 0x19 0x19 0x18 0x7D | 0x41 0x13 0x41 0x10 0x41 0x10 0x41 0x22 0x43 0x10 0x43 0x13 0x43 0x10 0x43 0x18 0x43 0x17 0x3F 0x02 0x3F 0x02 0x4F 0x4F 0x4F 0x4F 0x4F 0x4F 0x | | |
| env3attacksyncoff env3dcaysyncoff env3dcaysyncoff env3dcaysyncoff env3dcaysyncon env3dcaysyncon env3dtacksyncon env3ddcaysyncon env3ddcaysyncon env3ddcaysyncon env3ddcaysyncon env3ddcaysyncon env3dkcurve env3loop env3dgato env3bpnsync env3bpnsync env3freerun env3bpnsync env3freerun env3bprsync env3freerun env3trigsrc1 env3trigsrc1 env3trigsrc2 env3trigsrc3 env4tdclaysyncoff env4dcaysyncoff | 0x5A 0x60 0x61 0x61 0x10 0x19 0x19 0x18 0x7D | 0x41 0x13 0x41 0x10 0x41 0x10 0x41 0x22 0x43 0x13 0x43 0x10 0x43 0x10 0x43 0x77 0x3F 0x02 0x3F 0x04 0x3F 0 | | |
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| macro2targe13 % %3E 0x3B <td>macro ttarget3 macro ttarget4 macro ttarget5 macro ttarget6 macro ttarget6 macro ttarget7 macro ttarget8 macro tbuttonvalue1 macro tbuttonvalue2 macro tbuttonvalue3 macro tbuttonvalue4 macro tbuttonvalue5 macro tbuttonvalue5 macro tbuttonvalue6 macro tbuttonvalue7 macro tbuttonvalue8 macro tbuttonvalue8 macro tdepth1 macro tdepth2 macro tdepth4 macro tdepth4 macro tdepth5 macro tdepth6 macro tdepth6 macro tdepth7 macro tdepth7 macro tdepth7 macro tdepth7 macro tdepth8</td> <td></td> <td>0x3E 0x32 0x3E 0x34 0x3E 0x35 0x3E 0x37 0x3E 0x37 0x3D 0x30 0x3D 0x32 0x3D 0x34 0x3D 0x34 0x3D 0x34 0x3D 0x34 0x3D 0x35 0x3D 0x36 0x3D 0x30 0x3D 0x30 0x3D 0x30 0x3D 0x30 0x3D 0x3D 0x3D 0x3D</td> <td>page away and come back to see the changes displayed. BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to</td> <td></td> | macro ttarget3 macro ttarget4 macro ttarget5 macro ttarget6 macro ttarget6 macro ttarget7 macro ttarget8 macro tbuttonvalue1 macro tbuttonvalue2 macro tbuttonvalue3 macro tbuttonvalue4 macro tbuttonvalue5 macro tbuttonvalue5 macro tbuttonvalue6 macro tbuttonvalue7 macro tbuttonvalue8 macro tbuttonvalue8 macro tdepth1 macro tdepth2 macro tdepth4 macro tdepth4 macro tdepth5 macro tdepth6 macro tdepth6 macro tdepth7 macro tdepth7 macro tdepth7 macro tdepth7 macro tdepth8 | | 0x3E 0x32 0x3E 0x34 0x3E 0x35 0x3E 0x37 0x3E 0x37 0x3D 0x30 0x3D 0x32 0x3D 0x34 0x3D 0x34 0x3D 0x34 0x3D 0x34 0x3D 0x35 0x3D 0x36 0x3D 0x30 0x3D 0x30 0x3D 0x30 0x3D 0x30 0x3D 0x3D 0x3D 0x3D | page away and come back to see the changes displayed. BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to | |
| macro2target4 % 0x8 0x8 4 0x8 0x8 | macro ttarget3 macro ttarget4 macro ttarget5 macro ttarget5 macro ttarget6 macro ttarget7 macro ttarget8 macro ttarget8 macro tbuttonvalue1 macro tbuttonvalue2 macro tbuttonvalue3 macro tbuttonvalue4 macro tbuttonvalue6 macro tbuttonvalue6 macro tbuttonvalue7 macro tbuttonvalue8 macro tdepttn0 macro tdepth1 macro tdepth4 macro tdepth4 macro tdepth5 macro tdepth5 macro tdepth6 macro tdepth7 macro tdepth7 macro tdepth7 macro tdepth7 macro tdepth7 macro tdepth7 macro tdepth8 macro tdepth7 macro tdepth8 macro tdepth7 macro tdepth8 macro tdepth8 macro tdepth7 macro tdepth8 macro tdepth8 macro tdepth8 macro tdepth8 | | 0x3E 0x32 0x3E 0x34 0x3E 0x35 0x3E 0x37 0x3E 0x37 0x3E 0x37 0x3D 0x31 0x3D 0x32 0x3D 0x32 0x3D 0x34 0x3D 0x37 0x3D 0x37 0x3D 0x37 0x3D 0x37 0x3D 0x37 0x3D 0x37 0x3D 0x37 0x3D 0x37 0x3E 0x31 0x3E 0x32 0x36 0x32 0x36 0x34 0x36 0x34 0x36 0x37 0x36 0x37 0x36 0x37 0x36 0x37 0x36 0x37 0x36 0x37 0x36 0x37 0x36 0x37 0x36 0x37 | page away and come back to see the changes displayed. BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to | |
| macro2target5 0 x3E 0x3C macro2target6 0 x3E 0x3D macro2target7 0 x3E 0x3E macro2target8 0 x3E 0x3F macro2buttorvalue1 0 x3D 0x3B | macro ttarget3 macro ttarget4 macro ttarget5 macro ttarget6 macro ttarget7 macro ttarget7 macro ttarget8 macro tbuttonvalue1 macro tbuttonvalue2 macro tbuttonvalue4 macro tbuttonvalue5 macro tbuttonvalue6 macro tbuttonvalue6 macro tbuttonvalue7 macro tbuttonvalue7 macro tbuttonvalue7 macro tbuttonvalue7 macro tdepth1 macro tdepth2 macro tdepth4 macro tdepth5 macro tdepth6 macro tdepth7 macro tdepth8 macro tdepth8 macro tdepth8 macro tdepth8 macro tdepth9 macro tdepth9 macro tdepth9 macro tdepth9 macro tdepth8 | | 0x3E 0x32 0x3E 0x34 0x3E 0x35 0x3E 0x36 0x3E 0x37 0x3D 0x30 0x3D 0x31 0x3D 0x32 0x3D 0x34 0x3D 0x34 0x3D 0x35 0x3D 0x36 0x3D 0x36 0x3D 0x36 0x3D 0x36 0x3D 0x37 0x36 0x31 0x36 0x32 0x36 0x34 0x36 0x34 0x36 0x35 0x36 0x36 0x36 0x37 0x36 0x37 0x36 0x38 0x36 0x38 0x36 0x38 0x36 0x37 0x36 0x37 | page away and come back to see the changes displayed. BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to | |
| macro2target5 0 x3E 0x3C macro2target6 0 x3E 0x3D macro2target7 0 x3E 0x3E macro2target8 0 x3E 0x3F macro2buttorvalue1 0 x3D 0x3B | macro ttarget3 macro ttarget4 macro ttarget5 macro ttarget6 macro ttarget7 macro ttarget7 macro ttarget8 macro tbuttonvalue1 macro tbuttonvalue2 macro tbuttonvalue4 macro tbuttonvalue5 macro tbuttonvalue6 macro tbuttonvalue6 macro tbuttonvalue7 macro tbuttonvalue7 macro tbuttonvalue7 macro tbuttonvalue7 macro tdepth1 macro tdepth2 macro tdepth4 macro tdepth5 macro tdepth6 macro tdepth7 macro tdepth8 macro tdepth8 macro tdepth8 macro tdepth8 macro tdepth9 macro tdepth9 macro tdepth9 macro tdepth9 macro tdepth8 | | 0x3E 0x32 0x3E 0x34 0x3E 0x35 0x3E 0x36 0x3E 0x37 0x3D 0x30 0x3D 0x31 0x3D 0x32 0x3D 0x34 0x3D 0x34 0x3D 0x35 0x3D 0x36 0x3D 0x36 0x3D 0x36 0x3D 0x36 0x3D 0x37 0x36 0x31 0x36 0x32 0x36 0x34 0x36 0x34 0x36 0x35 0x36 0x36 0x36 0x37 0x36 0x37 0x36 0x38 0x36 0x38 0x36 0x38 0x36 0x37 0x36 0x37 | page away and come back to see the changes displayed. BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to | |
| macro2target6 0 x3E 0x3E macro2target7 0 x3E 0x3E macro2target8 0 x3E 0x3F macro2buttorvalue1 0 x3D 0x3B | macro ttarget3 macro ttarget4 macro ttarget4 macro ttarget5 macro ttarget6 macro ttarget6 macro ttarget7 macro ttarget8 macro tbuttonvalue1 macro tbuttonvalue2 macro tbuttonvalue4 macro tbuttonvalue5 macro tbuttonvalue6 macro tbuttonvalue6 macro tbuttonvalue7 macro tbuttonvalue7 macro tdeptth1 macro tdepth4 macro tdepth4 macro tdepth5 macro tdepth6 macro tdepth7 macro tdepth8 macro tdepth8 macro tdepth9 m | | 0x3E 0x32 0x3E 0x34 0x3E 0x35 0x3E 0x36 0x3E 0x37 0x3E 0x37 0x3D 0x31 0x3D 0x32 0x3D 0x34 0x3D 0x35 0x3D 0x36 0x3D 0x36 0x3D 0x36 0x3D 0x36 0x36 0x37 0x36 0x32 0x36 0x33 0x36 0x36 0x36 0x36 | page away and come back to see the changes displayed. BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to | |
| macro2target7 0 x3E 0x3E macro2target8 0 x3E 0x3F macro2buttonvalue1 0 x3D 0x38 | macro ttarget3 macro ttarget4 macro ttarget5 macro ttarget5 macro ttarget6 macro ttarget7 macro ttarget8 macro target8 macro tbuttonvalue1 macro tbuttonvalue2 macro tbuttonvalue3 macro tbuttonvalue4 macro tbuttonvalue5 macro tbuttonvalue6 macro tbuttonvalue7 macro tbuttonvalue8 macro tbuttonvalue8 macro tdepth1 macro tdepth2 macro tdepth3 macro tdepth4 macro tdepth5 macro tdepth5 macro tdepth6 macro tdepth7 macro tdepth8 macro tdepth8 macro tdepth8 macro tdepth8 macro tdepth9 macro tdept | | 0x3E 0x32 0x3E 0x34 0x3E 0x35 0x3E 0x37 0x3E 0x30 0x3E 0x30 0x3D 0x31 0x3D 0x32 0x3D 0x33 0x3D 0x33 0x3D 0x34 0x3D 0x36 0x3D 0x36 0x3D 0x36 0x3D 0x36 0x3D 0x36 0x3D 0x36 0x3D 0x36 0x3D 0x36 0x3D 0x36 0x3D 0x36 0x3E 0x32 0x36 0x32 0x36 0x32 0x36 0x32 0x36 0x35 0x36 0x36 0x36 0x37 0x36 0x36 0x36 0x37 0x3E 0x38 0x3E 0x38 0x3E 0x38 | page away and come back to see the changes displayed. BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to | |
| macro2target8 0x3E 0x3F macro2buttonvalue1 0x3D 0x38 | macro ttarget3 macro ttarget4 macro ttarget5 macro ttarget6 macro ttarget6 macro ttarget7 macro ttarget8 macro ttarget8 macro tbuttonvalue1 macro tbuttonvalue2 macro tbuttonvalue3 macro tbuttonvalue4 macro tbuttonvalue5 macro tbuttonvalue5 macro tbuttonvalue6 macro tbuttonvalue7 macro tbuttonvalue8 macro tdepth1 macro tdepth2 macro tdepth4 macro tdepth4 macro tdepth5 macro tdepth6 macro tdepth6 macro tdepth7 macro tdepth7 macro tdepth8 macro tdepth8 macro tdepth8 macro tdepth9 macro tdepth8 macro tdepth8 macro tdepth8 macro tdepth8 macro tdepth9 macro tdep | | 0x3E 0x32 0x3E 0x34 0x3E 0x35 0x3E 0x37 0x3D 0x30 0x3D 0x31 0x3D 0x32 0x3D 0x33 0x3D 0x34 0x3D 0x34 0x3D 0x36 0x3D 0x36 0x3D 0x36 0x3D 0x36 0x3D 0x36 0x3D 0x36 0x3D 0x36 0x3D 0x36 0x3D 0x36 0x3E 0x36 0x3E 0x36 0x3E 0x38 0x3E 0x38 0x3E 0x38 0x3E 0x38 0x3E 0x38 0x3E 0x38 0x3E 0x38 0x3E 0x38 0x3E 0x38 0x3E 0x38 | page away and come back to see the changes displayed. BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to | |
| macro2buttonvalue1 0x3D 0x38 | macro ttarget3 macro ttarget4 macro ttarget5 macro ttarget5 macro ttarget6 macro ttarget7 macro ttarget8 macro ttarget8 macro tbuttonvalue1 macro tbuttonvalue2 macro tbuttonvalue3 macro tbuttonvalue4 macro tbuttonvalue5 macro tbuttonvalue6 macro tbuttonvalue6 macro tbuttonvalue8 macro tbuttonvalue8 macro tdepth1 macro tdepth2 macro tdepth3 macro tdepth4 macro tdepth6 macro tdepth7 macro tdepth7 macro tdepth7 macro tdepth8 macro tdepth7 macro tdepth8 macro tdepth7 macro tdepth8 macro tdepth9 macro tdep | | 0x3E 0x32 0x3E 0x34 0x3E 0x35 0x3E 0x37 0x3D 0x31 0x3D 0x31 0x3D 0x32 0x3D 0x34 0x3D 0x34 0x3D 0x37 0x3D 0x37 0x3D 0x37 0x36 0x31 0x36 0x31 0x36 0x32 0x36 0x34 0x36 0x34 0x36 0x37 0x36 0x37 | page away and come back to see the changes displayed. BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to | |
| macro2buttonvalue1 0x3D 0x38 | macro ttarget3 macro ttarget4 macro ttarget5 macro ttarget5 macro ttarget6 macro ttarget7 macro ttarget8 macro ttarget8 macro tbuttonvalue1 macro tbuttonvalue2 macro tbuttonvalue3 macro tbuttonvalue4 macro tbuttonvalue5 macro tbuttonvalue6 macro tbuttonvalue6 macro tbuttonvalue8 macro tbuttonvalue8 macro tdepth1 macro tdepth2 macro tdepth3 macro tdepth4 macro tdepth6 macro tdepth7 macro tdepth7 macro tdepth7 macro tdepth8 macro tdepth7 macro tdepth8 macro tdepth7 macro tdepth8 macro tdepth9 macro tdep | | 0x3E 0x32 0x3E 0x34 0x3E 0x35 0x3E 0x37 0x3D 0x31 0x3D 0x31 0x3D 0x32 0x3D 0x34 0x3D 0x34 0x3D 0x37 0x3D 0x37 0x3D 0x37 0x36 0x31 0x36 0x31 0x36 0x32 0x36 0x34 0x36 0x34 0x36 0x37 0x36 0x37 | page away and come back to see the changes displayed. BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to | |
| | macro ttarget3 macro ttarget4 macro ttarget5 macro ttarget5 macro ttarget6 macro ttarget7 macro ttarget8 macro ttarget8 macro tbuttonvalue1 macro tbuttonvalue2 macro tbuttonvalue3 macro tbuttonvalue4 macro tbuttonvalue6 macro tbuttonvalue6 macro tbuttonvalue7 macro tbuttonvalue7 macro tbuttonvalue7 macro tdepth1 macro tdepth2 macro tdepth4 macro tdepth5 macro tdepth6 macro tdepth7 macro tdepth7 macro tdepth8 macro tdepth8 macro tdepth8 macro tdepth9 macro tdep | | 0x3E 0x32 0x3E 0x34 0x3E 0x35 0x3E 0x37 0x3E 0x37 0x3D 0x30 0x3D 0x32 0x3D 0x32 0x3D 0x34 0x3D 0x34 0x3D 0x35 0x3D 0x36 0x3D 0x37 0x36 0x31 0x36 0x32 0x36 0x32 0x36 0x34 0x36 0x34 0x36 0x35 0x36 0x34 0x36 0x35 0x36 0x36 0x36 0x37 0x36 0x38 0x36 0x38 | page away and come back to see the changes displayed. BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to | |
| macrozbuttonvalue2 0x3D 0x39 | macro ttarget3 macro ttarget4 macro ttarget5 macro ttarget6 macro ttarget7 macro ttarget7 macro ttarget8 macro ttarget8 macro tbuttonvalue1 macro tbuttonvalue2 macro tbuttonvalue4 macro tbuttonvalue6 macro tbuttonvalue6 macro tbuttonvalue7 macro tbuttonvalue7 macro tbuttonvalue7 macro tbuttonvalue7 macro tdepth1 macro tdepth2 macro tdepth4 macro tdepth4 macro tdepth6 macro tdepth7 macro tdepth8 macro tdep | | 0x3E 0x32 0x3E 0x34 0x3E 0x35 0x3E 0x36 0x3E 0x37 0x3D 0x31 0x3D 0x32 0x3D 0x32 0x3D 0x34 0x3D 0x35 0x3D 0x37 0x36 0x31 0x36 0x31 0x36 0x31 0x36 0x32 0x36 0x34 0x36 0x38 0x36 0x38 | page away and come back to see the changes displayed. BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to | |
| | macro ttarget3 macro ttarget4 macro ttarget5 macro ttarget5 macro ttarget7 macro ttarget7 macro ttarget8 macro tbuttonvalue1 macro tbuttonvalue2 macro tbuttonvalue3 macro tbuttonvalue4 macro tbuttonvalue5 macro tbuttonvalue5 macro tbuttonvalue6 macro tbuttonvalue7 macro tbuttonvalue8 macro tbuttonvalue8 macro tdepth1 macro tdepth2 macro tdepth3 macro tdepth4 macro tdepth5 macro tdepth5 macro tdepth6 macro tdepth7 macro tdepth8 macro tdepth8 macro tdepth9 macro | | 0x3E 0x32 0x3E 0x34 0x3E 0x35 0x3E 0x37 0x3D 0x30 0x3D 0x31 0x3D 0x32 0x3D 0x33 0x3D 0x33 0x3D 0x36 0x3D 0x36 0x3D 0x36 0x3D 0x36 0x3D 0x36 0x3D 0x36 0x3D 0x36 0x3D 0x36 0x3D 0x36 0x3D 0x36 0x36 0x37 0x36 0x32 0x36 0x34 0x36 0x37 0x36 0x37 0x3E 0x38 0x3E 0x3A 0x3E 0x3A 0x3E 0x3A 0x3E 0x3A 0x3E 0x3A 0x3E 0x3A 0x3E 0x3A 0x3E 0x3A 0x3E 0x3A 0x3E 0x3A | page away and come back to see the changes displayed. BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to | |

| macro2buttonvalue3 | 0x3D 0x3A | |
|--|---|--|
| macro2buttonvalue4 | 0x3D 0x3B | |
| macro2buttonvalue5 | 0x3D 0x3C | |
| | | |
| macro2buttonvalue6 | 0x3D 0x3D | |
| macro2buttonvalue7 | 0x3D 0x3E | |
| macro2buttonvalue8 | 0x3D 0x3F | |
| | | |
| macro2depth1 | 0x36 0x38 | |
| macro2depth2 | 0x36 0x39 | |
| macro2depth3 | 0x36 0x3A | |
| | 0x36 0x3B | |
| macro2depth4 | | |
| macro2depth5 | 0x36 0x3C | |
| macro2depth6 | 0x36 0x3D | |
| macro2depth7 | 0x36 0x3E | |
| | | |
| macro2depth8 | 0x36 0x3F | |
| macro3target1 | 0x3E 0x40 | |
| macro3target2 | 0x3E 0x41 | |
| macro3target3 | 0x3E 0x42 | |
| | | |
| macro3target4 | 0x3E 0x43 | |
| macro3target5 | 0x3E 0x44 | |
| macro3target6 | 0x3E 0x45 | |
| macro3target7 | 0x3E 0x46 | |
| | | |
| macro3target8 | 0x3E 0x47 | |
| macro3buttonvalue1 | 0x3D 0x40 | |
| macro3buttonvalue2 | 0x3D 0x41 | |
| | | |
| macro3buttonvalue3 | 0x3D 0x42 | |
| macro3buttonvalue4 | 0x3D 0x43 | |
| macro3buttonvalue5 | 0x3D 0x44 | |
| | | |
| macro3buttonvalue6 | 0x3D 0x45 | |
| macro3buttonvalue7 | 0x3D 0x46 | |
| macro3buttonvalue8 | 0x3D 0x47 | |
| macro3depth1 | 0x36 0x40 | |
| | | |
| macro3depth2 | 0x36 0x41 | |
| macro3depth3 | 0x36 0x42 | |
| macro3depth4 | 0x36 0x43 | |
| | | |
| macro3depth5 | 0x36 0x44 | |
| macro3depth6 | 0x36 0x45 | |
| macro3depth7 | 0x36 0x46 | |
| | | |
| macro3depth8 | 0x36 0x47 | |
| macro4target1 | 0x3E 0x48 | |
| macro4target2 | 0x3E 0x49 | |
| macro4target3 | 0x3E 0x4A | |
| | | |
| macro4target4 | 0x3E 0x4B | |
| macro4target5 | 0x3E 0x4C | |
| macro4target6 | 0x3E 0x4D | |
| | 0x3E 0x4E | |
| macro4target7 | | |
| macro4target8 | 0x3E 0x4F | |
| macro4buttonvalue1 | 0x3D 0x48 | |
| macro4buttonvalue2 | 0x3D 0x49 | |
| | | |
| macro4buttonvalue3 | 0x3D 0x4A | |
| macro4buttonvalue4 | 0x3D 0x4B | |
| macro4buttonvalue5 | 0x3D 0x4C | |
| | 0x3D 0x4D | |
| macro4buttonvalue6 | | |
| macro4buttonvalue7 | 0x3D 0x4E | |
| macro4buttonvalue8 | 0x3D 0x4F | |
| macro4depth1 | 0x36 0x48 | |
| macro4depth2 | 0x36 0x49 | |
| | | |
| macro4depth3 | 0x36 0x4A | |
| macro4depth4 | 0x36 0x4B | |
| macro4depth5 | 0x36 0x4C | |
| | | |
| macro4depth6 | 0x36 0x4D | |
| macro4depth7 | 0x36 0x4E | |
| macro4depth8 | 0x36 0x4F | |
| | | |
| macro5target1 | 0x3E 0x50 | |
| macro5target2 | 0x3E 0x51 | |
| macro5target3 | 0x3E 0x52 | |
| macro5target4 | 0x3E 0x53 | |
| | | |
| | 0x3E 0x54 | |
| macro5target5 | 0x3E 0x55 | |
| macro5target5 macro5target6 | 0x3E 0x56 | |
| macro5target6 | | |
| macro5target6 macro5target7 | 2.25 0.57 | |
| macro5target6 | 0x3E 0x57 | |
| macro5target6 macro5target7 | 0x3E 0x57 0x3D 0x50 | |
| macro5target6 macro5target7 macro5target8 | | |
| macro5target6 macro5target7 macro5target8 macro5buttonvalue1 macro5buttonvalue2 | 0x3D 0x50 0x3D 0x51 | |
| macro5target6 macro5target7 macro5target8 macro5buttonvalue1 macro5buttonvalue2 macro5buttonvalue3 | 0x3D 0x50 0x3D 0x51 0x3D 0x52 | |
| macro5target6 macro5target7 macro5target8 macro5buttonvalue1 macro5buttonvalue2 | 0x3D 0x50 0x3D 0x51 | |
| macro5target6 macro5target7 macro5target8 macro5buttonvalue1 macro5buttonvalue2 macro5buttonvalue3 | 0x3D 0x50 0x3D 0x51 0x3D 0x52 | |
| macro5target6 macro5target7 macro5target8 macro5buttonvalue1 macro5buttonvalue2 macro5buttonvalue3 macro5buttonvalue4 macro5buttonvalue4 | 0x3D 0x50 0x3D 0x51 0x3D 0x52 0x3D 0x53 0x3D 0x54 | |
| macroStarget6 macroStarget7 macroStarget8 macroSbuttonvalue1 macroSbuttonvalue2 macroSbuttonvalue3 macroSbuttonvalue4 macroSbuttonvalue4 macroSbuttonvalue5 macroSbuttonvalue6 | 0x3D 0x50 0x51 0x51 0x52 0x52 0x53 0x55 0x55 0x55 0x55 0x55 0x55 0x55 | |
| macro5target6 macro5target8 macro5buttonvalue1 macro5buttonvalue2 macro5buttonvalue3 macro5buttonvalue4 macro5buttonvalue4 | 0x3D 0x50 0x3D 0x51 0x3D 0x52 0x3D 0x53 0x3D 0x54 | |

| | _ | | |
|--|----------|---|--|
| macro5buttonvalue8 | | 0x3D 0x57 | |
| macro5depth1 | | 0x36 0x50 | |
| macro5depth2 | | 0x36 0x51 | |
| | | | |
| macro5depth3 | | 0x36 0x52 | |
| macro5depth4 | | 0x36 0x53 | |
| macro5depth5 | | 0x36 0x54 | |
| | | | |
| macro5depth6 | | 0x36 0x55 | |
| macro5depth7 | | 0x36 0x56 | |
| macro5depth8 | | 0x36 0x57 | |
| | | 0x3E 0x50 | |
| macro5target1 | | | |
| macro5target2 | | 0x3E 0x51 | |
| macro5target3 | | 0x3E 0x52 | |
| macro5target4 | | 0x3E 0x53 | |
| | | | |
| macro5target5 | | 0x3E 0x54 | |
| macro5target6 | | 0x3E 0x55 | |
| macro5target7 | | 0x3E 0x56 | |
| macro5target8 | | 0x3E 0x57 | |
| | | | |
| macro6buttonvalue1 | | 0x3D 0x58 | |
| macro6buttonvalue2 | | 0x3D 0x59 | |
| macro6buttonvalue3 | | 0x3D 0x5A | |
| macro6buttonvalue4 | | 0x3D 0x5B | |
| | <u> </u> | | |
| macro6buttonvalue5 | | 0x3D 0x5C | |
| macro6buttonvalue6 | | 0x3D 0x5D | |
| macro6buttonvalue7 | | 0x3D 0x5E | |
| | | | |
| macro6buttonvalue8 | | 0x3D 0x5F | |
| macro6depth1 | | 0x36 0x58 | |
| macro6depth2 | | 0x36 0x59 | |
| | | | |
| macro6depth3 | _ | 0x36 0x5A | |
| macro6depth4 | | 0x36 0x5B | |
| macro6depth5 | | 0x36 0x5C | |
| | | 0x36 0x5D | |
| macro6depth6 | | | |
| macro6depth7 | | 0x36 0x5E | |
| macro6depth8 | | 0x36 0x5F | |
| macro7target1 | | 0x3E 0x60 | |
| | | | |
| macro7target2 | | 0x3E 0x61 | |
| macro7target3 | | 0x3E 0x62 | |
| macro7target4 | | 0x3E 0x63 | |
| | | | |
| macro7target5 | | 0x3E 0x64 | |
| macro7target6 | | 0x3E 0x65 | |
| macro7target7 | | 0x3E 0x66 | |
| | | 0x3E 0x67 | |
| macro7target8 | | | |
| macro7buttonvalue1 | | 0x3D 0x60 | |
| macro7buttonvalue2 | | 0x3D 0x61 | |
| macro7buttonvalue3 | | 0x3D 0x62 | |
| | | | |
| macro7buttonvalue4 | | 0x3D 0x63 | |
| macro7buttonvalue5 | | 0x3D 0x64 | |
| macro7buttonvalue6 | | 0x3D 0x65 | |
| | | | |
| macro7buttonvalue7 | | 0x3D 0x66 | |
| macro7buttonvalue8 | | 0x3D 0x67 | |
| macro7depth1 | | 0x36 0x60 | |
| - | | 0x36 0x61 | |
| macro7depth2 | | | |
| macro7depth3 | _ | 0x36 0x62 | |
| macro7depth4 | | 0x36 0x63 | |
| macro7depth5 | | 0x36 0x64 | |
| | | 0x36 0x65 | |
| macro7depth6 | | | |
| macro7depth7 | | 0x36 0x66 | |
| macro7depth8 | | 0x36 0x67 | |
| macro8target1 | | 0x3E 0x68 | |
| - | | 0x3E 0x69 | |
| | | | |
| macro8target2 | | | |
| macro8target2 macro8target3 | | 0x3E 0x6A | |
| | | 0x3E 0x6A 0x3E 0x6B | |
| macro8target3 macro8target4 | | 0x3E 0x6B | |
| macro8target3 macro8target4 macro8target5 | | 0x3E 0x6B 0x3E 0x6C | |
| macro8target3 macro8target4 | | 0x3E 0x6B 0x3E 0x6C 0x3E 0x6D | |
| macro8target3 macro8target4 macro8target5 | | 0x3E 0x6B 0x3E 0x6C | |
| macro8target3 macro8target4 macro8target5 macro8target6 | | 0x3E 0x6B 0x3E 0x6C 0x3E 0x6D 0x3E 0x6E | |
| macro8target3 macro8target4 macro8target5 macro8target6 macro8target7 macro8target8 | | 0x3E 0x6B 0x3E 0x6C 0x3E 0x6D 0x3E 0x6E 0x3E 0x6F | |
| macro8target3 macro8target4 macro8target5 macro8target6 macro8target7 macro8target8 macro8target8 | | 0x3E 0x6B 0x3E 0x6C 0x5E 0x6D 0x3E 0x6E 0x5E 0x6F 0x5E 0x6F | |
| macro8target3 macro8target4 macro8target5 macro8target6 macro8target7 macro8target8 | | 0x3E 0x6B 0x3E 0x6C 0x3E 0x6D 0x3E 0x6E 0x3E 0x6F | |
| macro8target3 macro8target4 macro8target5 macro8target6 macro8target7 macro8target8 macro8target8 macro8buttonvalue1 macro8buttonvalue2 | | 0x3E 0x6B 0x3E 0x6D 0x3E 0x6D 0x3E 0x6E 0x3E 0x6F 0x3E 0x68 0x3D 0x68 | |
| macro8target3 macro8target4 macro8target5 macro8target6 macro8target7 macro8target8 macro8buttonvalue1 macro8buttonvalue2 macro8buttonvalue3 | | 0x3E 0x6B 0x3E 0x6C 0x3E 0x6E 0x3E 0x6E 0x3E 0x6E 0x3E 0x6E 0x3E 0x6E 0x3D 0x68 0x3D 0x68 | |
| macro8target3 macro8target4 macro8target5 macro8target6 macro8target7 macro8target8 macro8target8 macro8buttonvalue1 macro8buttonvalue2 macro8buttonvalue3 macro8buttonvalue4 | | 0x3E 0x6B 0x3E 0x6C 0x3E 0x6C 0x3E 0x6F 0x3E 0x6F 0x3E 0x6F 0x3E 0x6F 0x3D 0x68 0x3D 0x68 | |
| macro8target3 macro8target4 macro8target5 macro8target6 macro8target7 macro8target8 macro8buttonvalue1 macro8buttonvalue2 macro8buttonvalue3 | | 0x3E 0x6B 0x3E 0x6C 0x3E 0x6E 0x3E 0x6E 0x3E 0x6E 0x3E 0x6E 0x3E 0x6E 0x3D 0x68 0x3D 0x68 | |
| macro8target3 macro8target4 macro8target5 macro8target6 macro8target7 macro8target8 macro8target8 macro8buttonvalue1 macro8buttonvalue2 macro8buttonvalue3 macro8buttonvalue4 | | 0x3E 0x6B 0x3E 0x6C 0x3E 0x6C 0x3E 0x6F 0x3E 0x6F 0x3E 0x6F 0x3E 0x6F 0x3D 0x68 0x3D 0x68 | |
| macro8target3 macro8target4 macro8target5 macro8target6 macro8target7 macro8target8 macro8buttonvalue1 macro8buttonvalue2 macro8buttonvalue3 macro8buttonvalue4 macro8buttonvalue4 macro8buttonvalue4 macro8buttonvalue4 macro8buttonvalue5 macro8buttonvalue6 | | 0x3E 0x6B 0x3E 0x6C 0x3E 0x6C 0x3E 0x6E 0x3E 0x6E 0x3E 0x6E 0x3E 0x68 0x3D 0x68 0x3D 0x68 0x3D 0x68 0x3D 0x6A 0x3D 0x6B 0x3D 0x6C 0x3D 0x6B | |
| macro8target3 macro8target4 macro8target5 macro8target6 macro8target7 macro8target8 macro8target8 macro8buttonvalue1 macro8buttonvalue2 macro8buttonvalue3 macro8buttonvalue4 macro8buttonvalue4 macro8buttonvalue4 macro8buttonvalue5 macro8buttonvalue6 macro8buttonvalue6 | | 0x3E 0x6B 0x3E 0x6C 0x3E 0x6C 0x3E 0x6C 0x3E 0x6E 0x3E 0x6F 0x3D 0x68 0x3D 0x68 0x3D 0x68 0x3D 0x6A 0x3D 0x6B 0x3D 0x6B 0x3D 0x6B 0x3D 0x6B 0x3D 0x6B 0x3D 0x6C 0x3D 0x6C | |
| macro8target3 macro8target4 macro8target5 macro8target6 macro8target7 macro8target8 macro8buttonvalue1 macro8buttonvalue2 macro8buttonvalue3 macro8buttonvalue4 macro8buttonvalue4 macro8buttonvalue4 macro8buttonvalue4 macro8buttonvalue5 macro8buttonvalue6 | | 0x3E 0x6B 0x3E 0x6C 0x3E 0x6E 0x3E 0x6E 0x3E 0x6E 0x3E 0x6F 0x3D 0x68 0x3D 0x69 0x3D 0x6A 0x3D 0x6B 0x3D 0x6B 0x3D 0x6B 0x3D 0x6B 0x3D 0x6C 0x3D 0x6C | |
| macro8target3 macro8target4 macro8target5 macro8target6 macro8target7 macro8target8 macro8target8 macro8buttonvalue1 macro8buttonvalue2 macro8buttonvalue3 macro8buttonvalue4 macro8buttonvalue4 macro8buttonvalue4 macro8buttonvalue5 macro8buttonvalue6 macro8buttonvalue6 | | 0x3E 0x6B 0x3E 0x6C 0x3E 0x6C 0x3E 0x6C 0x3E 0x6E 0x3E 0x6F 0x3D 0x68 0x3D 0x68 0x3D 0x68 0x3D 0x6A 0x3D 0x6B 0x3D 0x6B 0x3D 0x6B 0x3D 0x6B 0x3D 0x6B 0x3D 0x6C 0x3D 0x6C | |
| macro8target3 macro8target4 macro8target5 macro8target6 macro8target7 macro8target8 macro8buttonvalue1 macro8buttonvalue2 macro8buttonvalue3 macro8buttonvalue4 macro8buttonvalue5 macro8buttonvalue5 macro8buttonvalue5 macro8buttonvalue6 macro8buttonvalue6 macro8buttonvalue6 macro8buttonvalue6 macro8buttonvalue7 macro8buttonvalue8 | | 0x3E 0x6B 0x3E 0x6D 0x3E 0x6E 0x3E 0x6E 0x3E 0x6E 0x3E 0x6E 0x3E 0x6E 0x3D 0x68 0x3D 0x68 0x3D 0x68 0x3D 0x6B 0x3D 0x6B 0x3D 0x6B 0x3D 0x6C 0x3D 0x6D 0x3D 0x6E 0x3D 0x6E | |
| macro8target3 macro8target4 macro8target5 macro8target6 macro8target7 macro8target7 macro8target8 macro8buttonvalue1 macro8buttonvalue2 macro8buttonvalue3 macro8buttonvalue4 macro8buttonvalue5 macro8buttonvalue6 macro8buttonvalue7 macro8buttonvalue8 macro8buttonvalue8 macro8depth1 macro8depth2 | | 0x3E 0x6B 0x3E 0x6C | |
| macro8target3 macro8target4 macro8target5 macro8target6 macro8target7 macro8target7 macro8target8 macro8buttonvalue1 macro8buttonvalue2 macro8buttonvalue3 macro8buttonvalue4 macro8buttonvalue4 macro8buttonvalue5 macro8buttonvalue6 macro8buttonvalue7 macro8buttonvalue8 macro8buttonvalue8 macro8depth1 macro8depth2 macro8depth2 | | 0x3E 0x6B 0x3E 0x6B 0x3E 0x6C 0x4E 0x6D 0x3E 0x6E 0x3E 0x6E 0x3E 0x68 0x3D 0x68 0x3D 0x68 0x3D 0x68 0x3D 0x6B 0x3D 0x6B 0x3D 0x6C 0x3D 0x6B 0x3D 0x6C 0x3D 0x6B 0x3D 0x6C | |
| macro8target3 macro8target4 macro8target5 macro8target6 macro8target7 macro8target8 macro8target8 macro8buttonvalue1 macro8buttonvalue2 macro8buttonvalue2 macro8buttonvalue3 macro8buttonvalue4 macro8buttonvalue5 macro8buttonvalue6 macro8buttonvalue6 macro8buttonvalue8 macro8depth1 macro8depth1 | | 0x3E 0x6B 0x3E 0x6C | |

| macro8depth5 | 1 | 0.00 | | |
|---|---|---|---|--|
| | | 0x36 0x6C | | |
| macro8depth6 | | 0x36 0x6D | | |
| macro8depth7 | | 0x36 0x6E | | |
| macro8depth8 | | 0x36 0x6F | | |
| modmatrix1modsource | | | BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to | |
| modificatix modeoutce | | OXOL OXOU | 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 0x17 | | |
| modmatrix25modsource | | 0x3E 0x18 | | |
| | | | | |
| modmatrix26modsource | | 0x3E 0x19 | | |
| modmatrix27modsource | | 0x3E 0x1A | | |
| modmatrix28modsource | | 0x3E 0x1B | | |
| modmatrix29modsource | | 0x3E 0x1C | | |
| modmatrix30modsource | | 0x3E 0x1D | | |
| | | 0x3E 0x1E | | |
| modmatrix31modsource | | | | |
| 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 | - | | | |
| moumant romoularget | 1 | | | |
| | | 0x3E 0x0C | | |
| modmatrix14modtarget | | 0x3E 0x0C 0x3E 0x0D | | |
| | | 0x3E 0x0C | | |
| modmatrix14modtarget | | 0x3E 0x0C 0x3E 0x0D | | |
| modmatrix14modtarget modmatrix15modtarget | | 0x3E 0x0C 0x3E 0x0D 0x3E 0x0E | | |
| modmatrix14modtarget modmatrix15modtarget modmatrix16modtarget modmatrix17modtarget | | 0x3E 0x0C 0x3E 0x0D 0x3E 0x0E 0x3E 0x0F 0x3E 0x10 | | |
| modmatrix14modtarget modmatrix15modtarget modmatrix16modtarget modmatrix17modtarget modmatrix18modtarget | | 0x3E 0x0C 0x3E 0x0D 0x3E 0x0E 0x3E 0x0F 0x3E 0x10 0x3E 0x11 | | |
| modmatrix14modtarget modmatrix15modtarget modmatrix16modtarget modmatrix17modtarget modmatrix18modtarget modmatrix19modtarget | | 0x3E 0x0C 0x3E 0x0D 0x3E 0x0E 0x3E 0x0F 0x3E 0x10 0x3E 0x11 0x3E 0x12 | | |
| modmatrix14modtarget modmatrix15modtarget modmatrix16modtarget modmatrix17modtarget modmatrix18modtarget modmatrix19modtarget modmatrix20modtarget | | 0x3E 0x0C 0x3E 0x0D 0x3E 0x0E 0x3E 0x0F 0x3E 0x10 0x3E 0x11 0x3E 0x12 0x3E 0x13 | | |
| modmatrix14modtarget modmatrix15modtarget modmatrix16modtarget modmatrix17modtarget modmatrix18modtarget modmatrix19modtarget modmatrix19modtarget modmatrix20modtarget modmatrix21modtarget | | 0x3E 0x0C 0x3E 0x0D 0x3E 0x0E 0x3E 0x0F 0x3E 0x10 0x3E 0x11 0x3E 0x12 | | |
| modmatrix14modtarget modmatrix15modtarget modmatrix16modtarget modmatrix17modtarget modmatrix18modtarget modmatrix19modtarget modmatrix20modtarget | | 0x3E 0x0C 0x3E 0x0D 0x3E 0x0E 0x3E 0x0F 0x3E 0x10 0x3E 0x11 0x3E 0x12 0x3E 0x13 | | |
| modmatrix14modtarget modmatrix15modtarget modmatrix16modtarget modmatrix17modtarget modmatrix18modtarget modmatrix19modtarget modmatrix19modtarget modmatrix20modtarget modmatrix21modtarget | | 0x3E 0x0C 0x3E 0x0D 0x3E 0x0E 0x3E 0x0F 0x3E 0x10 0x3E 0x11 0x3E 0x12 0x3E 0x13 0x3E 0x14 | | |
| modmatrix14modtarget modmatrix15modtarget modmatrix16modtarget modmatrix17modtarget modmatrix18modtarget modmatrix19modtarget modmatrix19modtarget modmatrix20modtarget modmatrix20modtarget modmatrix22modtarget modmatrix23modtarget modmatrix23modtarget | | 0x3E 0x0C 0x3E 0x0D 0x3E 0x0E 0x3E 0x0F 0x3E 0x10 0x3E 0x11 0x3E 0x12 0x3E 0x13 0x3E 0x14 0x3E 0x14 0x3E 0x15 0x3E 0x16 | | |
| modmatrix14modtarget modmatrix15modtarget modmatrix16modtarget modmatrix17modtarget modmatrix17modtarget modmatrix18modtarget modmatrix20modtarget modmatrix20modtarget modmatrix22modtarget modmatrix23modtarget modmatrix23modtarget modmatrix24modtarget modmatrix24modtarget | | 0x3E 0x0C 0x3E 0x0D 0x3E 0x0E 0x3E 0x0F 0x3E 0x10 0x3E 0x11 0x3E 0x12 0x3E 0x13 0x3E 0x14 0x3E 0x15 0x3E 0x16 0x3E 0x16 | | |
| modmatrix14modtarget modmatrix15modtarget modmatrix15modtarget modmatrix17modtarget modmatrix17modtarget modmatrix19modtarget modmatrix19modtarget modmatrix20modtarget modmatrix21modtarget modmatrix22modtarget modmatrix22modtarget modmatrix24modtarget modmatrix25modtarget modmatrix25modtarget modmatrix25modtarget modmatrix25modtarget | | 0x3E 0x0C 0x3E 0x0E 0x3E 0x0E 0x3E 0x1E 0x3E 0x10 0x3E 0x11 0x3E 0x12 0x3E 0x13 0x3E 0x14 0x3E 0x15 0x3E 0x17 0x3E 0x18 | | |
| modmatrix14modtarget modmatrix15modtarget modmatrix16modtarget modmatrix17modtarget modmatrix18modtarget modmatrix18modtarget modmatrix19modtarget modmatrix20modtarget modmatrix22modtarget modmatrix22modtarget modmatrix23modtarget modmatrix25modtarget modmatrix25modtarget modmatrix25modtarget modmatrix25modtarget modmatrix25modtarget modmatrix25modtarget | | 0x3E 0x0C 0x3E 0x0E 0x3E 0x0E 0x3E 0x0F 0x3E 0x10 0x3E 0x11 0x3E 0x12 0x3E 0x13 0x3E 0x14 0x3E 0x16 0x3E 0x17 0x3E 0x18 0x3E 0x18 | | |
| modmatrix14modtarget modmatrix15modtarget modmatrix15modtarget modmatrix17modtarget modmatrix17modtarget modmatrix19modtarget modmatrix19modtarget modmatrix20modtarget modmatrix21modtarget modmatrix22modtarget modmatrix22modtarget modmatrix24modtarget modmatrix25modtarget modmatrix25modtarget modmatrix25modtarget modmatrix25modtarget | | 0x3E 0x0C 0x3E 0x0D 0x3E 0x0F 0x3E 0x10 0x3E 0x11 0x3E 0x12 0x3E 0x13 0x3E 0x14 0x3E 0x15 0x3E 0x16 0x3E 0x16 0x3E 0x16 0x3E 0x17 0x3E 0x18 0x3E 0x17 0x3E 0x18 | | |
| modmatrix14modtarget modmatrix15modtarget modmatrix16modtarget modmatrix17modtarget modmatrix18modtarget modmatrix18modtarget modmatrix19modtarget modmatrix20modtarget modmatrix22modtarget modmatrix22modtarget modmatrix23modtarget modmatrix25modtarget modmatrix25modtarget modmatrix25modtarget modmatrix25modtarget modmatrix25modtarget modmatrix25modtarget | | 0x3E 0x0C 0x3E 0x0E 0x3E 0x0E 0x3E 0x0F 0x3E 0x10 0x3E 0x11 0x3E 0x12 0x3E 0x13 0x3E 0x14 0x3E 0x16 0x3E 0x17 0x3E 0x18 0x3E 0x18 | | |
| modmatrix14modtarget modmatrix15modtarget modmatrix16modtarget modmatrix17modtarget modmatrix19modtarget modmatrix19modtarget modmatrix19modtarget modmatrix20modtarget modmatrix21modtarget modmatrix22modtarget modmatrix23modtarget modmatrix24modtarget modmatrix24modtarget modmatrix26modtarget modmatrix26modtarget modmatrix26modtarget modmatrix26modtarget modmatrix27modtarget modmatrix27modtarget | | 0x3E 0x0C 0x3E 0x0D 0x3E 0x0F 0x3E 0x10 0x3E 0x11 0x3E 0x12 0x3E 0x13 0x3E 0x14 0x3E 0x15 0x3E 0x16 0x3E 0x16 0x3E 0x16 0x3E 0x17 0x3E 0x18 0x3E 0x17 0x3E 0x18 | | |
| modmatrix14modtarget modmatrix15modtarget modmatrix15modtarget modmatrix17modtarget modmatrix17modtarget modmatrix18modtarget modmatrix19modtarget modmatrix20modtarget modmatrix21modtarget modmatrix22modtarget modmatrix23modtarget modmatrix25modtarget modmatrix25modtarget modmatrix25modtarget modmatrix25modtarget modmatrix25modtarget modmatrix27modtarget modmatrix27modtarget modmatrix28modtarget modmatrix28modtarget modmatrix29modtarget modmatrix29modtarget modmatrix29modtarget | | 0x3E 0x0C 0x3E 0x0E 0x3E 0x0F 0x3E 0x10 0x3E 0x10 0x3E 0x11 0x3E 0x13 0x3E 0x14 0x3E 0x15 0x3E 0x16 0x3E 0x17 0x3E 0x18 0x3E 0x18 0x3E 0x18 0x3E 0x18 0x3E 0x18 | | |
| modmatrix14modtarget modmatrix15modtarget modmatrix15modtarget modmatrix17modtarget modmatrix17modtarget modmatrix19modtarget modmatrix19modtarget modmatrix20modtarget modmatrix20modtarget modmatrix22modtarget modmatrix22modtarget modmatrix25modtarget modmatrix25modtarget modmatrix26modtarget modmatrix26modtarget modmatrix27modtarget modmatrix27modtarget modmatrix27modtarget modmatrix29modtarget modmatrix29modtarget modmatrix29modtarget modmatrix29modtarget modmatrix29modtarget modmatrix29modtarget | | 0x3E 0x0C 0x3E 0x0D 0x3E 0x0E 0x3E 0x0F 0x3E 0x11 0x3E 0x11 0x3E 0x12 0x3E 0x13 0x3E 0x14 0x3E 0x15 0x3E 0x16 0x3E 0x17 0x3E 0x18 0x3E 0x18 0x3E 0x19 0x3E 0x18 0x3E 0x110 0x3E 0x110 0x3E 0x110 0x3E 0x110 | | |
| modmatrix14modtarget modmatrix15modtarget modmatrix15modtarget modmatrix17modtarget modmatrix18modtarget modmatrix18modtarget modmatrix19modtarget modmatrix20modtarget modmatrix22modtarget modmatrix22modtarget modmatrix25modtarget modmatrix25modtarget modmatrix25modtarget modmatrix26modtarget modmatrix26modtarget modmatrix26modtarget modmatrix26modtarget modmatrix28modtarget modmatrix28modtarget modmatrix29modtarget modmatrix29modtarget modmatrix30modtarget modmatrix30modtarget modmatrix31modtarget | | 0x3E 0x0C 0x3E 0x0D 0x3E 0x0E 0x3E 0x0F 0x3E 0x10 0x3E 0x12 0x3E 0x12 0x3E 0x13 0x3E 0x14 0x3E 0x15 0x3E 0x16 0x3E 0x17 0x3E 0x18 0x3E 0x18 0x3E 0x18 0x3E 0x10 0x3E 0x10 0x3E 0x10 0x3E 0x10 0x3E 0x10 0x3E 0x10 0x3E 0x10 | | |
| modmatrix14modtarget modmatrix15modtarget modmatrix15modtarget modmatrix17modtarget modmatrix17modtarget modmatrix18modtarget modmatrix19modtarget modmatrix20modtarget modmatrix21modtarget modmatrix22modtarget modmatrix23modtarget modmatrix25modtarget modmatrix25modtarget modmatrix25modtarget modmatrix26modtarget modmatrix26modtarget modmatrix26modtarget modmatrix26modtarget modmatrix29modtarget modmatrix29modtarget modmatrix30modtarget modmatrix31modtarget modmatrix31modtarget modmatrix31modtarget modmatrix31modtarget modmatrix31modtarget | | 0x3E 0x0C 0x3E 0x0D 0x3E 0x0E 0x3E 0x0F 0x3E 0x10 0x3E 0x12 0x3E 0x12 0x3E 0x13 0x3E 0x14 0x3E 0x16 0x3E 0x16 0x3E 0x16 0x3E 0x16 0x3E 0x18 0x3E 0x18 0x3E 0x10 0x3E 0x10 | | |
| modmatrix14modtarget modmatrix15modtarget modmatrix15modtarget modmatrix17modtarget modmatrix18modtarget modmatrix18modtarget modmatrix19modtarget modmatrix20modtarget modmatrix22modtarget modmatrix22modtarget modmatrix25modtarget modmatrix25modtarget modmatrix25modtarget modmatrix26modtarget modmatrix26modtarget modmatrix26modtarget modmatrix26modtarget modmatrix28modtarget modmatrix28modtarget modmatrix29modtarget modmatrix29modtarget modmatrix30modtarget modmatrix30modtarget modmatrix31modtarget | | 0x3E 0x0C 0x3E 0x0D 0x3E 0x0E 0x3E 0x0F 0x3E 0x10 0x3E 0x12 0x3E 0x12 0x3E 0x13 0x3E 0x14 0x3E 0x15 0x3E 0x16 0x3E 0x17 0x3E 0x18 0x3E 0x18 0x3E 0x18 0x3E 0x10 0x3E 0x10 0x3E 0x10 0x3E 0x10 0x3E 0x10 0x3E 0x10 0x3E 0x10 | [0,8192] seemingly only output in increments of 8, and displayed as [-128.0 128.0] in increments | |
| modmatrix14modtarget modmatrix15modtarget modmatrix15modtarget modmatrix17modtarget modmatrix17modtarget modmatrix18modtarget modmatrix19modtarget modmatrix20modtarget modmatrix21modtarget modmatrix22modtarget modmatrix23modtarget modmatrix25modtarget modmatrix25modtarget modmatrix25modtarget modmatrix26modtarget modmatrix26modtarget modmatrix26modtarget modmatrix26modtarget modmatrix29modtarget modmatrix29modtarget modmatrix30modtarget modmatrix31modtarget modmatrix31modtarget modmatrix31modtarget modmatrix31modtarget modmatrix31modtarget | | 0x3E 0x0C 0x3E 0x0D 0x3E 0x0E 0x3E 0x0F 0x3E 0x10 0x3E 0x12 0x3E 0x12 0x3E 0x13 0x3E 0x14 0x3E 0x16 0x3E 0x16 0x3E 0x16 0x3E 0x16 0x3E 0x18 0x3E 0x18 0x3E 0x10 0x3E 0x10 | 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 | |
| modmatrix14modtarget modmatrix15modtarget modmatrix15modtarget modmatrix17modtarget modmatrix17modtarget modmatrix18modtarget modmatrix19modtarget modmatrix20modtarget modmatrix21modtarget modmatrix22modtarget modmatrix23modtarget modmatrix25modtarget modmatrix25modtarget modmatrix25modtarget modmatrix26modtarget modmatrix26modtarget modmatrix26modtarget modmatrix26modtarget modmatrix29modtarget modmatrix29modtarget modmatrix30modtarget modmatrix31modtarget modmatrix31modtarget modmatrix31modtarget modmatrix31modtarget modmatrix31modtarget | | 0x3E 0x0C 0x3E 0x0D 0x3E 0x0E 0x3E 0x0F 0x3E 0x10 0x3E 0x12 0x3E 0x12 0x3E 0x13 0x3E 0x14 0x3E 0x15 0x3E 0x16 0x3E 0x16 0x3E 0x16 0x3E 0x18 0x3E 0x18 0x3E 0x10 0x3E 0x10 | | |
| modmatrix14modtarget modmatrix15modtarget modmatrix15modtarget modmatrix17modtarget modmatrix17modtarget modmatrix18modtarget modmatrix19modtarget modmatrix20modtarget modmatrix21modtarget modmatrix22modtarget modmatrix23modtarget modmatrix25modtarget modmatrix25modtarget modmatrix25modtarget modmatrix26modtarget modmatrix26modtarget modmatrix26modtarget modmatrix26modtarget modmatrix29modtarget modmatrix29modtarget modmatrix30modtarget modmatrix31modtarget modmatrix31modtarget modmatrix31modtarget modmatrix31modtarget modmatrix31modtarget | | 0x3E 0x0C 0x3E 0x0D 0x3E 0x0E 0x3E 0x0F 0x3E 0x10 0x3E 0x12 0x3E 0x12 0x3E 0x13 0x3E 0x14 0x3E 0x15 0x3E 0x16 0x3E 0x16 0x3E 0x16 0x3E 0x18 0x3E 0x18 0x3E 0x10 0x3E 0x10 | 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 | |
| modmatrix14modtarget modmatrix15modtarget modmatrix15modtarget modmatrix17modtarget modmatrix17modtarget modmatrix18modtarget modmatrix19modtarget modmatrix20modtarget modmatrix21modtarget modmatrix22modtarget modmatrix23modtarget modmatrix25modtarget modmatrix25modtarget modmatrix25modtarget modmatrix26modtarget modmatrix26modtarget modmatrix26modtarget modmatrix26modtarget modmatrix29modtarget modmatrix29modtarget modmatrix30modtarget modmatrix31modtarget modmatrix31modtarget modmatrix31modtarget modmatrix31modtarget modmatrix31modtarget | | 0x3E 0x0C 0x3E 0x0D 0x3E 0x0E 0x3E 0x0F 0x3E 0x10 0x3E 0x12 0x3E 0x12 0x3E 0x13 0x3E 0x14 0x3E 0x15 0x3E 0x16 0x3E 0x16 0x3E 0x16 0x3E 0x18 0x3E 0x18 0x3E 0x10 0x3E 0x10 | 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. | |
| modmatrix14modtarget modmatrix15modtarget modmatrix15modtarget modmatrix17modtarget modmatrix17modtarget modmatrix18modtarget modmatrix19modtarget modmatrix20modtarget modmatrix21modtarget modmatrix22modtarget modmatrix23modtarget modmatrix25modtarget modmatrix25modtarget modmatrix25modtarget modmatrix26modtarget modmatrix26modtarget modmatrix26modtarget modmatrix26modtarget modmatrix29modtarget modmatrix29modtarget modmatrix30modtarget modmatrix31modtarget modmatrix31modtarget modmatrix31modtarget modmatrix31modtarget modmatrix31modtarget | | 0x3E 0x0C 0x3E 0x0D 0x3E 0x0E 0x3E 0x0F 0x3E 0x10 0x3E 0x12 0x3E 0x12 0x3E 0x13 0x3E 0x14 0x3E 0x15 0x3E 0x16 0x3E 0x16 0x3E 0x16 0x3E 0x18 0x3E 0x18 0x3E 0x10 0x3E 0x10 | 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. BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to | |
| modmatrix14modtarget modmatrix15modtarget modmatrix15modtarget modmatrix17modtarget modmatrix17modtarget modmatrix19modtarget modmatrix19modtarget modmatrix20modtarget modmatrix20modtarget modmatrix22modtarget modmatrix22modtarget modmatrix23modtarget modmatrix25modtarget modmatrix26modtarget modmatrix26modtarget modmatrix27modtarget modmatrix27modtarget modmatrix27modtarget modmatrix27modtarget modmatrix29modtarget modmatrix30modtarget modmatrix30modtarget modmatrix30modtarget modmatrix31modtarget modmatrix31modtarget modmatrix1depth | | 0x3E 0x0C 0x3E 0x0E 0x3E 0x0E 0x3E 0x0E 0x3E 0x11 0x3E 0x11 0x3E 0x12 0x3E 0x13 0x3E 0x15 0x3E 0x16 0x3E 0x16 0x3E 0x16 0x3E 0x17 0x3E 0x18 0x3E 0x18 0x3E 0x10 0x3E 0x11 0x3E 0x15 0x3E 0x15 0x41 0x40 | 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. BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to | |
| modmatrix14modtarget modmatrix15modtarget modmatrix16modtarget modmatrix17modtarget modmatrix17modtarget modmatrix18modtarget modmatrix29modtarget modmatrix21modtarget modmatrix22modtarget modmatrix23modtarget modmatrix24modtarget modmatrix24modtarget modmatrix25modtarget modmatrix25modtarget modmatrix25modtarget modmatrix26modtarget modmatrix26modtarget modmatrix27modtarget modmatrix29modtarget modmatrix30modtarget modmatrix30modtarget modmatrix31modtarget modmatrix31modtarget modmatrix31modtarget modmatrix31modtarget modmatrix31modtarget modmatrix31modtarget modmatrix31modtarget modmatrix1depth | | 0x3E 0x0C 0x3E 0x0E 0x3E 0x0E 0x3E 0x0F 0x3E 0x11 0x3E 0x11 0x3E 0x12 0x3E 0x13 0x3E 0x15 0x3E 0x16 0x3E 0x16 0x3E 0x16 0x3E 0x16 0x3E 0x17 0x3E 0x18 0x3E 0x18 0x3E 0x16 0x3E 0x16 0x3E 0x16 0x3E 0x17 0x3E 0x18 0x3E 0x16 | 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. BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to | |

| March Marc | | | | | |
|---|---|---------|---|--|--|
| March 1997 Sept 1997 Sep | modmatrix5depth | | 0x41 0x44 | | |
| March Marc | modmatrix6depth | | 0x41 0x45 | | |
| Marie Mari | modmatrix7depth | | 0x41 0x46 | | |
| Marie Mari | modmatriy@donth | | 0v41 0v47 | | |
| March Marc | | | | | |
| March Marc | modmatrix9depth | | | | |
| March Marc | modmatrix10depth | | 0x41 0x49 | | |
| March Marc | modmatrix11depth | | 0x41 0x4A | | |
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| Michael Mich | | | | MOD ALOD TO ALDRED DOOR Thomas I WAY CO. | |
| Minocontention | | | | 1 | |
| MSS-04 198-93-91 MSS-1198-93-91 MS | ribbonkeyspan | | 0x3F 0x3B | MSB=1 LSB=[0,2] 2 Octave, 4 Octave, 6 Octave | |
| Michanopations | ribbonoctave | | 0x3F 0x3B | MSB=2 LSB=[0,2] 2 Octave, 4 Octave, 6 Octave | |
| Microardonation | ribbonquantize | | 0x3F 0x3B | MSR=3 SR=[0 1] | |
| Missand Company | | | | | |
| Note Content Content | | | 0x3F 0x3B | | |
| None of Control Process Co | ribbonglide | | 0x3F 0x3B | MSB=17 LSB=[0,127] | |
| | voicedetune | 0x5F | 0x3F 0x39 | [0,127] | |
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| Vacing Discours | voiceanalogfeel | | 0x3F 0x46 | [0,127] | |
| Voiceglable(pd) | voicedensity | | 0x3F 0x3C | [1,8] | |
| Voiceglable(pd) | | | | | |
| Vaccing Holdering Vaccing Holders Vaccing | | 040 | | | |
| vocception/famile OLD Good Fords 10 CHR Power Services (Chronary) OLD | voiceglide | UX42 | UX3F UX12 | [0,1] | |
| Vockeptophyshory | voiceglidelegto | | 0x3F 0x1F | [0,1] only displayed if glide=1 | |
| Voicepolyphony Voic | voiceglidetime | 0x05 | 0x3F 0x15 | [0,127] only displayed if glide=1 | |
| Volcov/Crationalesymonia | voicestors | | 0x3F 0x48 | [0,2] Rotate, Alter, Random | |
| Volcov/Crationalesymonia | voicesteréomode | | 0v3E 0v13 | [0.1] | |
| | | | | [0,1] | |
| Section Sect | voicepolyphony | | | | |
| 0.6 - 1.0 by 0.02 [90-49] 1.0 - 1.8 by 0.02 [90-49] 1.0 - 1.8 by 0.02 [90-49] 1.0 - 1.8 by 0.04 [90-69] 1.0 by 0.02 [102-127] 1.0 by 0.02 [102 | voicepolyphony voicepitchbend | | 0x3F 0x41 | | |
| 10 - 18 by 0.04 [90-68] 18 - 5 0 by 0.04 [90-17] 18 - 10 0 by 0.02 [100-172] | voicepolyphony voicepitchbend | | 0x3F 0x41 | [0-127] Displayed as the Hz values: | |
| Solid | voicepolyphony voicepitchbend | | 0x3F 0x41 | [0-127] Displayed as the Hz values: 0.3 - 0.6 by 0.01 [0-29] | |
| Volcewardomphase Volcewardom | voicepolyphony voicepitchbend | | 0x3F 0x41 | [0-127] Displayed as the Hz values: 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] | |
| Volcerandomphase 0.43F 0xF 0.11 | voicepolyphony voicepitchbend | | 0x3F 0x41 | [0-127] Displayed as the Hz values: 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] | |
| Volcerandomphase 0.43F 0xF 0.11 | voicepolyphony voicepitchbend | | 0x3F 0x41 | [0-127] Displayed as the Hz values: 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] | |
| volcewarmmode 0 x3F 0x4F [0,1] (0,1] volcewibratotopm 0 x3F 0x49 [0,1] (0,1] volcesnap 0 x3F 0x49 (0,1] (0,1] FX Types and Custom Parameters NOTE: This Excludes BYPASS which has no parameters, though it does have Dry/Wet Name CC Notes Issipposed (Chorus) 0 x3B 0x00 (0x3B 0x00) (0x3B 0x00) (0x1B 0x00) | voicepolyphony voicepitchbend voicevibratoratesyncoff | | 0x3F 0x41 0x3F 0x42 | [0-127] Displayed as the Hz values: 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 [30-69] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127] | |
| Volcestratobpm Volc | voicepolyphony voicepitchbend voicevibratoratesyncoff voicevibratoratesyncon | | 0x3F 0x41 0x3F 0x42 0x3F 0x3F | [0-127] Displayed as the Hz values: 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 [30-69] 1.0 - 1.8 by 0.04 [30-69] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127] [0,15] VIBRATO_RATES_SYNC_ON | |
| volce/sibratobpm 0x3F 0x49 [0,1] volcesnap 0x3F 0x35 [0,1] FX Types and Custom Parameters NOTE: This Excludes BYPASS which has no parameters, though it does have Dry/Wet Name CC Notes Extpreset (Chorus) 0x3B 0x00 (0,2] in increments of 8 (0, 8, 16), displayed as Chorus 1, Chorus 2, Chorus 3. Presets are: | voicepolyphony voicepitchbend voicevibratoratesyncoff voicevibratoratesyncon | | 0x3F 0x41 0x3F 0x42 0x3F 0x3F 0x3F 0x3F | [0-127] Displayed as the Hz values: 0.3 · 0.5 by 0.01 [0-29] 0.6 · 1.0 by 0.02 [30-49] 1.0 · 1.8 by 0.04 [50-69] 1.0 · 1.8 by 0.04 [50-69] 1.5 · 1.0 by 0.02 [102-127] [0.15] VIBRATO_RATES_SYNC_ON [0.1] | |
| voicesnap Variable Variable | voicepolyphony voicepitchbend voicevibratoratesyncoff voicevibratoratesyncon voicevibratoratesyncon | | 0x3F 0x41 0x3F 0x42 0x3F 0x3F 0x3F 0x3F | [0-127] Displayed as the Hz values: 0.3 · 0.5 by 0.01 [0-29] 0.6 · 1.0 by 0.02 [30-49] 1.0 · 1.8 by 0.04 [50-69] 1.0 · 1.8 by 0.04 [50-69] 1.5 · 1.0 by 0.02 [102-127] [0.15] VIBRATO_RATES_SYNC_ON [0.1] | |
| FX Types and Custom Parameters NOTE: This Excludes BYPASS which has no parameters, though it does have Dry/Wet | voicepolyphony voicepitchbend voicevibratoratesyncoff voicevibratoratesyncon voicevibratoratesyncon voicerandomphase voicewarmmode | | 0x3F 0x41 0x3F 0x42 0x3F 0x3F 0x3F 0x1E 0x3F 0x4F | [0-127] Displayed as the Hz values: 0.3 - 0.5 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [50-69] 1.0 - 1.8 by 0.04 [50-69] 1.5 - 1.0 by 0.02 [102-127] [0.15] VIBRATO_RATES_SYNC_ON [0.1] [0.11] | |
| Name CC Notes | voicepolyphony voicepitchbend voicevibratoratesyncoff voicevibratoratesyncon voicevibratoratesyncon voicerandomphase voicewarmmode voicevibratobpm | | 0x3F 0x41 0x3F 0x42 0x3F 0x3F 0x3F 0x1E 0x3F 0x4F 0x3F 0x49 | [0-127] Displayed as the Hz values: 0.3 - 0.5 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [50-69] 1.5 - 1.0 by 0.02 [102-127] [0.15] VIBRATO_RATES_SYNC_ON [0.1] [0.1] | |
| Name CC Notes | voicepolyphony voicepitchbend voicevibratoratesyncoff voicevibratoratesyncon voicevibratoratesyncon voicerandomphase voicewarmmode voicevibratobpm | | 0x3F 0x41 0x3F 0x42 0x3F 0x3F 0x3F 0x1E 0x3F 0x4F 0x3F 0x49 | [0-127] Displayed as the Hz values: 0.3 - 0.5 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [50-69] 1.5 - 1.0 by 0.02 [102-127] [0.15] VIBRATO_RATES_SYNC_ON [0.1] [0.1] | |
| Name CC Notes | voicepolyphony voicepitchbend voicevibratoratesyncoff voicevibratoratesyncon voicevibratoratesyncon voicerandomphase voicewarmmode voicevibratobpm | | 0x3F 0x41 0x3F 0x42 0x3F 0x3F 0x3F 0x1E 0x3F 0x4F 0x3F 0x49 | [0-127] Displayed as the Hz values: 0.3 - 0.5 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [50-69] 1.5 - 1.0 by 0.02 [102-127] [0.15] VIBRATO_RATES_SYNC_ON [0.1] [0.1] | |
| Name CC Notes | voicepolyphony voicepitchbend voicevibratoratesyncoff voicevibratoratesyncon voicevibratoratesyncon voicerandomphase voicewarmmode voicevibratobpm | | 0x3F 0x41 0x3F 0x42 0x3F 0x3F 0x3F 0x1E 0x3F 0x4F 0x3F 0x49 | [0-127] Displayed as the Hz values: 0.3 - 0.5 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [50-69] 1.5 - 1.0 by 0.02 [102-127] [0.15] VIBRATO_RATES_SYNC_ON [0.1] [0.1] | |
| | voicepolyphony voicepitchbend voicevibratoratesyncoff voicevibratoratesyncon voicerandomphase voicerandomphase voicewarmande voicevibratobpm voicesnap | ameters | 0x3F 0x41 0x3F 0x42 0x3F 0x3F 0x3F 0x1E 0x3F 0x4F 0x3F 0x35 | [0-127] Displayed as the Hz values: 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 [30-69] 1.0 - 1.8 by 0.04 [30-69] 1.5 - 1.0 0.0 by 0.0 [102-127] [0.15] VIBRATO_RATES_SYNC_ON [0.1] [0.1] [0.1] | |
| 0. Rate: 0.34Hz Depth 29.0 Offset 0 Feedback 0 Stereo 1. Rate: 0.42Hz Depth 35.0 Offset 0 Feedback 0 Stereo 2. Rate: 1.20Hz Depth 18.0 Offset 0 Feedback 26 Mono Note: I have not determined the five actual NRPN values for each preset, just their display values. Kx1param1 (Rate) 0x0C 0x41 0x6F 0 | voicepolyphony voicepitchbend voicevibratoratesyncoff voicevibratoratesyncon voicerandomphase voicewarmmode voicevibratobpm voicesnap FX Types and Custom Para | | 0x3F 0x41 0x3F 0x42 0x3F 0x3F 0x3F 0x1E 0x3F 0x4F 0x3F 0x35 | [0-127] Displayed as the Hz values: 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 [30-69] 1.0 - 1.8 by 0.04 [30-69] 1.0 - 1.8 by 0.04 [30-69] 1.5 - 1.0 0.0 by 0.2 [102-127] [0.15] VIBRATO_RATES_SYNC_ON [0.1] [0.1] [0.1] [0.1] This Excludes BYPASS which has no parameters, though it does have Dry/Wet | |
| 1. Rate: 0.42Hz Depth 18.0 Offset 0 Feedback 2 Stereo 2. Rate: 1.20Hz Depth 18.0 Offset 0 Feedback 2 Mono Note: I have not determined the five actual NRPN values for each preset, just their display values. fx1param1 (Rate) 0x0C 0x41 0x6F 0x41 0x6F 0x42 0x41 0x6F 0x42 0x42 0x42 0x42 0x42 0x42 0x42 0x42 | voicepolyphony voicepitchbend voicevibratoratesyncoff voicevibratoratesyncon voicevibratoratesyncon voicerandomphase voicewarmmode voicevibratobpm voicesnap FX Types and Custom Para Name | | 0x3F 0x41 0x3F 0x42 0x3F 0x3F 0x3F 0x1E 0x3F 0x4F 0x3F 0x35 0x3F 0x35 | [0.127] Displayed as the Hz values: 0.3 - 0.6 by o.10 [0.29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.02 [30-49] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127] [0.15] VIBRATO_RATES_SYNC_ON [0.1] [0.1] [0.1] [0.1] [0.1] [0.1] [0.1] [0.1] [0.1] [0.1] [0.1] [0.1] [0.1] [0.1] [0.1] [0.1] [0.1] [0.1] | |
| 2. Rate 1.20Hz Depth 18.0 Offset 0 Feedback 26 Mono Note: I have not determined the five actual NRPN values for each preset, just their display values. | voicepolyphony voicepitchbend voicevibratoratesyncoff voicevibratoratesyncon voicevibratoratesyncon voicerandomphase voicewarmmode voicevibratobpm voicesnap FX Types and Custom Para Name | | 0x3F 0x41 0x3F 0x42 0x3F 0x3F 0x3F 0x1E 0x3F 0x4F 0x3F 0x35 0x3F 0x35 | [0.127] Displayed as the Hz values: 0.3 - 0.6 by o.10 [0.29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.02 [30-49] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127] [0.15] VIBRATO_RATES_SYNC_ON [0.1] [0.1] [0.1] [0.1] [0.1] [0.1] [0.1] [0.1] [0.1] [0.1] [0.1] [0.1] [0.1] [0.1] [0.1] [0.1] [0.1] [0.1] | |
| Note: I have not determined the five actual NRPN values for each preset, just their display values. To display values. To display values. To display it 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 28 20.0 + 480 by 0.02 40-59 28 20.0 + 480 by 0.10 38-111 11 4.80 - 7.00 by 0.05 122-128 123 TOTAL fxt param2 (Depth) Ox0D Ox41 0x70 Ox | voicepolyphony voicepitchbend voicevibratoratesyncoff voicevibratoratesyncon voicevibratoratesyncon voicerandomphase voicewarmmode voicevibratobpm voicesnap FX Types and Custom Para Name | | 0x3F 0x41 0x3F 0x42 0x3F 0x3F 0x3F 0x1E 0x3F 0x4F 0x3F 0x35 0x3F 0x35 | [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] 1.0 - 1.8 by 0.04 [30-49] 1.0 - 1.0 by 0.2 [102-127] [0.15] VIBRATO_RATES_SYNC_ON [0.1] [0.1] [0.1] [0.1] [0.1] [1.1] **This Excludes BYPASS which has no parameters, though it does have Dry/Wet Notes [0.2] in increments of 8 (0, 8, 16), displayed as Chorus 1, Chorus 2, Chorus 3. Presets are: 0. Rate: 0.34Hz Depth 29.0 Offset 0 Feedback 0 Stereo | |
| Note | voicepolyphony voicepitchbend voicevibratoratesyncoff voicevibratoratesyncon voicevibratoratesyncon voicerandomphase voicewarmmode voicevibratobpm voicesnap FX Types and Custom Para Name | | 0x3F 0x41 0x3F 0x42 0x3F 0x3F 0x3F 0x1E 0x3F 0x4F 0x3F 0x35 0x3F 0x35 | [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] 0.4 - 0.6 by 0.01 [0-29] 0.5 - 0.6 by 0.01 [0-29] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127] [0.15] VIBRATO_RATES_SYNC_ON [0.1] | |
| 200 | voicepolyphony voicepitchbend voicevibratoratesyncoff voicevibratoratesyncon voicevibratoratesyncon voicerandomphase voicewarmmode voicevibratobpm voicesnap FX Types and Custom Para Name | | 0x3F 0x41 0x3F 0x42 0x3F 0x3F 0x3F 0x1E 0x3F 0x4F 0x3F 0x35 0x3F 0x35 | [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] 0.4 - 0.6 by 0.01 [0-29] 0.5 - 0.6 by 0.01 [0-29] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127] [0.15] VIBRATO_RATES_SYNC_ON [0.1] | |
| 129 unique display values To display is 1950 To display 18 192, display 10.00. Else divide by 64 (cutting into 128 even pieces). Then display as 100 Start | voicepolyphony voicepitchbend voicevibratoratesyncoff voicevibratoratesyncon voicevibratoratesyncon voicerandomphase voicewarmmode voicevibratobpm voicesnap FX Types and Custom Para Name | | 0x3F 0x41 0x3F 0x42 0x3F 0x3F 0x3F 0x1E 0x3F 0x4F 0x3F 0x35 0x3F 0x35 | [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] 0.4 - 1.0 by 0.01 [0.29] 0.5 - 1.0 by 0.01 [0.20] 0.6 - 1.0 by 0.01 [0.20] 0.7 - 1.0 by 0.01 [0.20] 0.8 - 1.0 by 0.01 [0.20] 0.1 [0.1 [0.1] 0.1] 0.1] 0.1] 0.1] 0.1] 0.1] 0.1] | |
| even pieces . Then display as follows: # vals Range | voicepolyphony voicepitchbend voicevibratoratesyncoff voicevibratoratesyncon voicevibratoratesyncon voicerandomphase voicewarmmode voicevibratobpm voicesnap FX Types and Custom Para Name | | 0x3F 0x41 0x3F 0x42 0x3F 0x3F 0x3F 0x1E 0x3F 0x4F 0x3F 0x35 0x3F 0x35 | [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] 1.0 - 1.8 by 0.04 [30-46] 1.5 - 1.0 cy 0.2 [102-127] [0.15] VIBRATO_RATES_SYNC_ON [0.1] [0.1] [0.1] [0.1] [0.1] [0.1] [0.1] [0.1] [0.2] [0.1] | |
| # vals Range Increment Value Range 40 0.02 - 0.42 by 0.01 0.40 | voicepolyphony voicepitchbend voicevibratoratesyncoff voicevibratoratesyncon voicerandomphase voicewarmmode voicevibratobpm voicesnap FX Types and Custom Para Name fx typeset (Chorus) | СС | 0x3F 0x41 0x3F 0x42 0x3F 0x4F 0x3F 0x1F 0x3F 0x4F 0x3F 0x49 0x3F 0x3F 0x3F 0x3S | [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] 1.0 - 1.6 by 0.02 [30-49] 1.0 - 1.6 by 0.02 [30-49] 1.0 - 1.6 by 0.04 [30-69] 1.0 - 1.0 by 0.02 [102-127] 1.0 - 1.0 by 0.02 | |
| 40 | voicepolyphony voicepitchbend voicevibratoratesyncoff voicevibratoratesyncon voicerandomphase voicewarmmode voicevibratobpm voicesnap FX Types and Custom Para Name fx typeset (Chorus) | СС | 0x3F 0x41 0x3F 0x42 0x3F 0x4F 0x3F 0x1F 0x3F 0x4F 0x3F 0x49 0x3F 0x3F 0x3F 0x3S | [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] 1.0 - 1.8 by 0.04 [30-69] 1.0 - 1.0 by 0.2 [102-127] [0.15] VIBRATO_RATES_SYNC_ON [0.1] [0.1 | |
| 19 | voicepolyphony voicepitchbend voicevibratoratesyncoff voicevibratoratesyncon voicerandomphase voicewarmmode voicevibratobpm voicesnap FX Types and Custom Para Name fx typeset (Chorus) | СС | 0x3F 0x41 0x3F 0x42 0x3F 0x4F 0x3F 0x1F 0x3F 0x4F 0x3F 0x49 0x3F 0x3F 0x3F 0x3S | [0.12] Displayed as the Hz values: 0.3 - 0.6 by 0.01 [0.24] 0.3 - 0.6 by 0.01 [0.24] 0.3 - 0.6 by 0.01 [0.24] 1.5 - 1.5 by 0.01 [0.24] 1.6 - 1.5 by 0.01 [0.24] 1.7 - 1.01 [0.15] 1.8 - 1.0 by 0.1 [70-101] 1.5 - 1.0 by 0.1 [70-101] 1.5 - 1.0 by 0.2 [102-127] [0.15] VIBRATO_RATES_SYNC_ON [0.1] [0 | |
| 24 | voicepolyphony voicepitchbend voicevibratoratesyncoff voicevibratoratesyncon voicerandomphase voicewarmmode voicevibratobpm voicesnap FX Types and Custom Para Name fx typeset (Chorus) | СС | 0x3F 0x41 0x3F 0x42 0x3F 0x4F 0x3F 0x1F 0x3F 0x4F 0x3F 0x49 0x3F 0x3F 0x3F 0x3S | [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] 1.0 - 1.6 by 0.02 [30-49] 1.0 - 1.6 by 0.02 [30-49] 1.0 - 1.6 by 0.04 [30-69] 1.0 - 1.6 b | |
| 11 | voicepolyphony voicepitchbend voicevibratoratesyncoff voicevibratoratesyncon voicerandomphase voicewarmmode voicevibratobpm voicesnap FX Types and Custom Para Name fx typeset (Chorus) | СС | 0x3F 0x41 0x3F 0x42 0x3F 0x4F 0x3F 0x1F 0x3F 0x4F 0x3F 0x49 0x3F 0x3F 0x3F 0x3S | [0.12] Displayed as the Hz values: 0.3 - 0.6 by p.0 10 [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 0.02 [30-49] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127] [0.15] VIBRATO_RATES_SYNC_ON [0.1] [0.1 | |
| 7 7.00 - 10.00 by 0.50 122-128 129 TOTAL 129 T | voicepolyphony voicepitchbend voicevibratoratesyncoff voicevibratoratesyncon voicerandomphase voicewarmmode voicevibratobpm voicesnap FX Types and Custom Para Name fx typeset (Chorus) | СС | 0x3F 0x41 0x3F 0x42 0x3F 0x4F 0x3F 0x1F 0x3F 0x4F 0x3F 0x49 0x3F 0x3F 0x3F 0x3S | [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] 0.1 - 1.8 by 0.02 [0-29] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127] [0.15] VIBRATO_RATES_SYNC_ON [0.1] [0.1 | |
| 129 TOTAL | voicepolyphony voicepitchbend voicevibratoratesyncoff voicevibratoratesyncon voicerandomphase voicewarmmode voicevibratobpm voicesnap FX Types and Custom Para Name fx typeset (Chorus) | СС | 0x3F 0x41 0x3F 0x42 0x3F 0x4F 0x3F 0x1F 0x3F 0x4F 0x3F 0x49 0x3F 0x3F 0x3F 0x3S | [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] 1.0 - 1.8 by 0.04 [30-49] 1.0 - 1.8 | |
| 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. [x1param3 (Offset) 0x38 0x30 [0,360] output in increments of 8 (0, 8,, 2880) and displayed as [-180,180] | voicepolyphony voicepitchbend voicevibratoratesyncoff voicevibratoratesyncon voicerandomphase voicewarmmode voicevibratobpm voicesnap FX Types and Custom Para Name fx typeset (Chorus) | СС | 0x3F 0x41 0x3F 0x42 0x3F 0x4F 0x3F 0x1F 0x3F 0x4F 0x3F 0x49 0x3F 0x3F 0x3F 0x3S | [0.127] Displayed as the Hz values: 0.3 - 0.6 by 0.01 [0.24] 0.3 - 0.6 by 0.01 [0.24] 0.1 by 0.01 [0.24] 0.1 by 0.01 [0.24] 0.1 by 0.01 [0.25] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127] [0.15] VIBRATO_RATES_SYNC_ON [0.1] [| |
| 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. [x1param3 (Offset) 0x38 0x30 [0,360] output in increments of 8 (0, 8,, 2880) and displayed as [-180,180] | voicepolyphony voicepitchbend voicevibratoratesyncoff voicevibratoratesyncon voicerandomphase voicewarmmode voicevibratobpm voicesnap FX Types and Custom Para Name fx typeset (Chorus) | СС | 0x3F 0x41 0x3F 0x42 0x3F 0x4F 0x3F 0x1F 0x3F 0x4F 0x3F 0x49 0x3F 0x3F 0x3F 0x3S | [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] 1.0 - 1.8 by 0.04 [30-46] 1.0 - 1.8 | |
| ROUND to nearest integer 01290. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [x1param3 (Offset) | voicepolyphony voicepitchbend voicevibratoratesyncoff voicevibratoratesyncon voicerandomphase voicewarmmode voicevibratobpm voicesnap FX Types and Custom Para Name fx typeset (Chorus) | OxOC | 0x3F 0x41 0x3F 0x42 0x3F 0x4F 0x3F 0x4F 0x3F 0x4F 0x3F 0x45 0x3F 0x35 0x3F 0x00 | [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] 1.0 - 1.8 by 0.04 [30-46] 1.0 - 1.8 | |
| towards even. fx1param3 (Offset) 0x3B 0x30 [0,360] output in increments of 8 (0, 8,, 2880) and displayed as [-180,180] | voicepolyphony voicepitchbend voicevibratoratesyncoff voicevibratoratesyncon voicevibratoratesyncon voicerandomphase voicewarmmode voicevibratobpm voicesnap FX Types and Custom Para Name fxtpreset (Chorus) fx1param1 (Rate) | OxOC | 0x3F 0x41 0x3F 0x42 0x3F 0x4F 0x3F 0x4F 0x3F 0x4F 0x3F 0x45 0x3F 0x35 0x3F 0x00 | 10.127 Displayed as the Hz values: | |
| fxtparam3 (Offset) 0x3B 0x30 [0,360] output in increments of 8 (0, 8,, 2880) and displayed as [-180,180] | voicepolyphony voicepitchbend voicevibratoratesyncoff voicevibratoratesyncon voicevibratoratesyncon voicerandomphase voicewarmmode voicevibratobpm voicesnap FX Types and Custom Para Name fxtpreset (Chorus) fx1param1 (Rate) | OxOC | 0x3F 0x41 0x3F 0x42 0x3F 0x4F 0x3F 0x4F 0x3F 0x4F 0x3F 0x45 0x3F 0x35 0x3F 0x00 | [0.12] Displayed as the Hz values: 0.3 - 0.6 by 0.01 [0-29] 0.3 - 0.6 by 0.01 [0-29] 1.0 - 1.6 by 0.02 [30-49] 1.0 - 1.6 by 0.02 [30-49] 1.0 - 1.6 by 0.04 [30-69] 1.0 - 1.6 by 0.05 [30-69] 1.0 - 1.6 b | |
| | voicepolyphony voicepitchbend voicevibratoratesyncoff voicevibratoratesyncon voicevibratoratesyncon voicerandomphase voicewarmmode voicevibratobpm voicesnap FX Types and Custom Para Name fxtpreset (Chorus) fx1param1 (Rate) | OxOC | 0x3F 0x41 0x3F 0x42 0x3F 0x4F 0x3F 0x4F 0x3F 0x4F 0x3F 0x45 0x3F 0x35 0x3F 0x00 | 10.127 Displayed as the Hz values: | |
| fx1param4 (Feedback) | voicepolyphony voicepitchbend voicevibratoratesyncoff voicevibratoratesyncon voicerandomphase voicewarmmode voicewibratobpm voicesnap FX Types and Custom Para Name fx1preset (Chorus) fx1param1 (Rate) | OxOC | 0x3F 0x41 0x3F 0x42 0x3F 0x42 0x3F 0x1E 0x3F 0x4F 0x3F 0x49 0x3F 0x35 0x3B 0x00 0x41 0x6F | [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] 0.1 by 0.02 [0.29] 0.1 by 0.02 [0.29] 0.1 by 0.02 [0.29] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 1.0 by 0.2 [102-127] [0.15] VIBRATO_RATES_SYNC_ON [0.1] [0 | |
| | voicepolyphony voicepitchbend voicevibratoratesyncoff voicevibratoratesyncon voicevibratoratesyncon voicerandomphase voicewarmmode voicevibratobpm voicesnap FX Types and Custom Para Name fx1param1 (Rate) fx1param1 (Rate) | OxOC | 0x3F 0x41 0x3F 0x42 0x3F 0x42 0x3F 0x4F 0x3F 0x4F 0x3F 0x49 0x3F 0x35 NOTE 0x3B 0x00 0x41 0x6F | [0.12] Displayed as the Hz values: 0.3 - 0.6 by 0.01 [0-29] 0.3 - 0.6 by 0.01 [0-29] 1.9 - 1.8 by 0.04 [30-49] 1.9 - 1.8 by 0.02 [30-49] 1.9 - 1.9 by 0.01 [30-49] 1.9 - 1.9 by 0.01 [30-49] 1.9 by 0.02 [30-49] 1 | |

| 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: |
| | | | 0. Rate: 0.17Hz Depth 109.0 Offset -180 Feedback 45 Stereo |
| | | | 1. Ratic: 0.34Hz Depth 130 Offset -180 Feedback 54 Stereo 2. Ratic: 0.17Hz Depth 6:0.0 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 | [0,6192] 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 pices). 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 0.89 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) | UXUD | 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: |
| | | | 0. Low-Speed 0.66Hz Hi-Speed 1.35Hz Lo-Depth 26 Hi-Depth 35 Low/High 6 |
| | | | 1. 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 |
| | | | Notie: I have not determined the five actual NRPN values for each preset, just their display values. |
| fx3param1 (Lo-Speed) | 0x0C | 0x41 0x6F | values. [0,8192] seemingly only output in increments of 8, and displayed as [0.02,10.00]. All told there are |
| . p.m.m. (Lo opeau) | 2.300 | | 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. To Ese 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 |
| | | | 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: |
| | | | 0. Rate: 0.34Hz Feedback 10.0 Depth 111 Phase 74 Offset 0 |
| | | | 1. Ratic: 0.34Hz. Feedback 44.0 Depth 111 Phase 74 Offset -180 2. Ratic: 0.13Hz. Feedback 32.0 Depth 96 Phase 64 Offset -180 3. Ratic: 0.34Hz. 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) | 0x0D | 0x41 0x70 | [0,8192] seemingly only output in increments of 8, and displayed as [-64.0, 64.0] in increments of |
| | 0.00 | JA UA/ U | 10.1 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 |
| | | | HOUND to nearest integer 01290. Then divide by 10. Then subtract 64.0. The Hydrasynth seems to round 0.5 towards even. |
| fx4param3 (Depth) | | 0x3B 0x30 | [0,127] output as 0, 8, 16, 24, 32, |
| fx4param4 (Phase) | | 0x3B 0x40 | [0,127] output as 0, 8, 16, 24, 32, |
| 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 |
| | | | 1. 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 |
| | | 0x41 0x6F | values. In 9199 spamingly only guitant in increments of 9 and displayed as (160Hz 20000Hz). All told |
| fy5naram1 (Cutoff) | | JX41 UX0F | [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 |
| fx5param1 (Cutoff) | 0x0C | | (cutting into 128 even pieces). Then ROUND to nearest integer 0130. The Hydrasynth seems to |
| fx5param1 (Cutoff) | 0x0C | | round 0.5 towards even. Then display as follows: |
| fx5param1 (Cutoff) | 0x0C | | |
| fx5param1 (Cutoff) | 0x0C | | # vals Range Increment 10 160 - 260 by 10 |
| fx5param1 (Cutoff) | 0x0C | | # vals Range Increment 10 160 - 260 by 10 5 260 - 360 by 20 |
| fx5param1 (Cutoff) | 0x0C | | #vals Range Increment 10 160-263 by 10 5 260-263 by 20 1 360 23 400-1600 by 50 |
| fx5param1 (Cutoff) | 0x0C | | # vals Range Increment 10 160 - 260 by 10 5 260 - 360 by 20 1 360 23 400 - 1600 by 50 54 1600 - 7000 by 100 54 1600 - 7000 by 100 5 7000 - 10000 by 200 |
| fx5param1 (Cutoff) | 0x0C | | # vals Range Increment 10 160 - 260 by 10 5 260 - 360 by 20 1 360 - 260 by 20 23 400 - 1600 by 50 54 1600 - 7000 by 100 |
| tx5param1 (Cutoff) | | 0x41 0x70 | # vals Range Increment 10 160 260 by 10 5 280 380 by 20 1 380 123 400 1600 by 50 5 4 1600 7000 by 100 15 7000 10000 by 20 20 10000 - 20000 by 50 128 TOTAL |
| | | 0x41 0x70 | # vals Range Increment 10 160-280 by 10 5 280-380 by 20 1 380 23 400-1800 by 50 54 1800-7000 by 100 15 7000-10000 by 200 20 10000-20000 by 500 20 10000-20 |
| | | 0x41 0x70 | # vals Range Increment 10 160 260 by 10 5 280 -380 by 20 1 380 1600 by 50 54 1600 7000 by 50 15 7000 -10000 by 20 10 10000 -20000 by 50 128 TOTAL |

| 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", "8675", "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: | |
| ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,, | | | 0. Rate: 5.40Hz Depth 49.0 Sine Phase 39 PitchMod 0 1. 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 values. | |
| fx6param1 (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 0 0-40 0-2 -0.42 by 0.01 0-40 0-40 0-40 0-40 0-40 0-40 0-40 0- | |
| fx6param2 (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. | |
| fx6param3 (LFO Shape) | | 0x3B 0x30 | [0,1] output as 0 and 8 respectively for "Sine", "Square" | |
| fx6param4 (Phase) | | 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 -2.0 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 | |
| | | | 3. 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 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 | 182,1000] 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 | [0,4] in steps of 8 (0, 8, 16, 24, 32) "Off", "BPM Duck", "Tap", "Mod In 1", "Mod In 2" | |
| fx8param1 | 0x0C | 0x41 0x6F | | |
| fx8param2 (Ratio) | 0x0D | 0x41 0x70 | [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 fOUND to nearest integer 0:190. Then divide by 10. Then add 1.0. The Hydrasynth seems to round 0.5 towards even. | |
| fx8param3 (Attack) | | 0x3B 0x30 | [1, 400] ms in steps of 8 (8, 16, 24,) | |
| fx8param4 (Release) | | 0x3B 0x40 | [5, 560] ms in steps of 8 (40, 48, 56,) | |
| fx8param5 (Output) | | 0x3B 0x50 | [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: | |
| | | | O. Drive 58.0 Tone -26.5 Asym 0 Curve 128 Output -7.7/dB Drive 59.0 Tone 38.8 Asym 24 Curve 13 Output -4.6/dB Drive 49.4 Tone 17.2 Asym 0 Curve 0 Output -10.6/dB Note: I have not determined the five actual NRPN values for each preset, just their display | |
| fx9param1 (Drive) | 0x0C | 0x41 0x6F | values. [0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of | |
| fullnaram2 (T) | Over | 0441 0-70 | 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. | |
| 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 5192, 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. | |
| fx9param3 (Asym) | | 0x3B 0x30 | [0,128] in steps of 8 (0, 8, 16, 24,) | |
| fx9param4 | | 0x3B 0x40 | [0,128] in steps of 8 (0, 8, 16, 24,) | |
| 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 i | NRPN/ | CC Values | | |
| Name | | | Description | |
| name | | | 16 ASCII bytes | |
| category | | | [0,18] CATEGORIES | |
| color | | | [0,31] COLORS | |
| macro1name | | | 8 ASCII bytes | |
| macro2name | | | | |
| macro3name | | | | |
| macro4name | | | | |
| macro5name | | | | |
| | 1 | | | |

| macro6name | | | | |
|------------------------------------|--------------|--------|---|---|
| macro7name | | | | |
| macro8name | | | | |
| voicescale | | | Instead of sending one message, Voice Scale sends many NRPN messages. It starts with 0x3F 0x45 > 1. It then sends 0x3F 0x52 >> MSB=[01] LSB=[012] where LSB = MSB + 1 is the | |
| | | | $0x45 > 1$. It then sends $0x3F \circ 0x52 > x MSB=[011] LSB=[012]$ where LSB = MSB + 1 is the standard for "C", and for C#/Db it's LSB = MSB + 2 Mod 12, then D is LSB = MSB + 3 Mod 12 and so on ~ it appears to be mapping out a scale. If the LSB is 0, then I believe this indicates that the | |
| | | | key is not used. | |
| voicekeylock | | | Voice Key Lock seems to send out the same stuff as Voice Scale | |
| | | | | |
| | | | | |
| Parameters with CC Value | es | | | |
| Name | СС | Range | Notes | |
| osc1cent | 0x6F | 14-114 | -50 +50 | |
| osc1wavscan | 0x18 | 0-127 | | |
| osc2cent | 0x70 | | | |
| osc2wavscan | 0x1A | | | |
| osc3cent | 0x71 | | | |
| mutator1ratio | | 0-127 | | |
| mutator1depth | 0x1E | 0-127 | | |
| mutator1wet | 0x1F | 0-127 | | |
| mutator2ratio | 0x21 | 0 121 | | |
| mutator2depth | 0x22 | | | |
| mutator2wet | 0x23 | | | |
| mutator3ratio | 0x23 | | | |
| mutator3ratio mutator3depth | 0x24 0x25 | | | |
| · · | _ | | | |
| mutator3wet | 0x27 0x28 | | | |
| mutator4ratio | _ | | | |
| 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 | | | |
| filter1 cutoff | 0x4A | 0-127 | | |
| filter1 drive | 0x32 | 0-127 | | |
| filter1 resonance | 0x47 | 0-127 | | |
| filter1keytrack | 0x33 | 0-127 | 100% -> 96 0% -> 64 | |
| filter1lfo1amount | 0x34 | 0-127 | -64 + 64 0 -> 64 | |
| filter1 velenv | 0x35 | 0-127 | -64 + 64 0 -> 64 | |
| filter1env1amount | 0x36 | 0-127 | -64 + 64 0 -> 64 | |
| filter2cutoff | 0x37 | 0 121 | 011010201 | |
| filter2resonance | 0x38 | | | |
| filter2morph | 0x39 | 0-127 | | |
| filter2keytrack | 0x3A | 3 .2/ | | |
| filter2lfo1amount | 0x3B | | | |
| filter2velenv | 0x3C | | | |
| filter2veienv filter2env1amount | 0x3C | | | |
| amplfo2amount | | 0-127 | .64 +64 0.~64 | |
| | _ | | -64 + 64 0 -> 64 | |
| prefxwet | 0x5D | 0-127 | 0-100% 50% -> 64 | |
| prefxparam1 prefxparam2 | 0x0C | 0-127 | | |
| · · | 0x0D | | | |
| delaywet | _ | 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 | | |
| Ifo2level | 0x1C | | | |
| Ifo2ratesyncoff | 0x49 | | | |
| Ifo3level | 0x4B | | | |
| * * * * | 1 | | 1 | 1 |

| Ifo3ratesyncoff | 0x4C | | | |
|--|--------------------------------------|---|--|--|
| Ifo4level | 0x4D | | | |
| Ifo4ratesyncoff | 0x4E | | | |
| | | | | |
| Ifo5level | 0x4F | | | |
| Ifo5ratesyncoff | 0x50 | | | |
| env1attacksyncoff | 0x51 | 0-127 | | |
| | | | | |
| env1decaysyncoff | 0x52 | 0-127 | | |
| env1 sustain | 0x53 | 0-127 | | |
| env1releasesyncoff | 0x54 | 0-127 | | |
| env2attacksyncoff | 0x55 | | | |
| | | | | |
| env2decaysyncoff | 0x56 | | | |
| env2sustain | 0x57 | | | |
| env2releasesyncoff | 0x58 | | | |
| | 0x59 | | | |
| env3attacksyncoff | | | | |
| 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 | | |
| arpgate | 0x6B | 5-100 | 5%100% | |
| arpoctave | 0x78 | 1-4 | | |
| | | | | |
| arpmode | 0x6C | 0-7 | | |
| arplength | 0x7A | 0-32 | 0 = Default | |
| arpratchet | 0x6D | 0-127 | | |
| | 0x6E | 0-100 | 0% 100% | |
| arpchance | UXOE | | U76 10U76 | |
| macro1panelvalue | 0x10 | 0-127 | | |
| macro2panelvalue | 0x11 | | | |
| macro3panelvalue | 0x12 | | | |
| | | | | |
| macro4panelvalue | 0x13 | | | |
| macro5panelvalue | 0x14 | | | |
| macro6panelvalue | 0x15 | | | |
| madroopandivalad | UAIU | | | |
| | | | | |
| macro7panelvalue | 0x16 | | | |
| macro7panelvalue macro8panelvalue | 0x16 0x17 | | | |
| macro8panelvalue | 0x17 | 0-127 | | |
| macro8panelvalue voicedetune | 0x17 0x5F | 0-127 | | |
| macro8panelvalue voicedetune voicestereowidth | 0x17 0x5F 0x75 | 0-127 | | |
| macro8panelvalue voicedetune | 0x17 0x5F | | Off, On | |
| macro8panelvalue voicedetune voicestereowidth | 0x17 0x5F 0x75 | 0-127 | Off, On | |
| macro8panelvalue voicedetune voicestereowidth voiceglide | 0x17 0x5F 0x75 0x42 | 0-127 0-1 | Off, On | |
| macro8panelvalue voicedetune voicestereowidth voiceglide | 0x17 0x5F 0x75 0x42 | 0-127 0-1 | Off, On | |
| macro8panelvalue voicedetune voicestereowidth voiceglide voiceglidetime | 0x17 0x5F 0x75 0x42 0x05 | 0-127 0-1 0-127 | Off, On | |
| macro8panelvalue voicedetune voicestereowidth voiceglide | 0x17 0x5F 0x75 0x42 0x05 | 0-127 0-1 0-127 | Off, On | |
| macro8panelvalue voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP | 0x17 0x5F 0x75 0x42 0x05 | 0-127 0-1 0-127 | | |
| macro8panelvalue voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP. Name | 0x17 0x5F 0x75 0x42 0x05 | 0-127 0-1 0-127 | Notes | |
| macro8panelvalue voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP Name Arpeggiator Tempo | 0x17 0x5F 0x75 0x42 0x05 | 0-127 0-1 0-127 0-127 Pages NRPN 0x3F 0x38 | Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. | |
| macro8panelvalue voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP. Name | 0x17 0x5F 0x75 0x42 0x05 | 0-127 0-1 0-127 | Notes | |
| macro8panelvalue voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP Name Arpeggiator Tempo | 0x17 0x5F 0x75 0x42 0x05 | 0-127 0-1 0-127 0-127 Pages NRPN 0x3F 0x38 | Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. | |
| macro8panelvalue voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP Name Arpeggiator Tempo Arpeggiator On/Off Chord Button Pressed | 0x17 0x5F 0x75 0x42 0x05 | 0-127 0-1 0-127 0-12 | Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. [0.1] MSB = 0x00 LSB = 0x00 | |
| macro8panelvalue voicedetune voicestereowidth voiceglidetime Some Undocumented NRP Name Arpeggiator Tempo Arpeggiator On/Off Chord Button Pressed Occasionally when patch select dial is turned. | 0x17 0x5F 0x75 0x42 0x05 | 0-127 0-1 0-127 | Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. [0,1] | |
| macro8panelvalue voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP Name Arpeggiator Tempo Arpeggiator On/Off Chord Button Pressed Occasionally when patch | 0x17 0x5F 0x75 0x42 0x05 | 0-127 0-1 0-127 0-12 | Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. [0.1] MSB = 0x00 LSB = 0x00 | |
| macro8panelvalue 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. | 0x17 0x5F 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 | |
| macro8panelvalue 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. | 0x17 0x5F 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 | |
| macro8panelvalue 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 Emitted when ribbon strip | 0x17 0x5F 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 | |
| macro8panelvalue 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 Trif turned On on panel Emitted when ribbon strip used as pitch bend. | 0x17 0x5F 0x75 0x42 0x05 | 0-127 0-1 0-127 0-127 NRPN 0x3F 0x38 0x39 0x03 0x3F 0x16 0x3F 0x38 | 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 Multiple message values sent in a sequence, such as [0x3 0x81], [0x4 0x55], and [0x4 0x38] | |
| macro8panelvalue 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 Emitted when ribbon strip | 0x17 0x5F 0x75 0x42 0x05 | 0-127 0-1 0-127 0-127 NRPN 0x3F 0x38 0x39 0x03 0x3F 0x16 0x3F 0x38 | 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 Multiple message values sent in a sequence, such as [0x3 0x81], [0x4 0x55], and [0x4 0x38] Bug: this seriously screws with downstream synths and so NRPN must be turned off in | |
| macro8panelvalue 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 Trif turned On on panel Emitted when ribbon strip used as pitch bend. | 0x17 0x5F 0x75 0x42 0x05 | 0-127 0-1 0-127 0-127 NRPN 0x3F 0x38 0x39 0x03 0x3F 0x16 0x3F 0x38 | 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 Multiple message values sent in a sequence, such as [0x3 0x81], [0x4 0x55], and [0x4 0x38] | |
| macro8panelvalue 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 Trif turned On on panel Emitted when ribbon strip used as pitch bend. | 0x17 0x5F 0x75 0x42 0x05 | 0-127 0-1 0-127 0-127 NRPN 0x3F 0x38 0x39 0x03 0x3F 0x16 0x3F 0x38 | 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 Multiple message values sent in a sequence, such as [0x3 0x81], [0x4 0x55], and [0x4 0x38] Bug: this seriously screws with downstream synths and so NRPN must be turned off in | |
| macro8panelvalue 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 Trif turned On on panel Emitted when ribbon strip used as pitch bend. | 0x17 0x5F 0x75 0x42 0x05 | 0-127 0-1 0-127 0-127 NRPN 0x3F 0x38 0x39 0x03 0x3F 0x16 0x3F 0x38 | 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 Multiple message values sent in a sequence, such as [0x3 0x81], [0x4 0x55], and [0x4 0x38] Bug: this seriously screws with downstream synths and so NRPN must be turned off in | |
| macro8panelvalue 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 Trif turned On on panel Emitted when ribbon strip used as pitch bend. | 0x17 0x5F 0x75 0x42 0x05 | 0-127 0-1 0-127 0-127 NRPN 0x3F 0x38 0x39 0x03 0x3F 0x16 0x3F 0x38 | 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 Multiple message values sent in a sequence, such as [0x3 0x81], [0x4 0x55], and [0x4 0x38] Bug: this seriously screws with downstream synths and so NRPN must be turned off in | |
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| macro8panelvalue voicedetune voicedetune voicestereowidth voiceglide voiceglidelime 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 Emitted when ribbon strip used as pitch bend. Unknown purpose. Non-Patch NRPN Message. Name alloscoent osc1solowavescan1 | 0x17 0x5F 0x75 0x42 0x05 | 0-127 0-1 0-127 0-1 0-127 0-12 | 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 Multiple message values sent in a sequence, such as [0x3 0x81], [0x4 0x55], and [0x4 0x38] Bug: this seriously screws with downstream synths and so NRPN must be turned off in order to use the Hydrasynth as a controller 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 | |
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| macro8panelvalue voicedetune voicedetune voicestereowidth voiceglide voiceglidel voiceglid | 0x17 0x5F 0x75 0x42 0x05 | 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 = 0x00 LSB = various MSB = 0x00 LSB = 0x00 Multiple message values sent in a sequence, such as [0x3 0x81], [0x4 0x55], and [0x4 0x38] Bug: this seriously screws with downstream synths and so NRPN must be turned off in order to use the Hydrasynth as a controller 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 | |
| macro8panelvalue voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP Name Arpeggiator Tempo 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 Emitted when ribbon strip used as pitch bend. Unknown purpose. Non-Patch NRPN Message. Name allosccent osc1solowavescan1 osc1solowavescan2 osc1solowavescan3 osc1solowavescan3 | 0x17 0x5F 0x75 0x42 0x05 | 0-127 0-1 0-127 0-1 0-127 0-127 0-127 0-127 0-127 0-127 0-127 0-127 0-128 0-129 0-12 | 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 Multiple message values sent in a sequence, such as [0x3 0x81], [0x4 0x55], and [0x4 0x38] Bug: this seriously screws with downstream synths and so NRPN must be turned off in order to use the Hydrasynth as a controller 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 | |
| macro8panelvalue voicedetune voicedetune voicestereowidth voiceglide voiceglidel voiceglid | 0x17 0x5F 0x75 0x42 0x05 | 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 = 0x00 LSB = various MSB = 0x00 LSB = 0x00 Multiple message values sent in a sequence, such as [0x3 0x81], [0x4 0x55], and [0x4 0x38] Bug: this seriously screws with downstream synths and so NRPN must be turned off in order to use the Hydrasynth as a controller 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 | |
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| macro8panelvalue 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 Emitted when ribbon strip used as pitch bend. Unknown purpose. Non-Patch NRPN Message. Name allosccent osc1solowavescan1 osc1solowavescan2 osc1solowavescan3 osc1solowavescan5 osc1solowavescan6 osc1solowavescan6 osc1solowavescan6 osc1solowavescan7 | 0x17 0x5F 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 0-1 0-127 0-1 0-127 0-1 0-127 0-1 0-127 0-1 0-127 | 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 Multiple message values sent in a sequence, such as [0x3 0x81], [0x4 0x55], and [0x4 0x38] Bug: this seriously screws with downstream synths and so NRPN must be turned off in order to use the Hydrasynth as a controller 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 | |
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| macro8panelvalue voicedeture voicedeture voicestereowidth 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 Emitted when ribbon strip used as pitch bend. Unknown purpose. Non-Patch NRPN Message. Name allosccent osc1solowavescan1 osc1solowavescan2 osc1solowavescan3 osc1solowavescan6 osc1solowavescan6 osc1solowavescan6 osc1solowavescan6 | 0x17 0x5F 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 0-1 0-127 0-1 0-127 0-1 0-127 0-1 0-127 0-1 0-127 | 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 Multiple message values sent in a sequence, such as [0x3 0x81], [0x4 0x55], and [0x4 0x38] Bug: this seriously screws with downstream synths and so NRPN must be turned off in order to use the Hydrasynth as a controller 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 | |
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| macro8panelvalue voicedetune voicedetune voiceglideetime 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 Emitted when ribbon strip used as pitch bend. Unknown purpose. Non-Patch NRPN Message. Name alloscoent osc1solowavescan1 osc1solowavescan2 osc1solowavescan3 osc1solowavescan6 osc1solowavescan7 osc1solowavescan7 osc1solowavescan7 osc1solowavescan7 osc1solowavescan8 osc2solowavescan1 osc2solowavescan1 osc2solowavescan3 osc2solowavescan3 osc2solowavescan3 | 0x17 0x5F 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 0-1 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 = 0x00 LSB = various MSB = 0x00 LSB = 0x00 Multiple message values sent in a sequence, such as [0x3 0x81], [0x4 0x55], and [0x4 0x38] Bug: this seriously screws with downstream synths and so NRPN must be turned off in order to use the Hydrasynth as a controller 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 | |
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| | 0x3F 0x1c | | |
|------|--|---|-----------|
| | 0x3F 0x1c | | |
| | 0x3F 0x1c | | |
| | 0x3F 0x25 | [0, 1] | |
| 0x10 | 0x3F 0x58 | [Range and display not determined] | |
| 0x11 | 0x3F 0x59 | | |
| 0x12 | 0x3F 0x5A | | |
| 0x13 | 0x3F 0x5B | | |
| 0x14 | 0x3F 0x5C | | |
| 0x15 | 0x3F 0x5D | | |
| 0x16 | 0x3F 0x5E | | |
| 0x17 | 0x3F 0x5F | | |
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| | 0x10 0x11 0x12 0x13 0x14 0x15 0x16 | 0x3F 0x1c 0x3F 0x1c 0x3F 0x25 0x10 0x3F 0x58 0x11 0x3F 0x5A 0x13 0x3F 0x5A 0x14 0x3F 0x5C 0x15 0x3F 0x5E 0x14 0x3F 0x5E | 0x3F 0x1c |