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 Modln1 Modln2	
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	
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			,	
mixerfilterrouting		0x3F 0x2C		
filter1 position of drive		0x3F 0x29	[0,1] "Pre", "Post"	
filter1 cutoff	0x4A	0x40 0x28	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even.	
filter1 drive	0x32	0x40 0x2B	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even.	
filter1resonance	0x47	0x40 0x29	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even.	
filter1 special		0x40 0x2A	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 0.1280. Then divide by 10. The Hydraynth seems to round 0.5 towards even. This is Vowel Formant Control, labelled "Control" on the synth.	
filter1keytrack	0x33	0x41 0x66	[0,8192] seemingly only output in increments of 8, and displayed as [-200%,200%] in increments of 1. To display; if 8192, display 200%. Else divide by 20.48 (cutting into 400 even pieces). Then FLOOR to integer 0400. Then subtract 200.	
filter1lfo1amount	0x34	0x41 0x60	[0,8192] seemingly only output in increments of 8, and displayed as [-64.0,64.0] in increments of 0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 towards even.	
filter1 type		0x3F 0x2E 0x3F 0x28	[0,7] "AEIOU", "AIUEO", "AUIOE", "AOUIE", "IOUAE", "UEAOI", "IOEAU", "UEAO", "IOEAU", "UEAO" [0-15] FILTER_1_TYPES. Note that "vowel" is in the wrong place. It is in the middle of the range at position 10, but appears last in the Hydrasynth's menu. This is likely because in an earlier incarnation, there were only 11 filter types (see ASM's NRPN comments), and then 4 more filter types were added afterwards.	
filter1 velenv	0x35	0x41 0x69	[0,8192] seemingly only output in increments of 8, and displayed as [-64.0,64.0] in increments of 0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 towards even.	
filter1env1amount	0x36	0x41 0x61	[0,8192] seemingly only output in increments of 8, and displayed as [-64.0,64.0] in increments of 0.1. To display: if \$192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 0.1280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 towards even.	
filter2positionofdrive		0x3F 0x2B	[0,1]? THIS PARAMETER DOES NOT EXIST. Perhaps was removed?	
filter2cutoff	0x37	0x40 0x2C		
filter2resonance	0x38	0x40 0x2D		
filter2morph	0x39	0x40 0x2E	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of	
·			0.1 To display: if \$192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even.	
filter2keytrack	0x3A	0x41 0x67		
filter2lfo1amount	0x3B	0x41 0x62		
filter2velenv	0x3C	0x41 0x6A		
filter2env1amount	0x3D	0x41 0x63		
filter2type		0x3F 0x23	[0,1] "LP-BP-HP", "LP-Notch-HP"	
amplevel		0x40 0x02	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even.	
ampvelenv		0x41 0x6B	[0,8192] seemingly only output in increments of 8, and displayed as [-64.0,64.0] in increments of 0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 towards even.	
amplfo2amount	0x3E	0x41 0x64	[0,8192] seemingly only output in increments of 8, and displayed as [-64.0,64.0] in increments of 0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 towards even.	
prefxtype		0x3B 0x7F	[0,9] output as 0, 8, 16, 24, representing "Bypass", "Chorus", "Flanger", "Rotary", "Phaser", "Lo-Fr", "Tremolo", "EC", "Compressor", "Distortion"	
prefxpreset	Over	0x3B 0x00	See "FX Types and Custom Parameters" below depending on prefxtype	
prefxwet	0x5D	0x41 0x6E	[0.8192] seemingly only output in increments of 8, and displayed as [0.0%,100.0%] in various increments. To display, if 8192, display 100.0 Lesse olivide by 8, 1929 (cutting into 1000 even pieces). Then FLOOR to nearest integer 0100. Then divide by 10.	
prefxparam1	0x0C	0x41 0x6F	See "FX Types and Custom Parameters" below depending on prefxtype	
prefxparam2	0x0D			
prefxparam3		0x3B 0x30		
prefxparam4		0x3B 0x40		
prefxparam5		0x3B 0x50		
prefxsidechain		0x3B 0x73	See "FX Types and Custom Parameters" below depending on prefxtype	
delaybpmsync		0x3B 0x70	[0,1] in steps of 8 (0, 8)	
delaywet	0x5C	0x41 0x78	[0,8192] seemingly only output in increments of 8, and displayed as [0.0%,100.0%] in various increments. To display: if 8192, display 100.0. Else divide by 6.192 (cutting into 1000 even pieces). Then FLOOR to nearest integer 0100. Then divide by 10.	
delayfeedback	0x0E	0x41 0x75	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even.	
delayfeedtone		0x41 0x76	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even.	
		-	-	

delaytimesyncoff	0x0F	0x41 0x74	[0.8192] seemingly only output in increments of 8, representing the values [0,1024] using the following convoluted arrangement:	
			0-72 1.0ms10ms in 0.125 increments, displayed as x.x, ROUNDED. In this case, rounding	
			0.5 is towards zero, NOT towards even as done elsewhere on the Hydrasynth.	
			Next come multiples of the following values. For example 10ms at 72 means 72, 73, 83 all display 10ms.	
			72 10ms 84 11	
			92 12	
			98 13 100 15 103 16	
			106 17 108 18	
			111 19 114 20	
			119 21 122 22	
			124 23 127 25	
			130 26 132 27	
			135 28 138 29	
			140 30 146 31 148 32	
			146 32 151 33 154 35	
			154 35 156 36 159 37	
			162 38 164 39	
			167 40 171 41	
			172 42 174 43	
			176 45 177 46	
			179 47 180 48	
			182 49	
			Next come certain patterns. 184-344 50-150 in the following pattern every multiple of 10:	
			x0 x0 x0 x1 x1 x2 x2 x3 x3 x5 x6 x6 x7 x7 x8 x8 x9 x9 (for example, 50 50 50 51 51 52 52 53 55 56 56 57 57 58 58 59 59)	
			344-544 150-400 in the following pattern every multiple of 10: x0 x0 x2 x3 x5 x6 x8 x9 (for example, 150 150 152 153 155 156 158 159)	
			544-664 400-700 in the following pattern every multiple of 10: x0 x2 x5 x8	
			(for example, 400 402 405 408) 664-744 700-1000 (1.00 sec) in the following pattern every	
			multiple of 30: x0 x3 x8 (x+1)0 (x+1)5 (x+1)9 (x+2)2 (x+2)6	
			(for example 700 703 708 710 715 719 722 726) 744-1024 SOME_MORE_DELAY_TIMES	
			BUG: When the Hydrasynth goes to sleep, if you wake it up, its delaytime screen is not in sync with values being sent in NRPN: it's offset. You have to push down to zero in order to	
			sync with values being sent in NRPN: it's offset. You have to push down to zero in order to reset it.	
delaytimesyncon		0x43 0x74	[0,20] FX_DELAYS_SYNC_ON	
			BUG: This is not in ASM's documentation	
delaytype		0x3B 0x71	[0,4] in steps of 8 (0, 8, 16, 24, 32) "Basic Mono", "Basic Stereo", "Pan Delay", "LRC Delay", "Reverse"	
delaywettone	0x3F	0x41 0x77	[0,8192] seemingly only output in increments of 8, and displayed as [-64.0,64.0] in increments of 0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 towards even.	
reverbwet	0x5B	0x41 0x7E	[0,8192] seemingly only output in increments of 8, and displayed as [0.0%,100.0%] in various increments. To display: if 8192, display 10.0. Else divide by 8.192 (cutting into 1000 even pieces). Then ELOGN to nearest integer 0100. Then divide by 10.	
reverbhidamp		0x41 0x7B		
		0.41 0.75	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if \$192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then 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		
lfo1step30		0x4A 0x15		
lfo1step31		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				
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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	
lfo2step46		0x4A 0x65	

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Notacy45-80.0748-80.0794-80.0794-80.07Notacy47-80.0094-80.0094-80.00Notacy57-80.0094-80.0094-80.00Notacy57-80.0094-80.0094-80.00Notacy67-80.0094-80.0094-80.00<	Ifo3ratesyncoff	0x4C	0x41 0x07	
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Ifo3step60		0x4B 0x33	
Ifo3step61		0x4B 0x34	
Ifo3step62		0x4B 0x35	
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lfo3step64		0x4B 0x37	
Ifo4level	0x4D	0x41 0x0E	
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Ifo4smooth		0x3F 0x07	
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lfo3step5		0x3A 0x2C	
lfo3step6		0x3A 0x2D	
lfo3step7		0x3A 0x2E	
Ifo3step8		0x3A 0x2F	
Ifo4step9		0x4B 0x40	
Ifo4step10		0x4B 0x41	
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Ifo4step20		0x4B 0x4B	
lfo4step21		0x4B 0x4C	
lfo4step22		0x4B 0x4D	
Ifo4step23		0x4B 0x4E	
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Ifo4step26		0x4B 0x51	
Ifo4step27		0x4B 0x52	
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Ifo4step39		0x4B 0x5E	
Ifo4step40		0x4B 0x5F	
Ifo4step41		0x4B 0x60	
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Ifo4step43		0x4B 0x62	
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IfoStep38 W 40 Val	lfo5step36		0x4C 0x1B	
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IfoSistep44		0x4C 0x23 0x4C 0x24 0x4C 0x25 0x4C 0x26 0x4C 0x27 0x4C 0x28 0x4C 0x29 0x4C 0x28 0x4C 0x28 0x4C 0x2A 0x4C 0x2C 0x4C 0x2C 0x4C 0x2C	4	
flo5step46		0x4C 0x25 0x4C 0x26 0x4C 0x27 0x4C 0x28 0x4C 0x29 0x4C 0x2A 0x4C 0x2B 0x4C 0x2C 0x4C 0x2C	5 6 7 8 9 9 8 9 9 8 9 9 9 9 9 9 9 9 9 9 9 9	
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IroSstep47		0x4C 0x26 0x4C 0x27 0x4C 0x28 0x4C 0x29 0x4C 0x2A 0x4C 0x2B 0x4C 0x2C 0x4C 0x2C	6	
IroSstep48		0x4C 0x27 0x4C 0x28 0x4C 0x29 0x4C 0x2A 0x4C 0x2B 0x4C 0x2C 0x4C 0x2C	7	
IfoSstep49		0x4C 0x28 0x4C 0x29 0x4C 0x2A 0x4C 0x2B 0x4C 0x2C 0x4C 0x2C	8 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9	
IroSstep50		0x4C 0x29 0x4C 0x2A 0x4C 0x2B 0x4C 0x2C 0x4C 0x2D	9 A B	
IfoSstep51		0x4C 0x2A 0x4C 0x2B 0x4C 0x2C 0x4C 0x2D	A B	
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W-5-400		0x4C 0x35	5	
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lfo5step64		0x4C 0x37		
	_			
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 0x36 0x02 0x37 0x02 0x37 0x02 0x36 0x02 0x37 0x02 0x37 0x02 0x37 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x39 0x02 0x37 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x08 0x30 0x68 0x30 0x68 0x30 0x68 0x30 0x08 0x30 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 0x36 0x02 0x37 0x02 0x37 0x02 0x36 0x02 0x37 0x02 0x37 0x02 0x37 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x39 0x02 0x37 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x08 0x30 0x68 0x30 0x68 0x30 0x68 0x30 0x08 0x30 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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env3attacksyncoff env3holdsyncoff env3holdsyncoff env3holdsyncoff env3holdsyncoff env3sustain env3delasseyncon env3delassyncon env3delasyncon env3delasyncon env3holdsyncon env3holdsyncon env3holdsyncon env3holdsyncon env3decurve env3deccurve env3deccurve env3depato env3hop env3legato env3hop env3hegato env3hop env3hegato env3hop env3hegato env3higsrc1 env3trigsrc2 env3trigsrc3 env4delaysyncoff env4decaysyncoff env4decaysyncoff env4delaysyncoff env4delaysyncon env4delaysyncon	0x5A 0x60 0x61 0x61 0x10 0x19 0x19 0x18 0x7D	0x41 0x13 0x41 0x16 0x41 0x10 0x41 0x21 0x41 0x17 0x35 0x02 0x43 0x13 0x43 0x18 0x35 0x77 0x36 0x02 0x36 0x02 0x37 0x02 0x37 0x02 0x37 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x39 0x02 0x30 0x60		
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env3attacksyncoff env3holdsyncoff env3holdsyncoff env3holdsyncoff env3holdsyncoff env3sustain env3delasseyncon env3delassyncon env3delasyncon env3delasyncon env3holdsyncon env3holdsyncon env3holdsyncon env3holdsyncon env3decurve env3deccurve env3deccurve env3depato env3hop env3legato env3hop env3hegato env3hreset env3trigarc1 env3trigarc2 env3trigarc3 env4delaysyncoff env4decaysyncoff env4decaysyncoff env4delaysyncoff env4delaysyncon env4delaysyncon	0x5A 0x60 0x61 0x61 0x10 0x19 0x19 0x18 0x7D	0x41 0x13 0x41 0x16 0x41 0x10 0x41 0x21 0x41 0x17 0x35 0x02 0x43 0x13 0x43 0x18 0x35 0x77 0x36 0x02 0x36 0x02 0x37 0x02 0x37 0x02 0x37 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x39 0x02 0x30 0x60		
env3attacksyncoff env3detaysyncoff env3detaysyncoff env3detaysyncoff env3detaysyncon env3detaysyncon env3detaysyncon env3detacksyncon env3detaysyncon env3detaysyncon env3detcuve env3deccurve env3deccurve env3dep env3feretun env3freerun env3freerun env3freerun env3freerun env3frigerc1 env3trigerc2 env3trigerc3 env3trigerc4 env4detaysyncoff env4detaysyncon env4detaysyncon env4detaysyncon env4detaysyncon env4detaysyncon env4detaysyncon	0x5A 0x60 0x61 0x61 0x10 0x19 0x19 0x18 0x7D	0x41 0x13 0x41 0x16 0x41 0x10 0x41 0x22 0x43 0x13 0x43 0x13 0x43 0x18 0x43 0x17 0x3F 0x02 0x3A 0x6B		
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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	
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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 0x36 0x36 0x37 0x36 0x37 0	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 2.57	
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	<u> </u>	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		
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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		
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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.	
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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.	
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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		
Marie					
Montanical Cale					
Marchael	modmatrix13depth		0x41 0x4C		
Marchael	modmatrix14depth		0x41 0x4D		
Marchael	modmatrix15depth		0x41 0x4E		
Marchanistanidade					
Marchanistering		-			
Marchet 1999	modmatrix17depth				
Marchanis Display	modmatrix18depth		0x41 0x51		
Marchanis Marchanis Marchanis Ma	modmatrix19depth		0x41 0x52		
Marchanis Marchanis Marchanis Ma	modmatriy20denth		0v41 0v53		
Marchanis Marc					
Content					
more manufaction	modmatrix22depth		0x41 0x55		
Marchael Chapter	modmatrix23depth		0x41 0x56		
Marchael Chapter			0v41 0v57		
Committed Coloring Committed Coloring Col					
March Marc					
March Marc	modmatrix26depth	\perp	0x41 0x59		
March Marc	modmatrix27depth		0x41 0x5A		
Marchand College			0x41 0x5B		
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Michael Carbon Mich	modmatrix30depth		0x41 0x5D		
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Machinary Mach					
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]	
	voicestereowidth	0x75	0x3F 0x44	IO 1271	
		UNITO			
Workpridenting					
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.a (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; idisplay 1,00.0 : 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	UATO			
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		
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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	
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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 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]	
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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	
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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 voicedetune voiceglideetime 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 allosccent osc1solowavescan2 osc1solowavescan2 osc1solowavescan3 osc1solowavescan5 osc1solowavescan5 osc1solowavescan6 osc1solowavescan6	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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	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		
	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