| 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 mutator4warp8 noisetype ringmoddepth ringmodsource1 ringmodsource2 mixerosc1vol | 0x2C | 0x40 0x1A 0x40 0x78 0x40 0x79 0x40 0x7A 0x40 0x7B 0x40 0x7C 0x40 0x7C 0x40 0x7E 0x40 0x7F 0x40 0x7F 0x3F 0x27 0x40 0x03 | [0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. MSB = Source Num [0, 1] LSB = [0,9] RING_MOD_SOURCES [0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0,8192] seemingly only output in increments of 8, and displayed as [-64.0,64.0] in increments of 1.0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then | |
| mutator4window mutator4warp1 mutator4warp2 mutator4warp3 mutator4warp4 mutator4warp5 mutator4warp6 mutator4warp6 mutator4warp8 noisetype ringmoddepth ringmodsource1 ringmodsource2 mixerosc1vol mixerosc1pan | 0x2C 0x2D | 0x40 0x1A 0x40 0x78 0x40 0x79 0x40 0x7A 0x40 0x7E 0x40 0x7C 0x40 0x7E 0x40 0x7E 0x40 0x7E 0x40 0x7E 0x40 0x7F 0x3F 0x27 0x40 0x03 0x3F 0x26 0x3F 0x26 0x3F 0x26 0x40 0x07 | [0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then rivide by 10. The Hydrasynth seems to round 0.5 towards even. MSB = Source Num [0, 1] LSB = [0,9] RING_MOD_SOURCES [0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0,8192] seemingly only output in increments of 8, and displayed as [64.0,64.0] in increments of 0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then subtract 640. Then ROUND to nearest integer -640640. Then divide by 10. The Hydrasynth seems to cound 0.5 towards even. [0,8192] seemingly only output in increments of 8, and displayed as [64.0,64.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1290 even pieces). Then 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 mutator4warp6 mutator4warp6 mutator4warp7 mutator4warp8 noisetype ringmoddepth ringmodsource1 ringmodsource2 mixerosc1pan mixerosc1pan | 0x2C 0x2D 0x76 | 0x40 0x1A 0x40 0x78 0x40 0x79 0x40 0x7A 0x40 0x7B 0x40 0x7C 0x40 0x7C 0x40 0x7E 0x40 0x7F 0x40 0x7F 0x3F 0x27 0x40 0x03 0x3F 0x26 0x40 0x07 0x40 0x07 | [0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then rivide by 10. The Hydrasynth seems to round 0.5 towards even. MSB = Source Num [0, 1] LSB = [0,9] RING_MOD_SOURCES [0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0,8192] seemingly only output in increments of 8, and displayed as [64.0,64.0] in increments of 0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then subtract 640. Then ROUND to nearest integer -640640. Then divide by 10. The Hydrasynth seems to cound 0.5 towards even. [0,8192] seemingly only output in increments of 8, and displayed as [64.0,64.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1290 even pieces). Then ROUND to nearest integer -640640. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0,8192] seemingly only output in increments of 8, and displayed as [61.00, 100.0] in increments of 1. To display: if 8192, display 128.0. Else divide by 8.1 82 (cutting into 100 even pieces). Then | |
| mutator4window mutator4warp1 mutator4warp2 mutator4warp3 mutator4warp4 mutator4warp5 mutator4warp6 mutator4warp7 mutator4warp7 mutator4warp8 noisetype ringmoddepth ringmodsource1 ringmodsource2 mixerosc1vol mixerosc1pan mixerosc1filterratio | 0x2C 0x2D 0x76 0x2E | 0x40 0x1A 0x40 0x78 0x40 0x79 0x40 0x79 0x40 0x79 0x40 0x70 0x40 0x7E 0x40 0x7C 0x40 0x3C 0x3F 0x26 0x3F 0x26 0x40 0x07 | [0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then rivide by 10. The Hydrasynth seems to round 0.5 towards even. MSB = Source Num [0, 1] LSB = [0,9] RING_MOD_SOURCES [0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0,8192] seemingly only output in increments of 8, and displayed as [64.0,64.0] in increments of 0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then subtract 640. Then ROUND to nearest integer -640640. Then divide by 10. The Hydrasynth seems to cound 0.5 towards even. [0,8192] seemingly only output in increments of 8, and displayed as [64.0,64.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1290 even pieces). Then ROUND to nearest integer -640640. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0,8192] seemingly only output in increments of 8, and displayed as [61.00, 100.0] in increments of 1. To display: if 8192, display 128.0. Else divide by 8.1 82 (cutting into 100 even pieces). Then | |
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| | | | , | |
|---------------------------|------|------------------------|---|--|
| mixerfilterrouting | | 0x3F 0x2C | | |
| filter1 position of drive | | 0x3F 0x29 | [0,1] "Pre", "Post" | |
| filter1 cutoff | 0x4A | 0x40 0x28 | [0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. | |
| filter1 drive | 0x32 | 0x40 0x2B | [0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. | |
| filter1resonance | 0x47 | 0x40 0x29 | [0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. | |
| filter1 special | | 0x40 0x2A | [0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 0.1280. Then divide by 10. The Hydraynth seems to round 0.5 towards even. This is Vowel Formant Control, labelled "Control" on the synth. | |
| filter1keytrack | 0x33 | 0x41 0x66 | [0,8192] seemingly only output in increments of 8, and displayed as [-200%,200%] in increments of 1. To display; if 8192, display 200%. Else divide by 20.48 (cutting into 400 even pieces). Then FLOOR to integer 0400. Then subtract 200. | |
| filter1lfo1amount | 0x34 | 0x41 0x60 | [0,8192] seemingly only output in increments of 8, and displayed as [-64.0,64.0] in increments of 0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 towards even. | |
| filter1 type | | 0x3F 0x2E 0x3F 0x28 | [0,7] "AEIOU", "AIUEO", "AUIOE", "AOUIE", "IOUAE", "UEAOI", "IOEAU", "UEAO", "IOEAU", "UEAO" [0-15] FILTER_1_TYPES. Note that "vowel" is in the wrong place. It is in the middle of the range at position 10, but appears last in the Hydrasynth's menu. This is likely because in an earlier incarnation, there were only 11 filter types (see ASM's NRPN comments), and then 4 more filter types were added afterwards. | |
| filter1 velenv | 0x35 | 0x41 0x69 | [0,8192] seemingly only output in increments of 8, and displayed as [-64.0,64.0] in increments of 0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 towards even. | |
| filter1env1amount | 0x36 | 0x41 0x61 | [0.8192] seemingly only output in increments of 8, and displayed as [-64.0,64.0] in increments of 0.1. To display: if \$192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 0.1280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 towards even. | |
| filter2positionofdrive | | 0x3F 0x2B | [0,1]? THIS PARAMETER DOES NOT EXIST. Perhaps was removed? | |
| filter2cutoff | 0x37 | 0x40 0x2C | | |
| filter2resonance | 0x38 | 0x40 0x2D | | |
| filter2morph | 0x39 | 0x40 0x2E | [0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of | |
| · | | | 0.1 To display: if \$192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. | |
| filter2keytrack | 0x3A | 0x41 0x67 | | |
| filter2lfo1amount | 0x3B | 0x41 0x62 | | |
| filter2velenv | 0x3C | 0x41 0x6A | | |
| filter2env1amount | 0x3D | 0x41 0x63 | | |
| filter2type | | 0x3F 0x23 | [0,1] "LP-BP-HP", "LP-Notch-HP" | |
| amplevel | | 0x40 0x02 | [0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. | |
| ampvelenv | | 0x41 0x6B | [0,8192] seemingly only output in increments of 8, and displayed as [-64.0,64.0] in increments of 0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 towards even. | |
| amplfo2amount | 0x3E | 0x41 0x64 | [0,8192] seemingly only output in increments of 8, and displayed as [-64.0,64.0] in increments of 0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 towards even. | |
| prefxtype | | 0x3B 0x7F | [0,9] output as 0, 8, 16, 24, representing "Bypass", "Chorus", "Flanger", "Rotary", "Phaser", "Lo-Fr", "Tremolo", "EC", "Compressor", "Distortion" | |
| prefxpreset | Over | 0x3B 0x00 | See "FX Types and Custom Parameters" below depending on prefxtype | |
| prefxwet | 0x5D | 0x41 0x6E | [0.8192] seemingly only output in increments of 8, and displayed as [0.0%,100.0%] in various increments. To display, if 8192, display 100.0 Lesse olivide by 8, 1929 (cutting into 1000 even pieces). Then FLOOR to nearest integer 0100. Then divide by 10. | |
| prefxparam1 | 0x0C | 0x41 0x6F | See "FX Types and Custom Parameters" below depending on prefxtype | |
| prefxparam2 | 0x0D | | | |
| prefxparam3 | | 0x3B 0x30 | | |
| prefxparam4 | | 0x3B 0x40 | | |
| prefxparam5 | | 0x3B 0x50 | | |
| prefxsidechain | | 0x3B 0x73 | See "FX Types and Custom Parameters" below depending on prefxtype | |
| delaybpmsync | | 0x3B 0x70 | [0,1] in steps of 8 (0, 8) | |
| delaywet | 0x5C | 0x41 0x78 | [0,8192] seemingly only output in increments of 8, and displayed as [0.0%,100.0%] in various increments. To display: if 8192, display 100.0. Else divide by 6.192 (cutting into 1000 even pieces). Then FLOOR to nearest integer 0100. Then divide by 10. | |
| delayfeedback | 0x0E | 0x41 0x75 | [0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. | |
| delayfeedtone | | 0x41 0x76 | [0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display; if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. | |
| | | - | - | |

| delaytimesyncoff | 0x0F | 0x41 0x74 | [0.8192] seemingly only output in increments of 8, representing the values [0,1024] using the following convoluted arrangement: | |
|--|------------------------------|--|--|--|
| | | | 0-72 1.0ms10ms in 0.125 increments, displayed as x.x, ROUNDED. In this case, rounding | |
| | | | 0.5 is towards zero, NOT towards even as done elsewhere on the Hydrasynth. | |
| | | | Next come multiples of the following values. For example 10ms at 72 means 72, 73, 83 all display 10ms. | |
| | | | 72 10ms 84 11 | |
| | | | 92 12 | |
| | | | 98 13 100 15 103 16 | |
| | | | 106 17 108 18 | |
| | | | 111 19 114 20 | |
| | | | 119 21 122 22 | |
| | | | 124 23 127 25 | |
| | | | 130 26 132 27 | |
| | | | 135 28 138 29 | |
| | | | 140 30 146 31 148 32 | |
| | | | 146 32 151 33 154 35 | |
| | | | 154 35 156 36 159 37 | |
| | | | 162 38 164 39 | |
| | | | 167 40 171 41 | |
| | | | 172 42 174 43 | |
| | | | 176 45 177 46 | |
| | | | 179 47 180 48 | |
| | | | 182 49 | |
| | | | Next come certain patterns. 184-344 50-150 in the following pattern every multiple of 10: | |
| | | | x0 x0 x0 x1 x1 x2 x2 x3 x3 x5 x6 x6 x7 x7 x8 x8 x9 x9 (for example, 50 50 50 51 51 52 52 53 55 56 56 57 57 58 58 59 59) | |
| | | | 344-544 150-400 in the following pattern every multiple of 10: x0 x0 x2 x3 x5 x6 x8 x9 (for example, 150 150 152 153 155 156 158 159) | |
| | | | 544-664 400-700 in the following pattern every multiple of 10: x0 x2 x5 x8 | |
| | | | (for example, 400 402 405 408) 664-744 700-1000 (1.00 sec) in the following pattern every | |
| | | | multiple of 30: x0 x3 x8 (x+1)0 (x+1)5 (x+1)9 (x+2)2 (x+2)6 | |
| | | | (for example 700 703 708 710 715 719 722 726) 744-1024 SOME_MORE_DELAY_TIMES | |
| | | | BUG: When the Hydrasynth goes to sleep, if you wake it up, its delaytime screen is not in sync with values being sent in NRPN: it's offset. You have to push down to zero in order to | |
| | | | sync with values being sent in NRPN: it's offset. You have to push down to zero in order to reset it. | |
| delaytimesyncon | | 0x43 0x74 | [0,20] FX_DELAYS_SYNC_ON | |
| | | | BUG: This is not in ASM's documentation | |
| delaytype | | 0x3B 0x71 | [0,4] in steps of 8 (0, 8, 16, 24, 32) "Basic Mono", "Basic Stereo", "Pan Delay", "LRC Delay", "Reverse" | |
| delaywettone | 0x3F | 0x41 0x77 | [0,8192] seemingly only output in increments of 8, and displayed as [-64.0,64.0] in increments of 0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 towards even. | |
| reverbwet | 0x5B | 0x41 0x7E | [0,8192] seemingly only output in increments of 8, and displayed as [0.0%,100.0%] in various increments. To display: if 8192, display 10.0. Else divide by 8.192 (cutting into 1000 even pieces). Then ELOGN to nearest integer 0100. Then divide by 10. | |
| reverbhidamp | | 0x41 0x7B | | |
| | | 0.41 0.75 | [0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if \$192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. | |
| reverblodamp | | 0x41 0x7C | 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 | |
| reverblodamp | | 0x41 0x7C | 0.1. To display: if 6192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, and displayed as [0.0.128.0] in increments of 0.1. To display: if 6192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 | |
| | 0x41 | 0x41 0x7C | 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynthe seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, and displayed as [0.0.128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, representing the values [0.1024] and displayed as follows. Take that value, multiply by 10, divide by 4.1042084 168 (cutting into 248 even pieces). ROUND to the nearest integer, then divide by 10, and add 0.5. This should get you to the range [0.5,250.0], which is displayed as ms. [0.8192] seemingly only output in increments of 8, representing the values [0.1024], in intervals of | |
| reverbpredelay | 0x41 0x43 | 0x41 0x7C 0x41 0x7D | 0.1. To display: if 6192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0,8192] seemingly only output in increments of 8, and displayed as [0.0.128.0] in increments of 1. To display: if 6192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0,8192] seemingly only output in increments of 8, representing the values [0,1024] and displayed as follows. Take that value, multiply by 10, divide by 4.1042084168 (cutting into 2495 even pieces), ROUND to the nearest integer, then divide by 10, and add 0.5. This should get you to the range [0.5,250.0], which is displayed as ms. | |
| reverbpredelay | | 0x41 0x7C 0x41 0x7D 0x41 0x79 | 0.1. To display: if 9192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, and displayed as [0.0.128.0] in increments of 0.1 to display: if 9192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, representing the values [0.1024] and displayed as follows. Take that value, multiply by 10, divide by 4.1042084.168 (cutting into 1246 even pieces), ROUND to the nearest integer, then divide by 10, and add 0.5. This should get you to the range [0.5.250.0], which is displayed as ms. [0.8192] seemingly only output in increments of 8, representing the values [0.1024], in intervals of 8 itself. Take that value, divide by 8, FLOOR it, and look pin (0.128) REVERB. TIMES. [0.8192] seemingly only output in increments of 8, and displayed as [6-4.0.40, 4) in increments of 0.1. To display: if 9192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer, 1280. Then divide by 91. Then subtract 44. The Hydrasynth seems | |
| reverbtreelay reverbtime reverbtione | | 0x41 0x7C 0x41 0x7D 0x41 0x7D 0x41 0x79 | 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, and displayed as [0.0.128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, representing the values [0.1024] and displayed as follows. Take that value, multiply by 10, divide by 4.1042084 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 [0.5.250.0], 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 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. | |
| 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 postfxyreset postfxwet postfxparam1 postfxparam2 postfxparam3 postfxparam4 | 0x43 0x5E 0x44 0x45 | 0x41 0x7C 0x41 0x7D 0x41 0x7P 0x41 0x7A 0x3C 0x72 0x3C 0x7F 0x3C 0x00 0x41 0x71 0x41 0x72 0x41 0x72 0x41 0x72 0x41 0x72 0x41 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-0.04.0] 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. [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 01280. Then divide by 0.0. 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 | |
| reverbtredelay reverbtime reverbtime reverbtone reverbtype postfxype postfxypeset postfxparam1 postfxparam2 postfxparam3 postfxparam4 postfxparam4 postfxparam5 postfxsidechain | 0x43 0x5E 0x44 0x45 | 0x41 0x7C 0x41 0x7D 0x41 0x7A 0x41 0x7A 0x3C 0x72 0x3C 0x00 0x41 0x71 0x41 0x72 0x41 0x73 0x3C 0x30 0x3C 0x30 0x3C 0x30 0x3C 0x40 0x3C 0x50 0x3C 0x50 | 0.1. To display: if 9192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. 10.1. To display: if 9192 (display 128.0. Else divide by 9.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. 10.8192] seemingly only output in increments of 8, and displayed as (0.0.128.0) in increments of 10.8192] seemingly only output in increments of 8, representing the values (0.1024) and displayed as follows. Take that value, multiply by 10, divide by 4.1042084168 (cutting into 2495 even pieces), ROUND to the nearest integer, then divide by 10, and add 0.5. This should get you to the range (0.5.250.0), which is displayed as missed, and the properties of 8, representing the values (0.1024), in intervals of 8 itself. Take that value, divide by 8, FLOOR ii, and look up in (0.128) ReVERB_TIMES. 10.8192] seemingly only output in increments of 8, and displayed as (64.0.64.0) in increments of 0.1 to display: if 9192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 towards even. 10.41 in steps of 8 (0, 8, 16, 24, 32) "Hall", "Room", "Plate", "Cloud" 10.91 output as 0, 8, 16, 24, representing "bypass", "Chorus", "Flanger", "Rotary", "Phaser", "Lo-Fr", "Tremiol", "EC", "Compressor", "Distortion" 8ee "FX Types and Custom Parameters" below depending on postfxtype 10.8192] seemingly only output in increments of 8, and displayed as (0.0%, 100.0%) in various increments. To display: if 8192, display to 10.0.0. Else divide by 8.192 (cutting into 1000 even pieces). Then 10.00 even | |

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

| Ifo1step52 | | 0x4A 0x2B | |
|--------------------------|------|------------------------|--|
| Ifo1step53 | | 0x4A 0x2C | |
| Ifo1step54 | | 0x4A 0x2D | |
| Ifo1step55 | | 0x4A 0x2E | |
| Ifo1step56 | | 0x4A 0x2F | |
| Ifo1step57 | | 0x4A 0x30 | |
| Ifo1step58 | | 0x4A 0x31 | |
| Ifo1step59 | | 0x4A 0x31 | |
| | | | |
| Ifo1step60 | | 0x4A 0x33 | |
| Ifo1step61 | | 0x4A 0x34 | |
| lfo1step62 | | 0x4A 0x35 | |
| lfo1step63 | | 0x4A 0x36 | |
| lfo1step64 | | 0x4A 0x37 | |
| Ifo2level | 0x1C | 0x41 0x0C | |
| Ifo2wave | | 0x3F 0x05 | |
| Ifo2bpmsync | | 0x3F 0x05 | |
| Ifo2trigsync | | 0x3F 0x05 | |
| Ifo2smooth | | 0x3F 0x05 | |
| Ifo2steps | | 0x3F 0x05 | |
| Ifo2delaysyncoff | | 0x3F 0x05 | |
| Ifo2fadeinsyncoff | | 0x3F 0x05 | |
| lfo2delaysyncon | | 0x3F 0x05 | |
| Ifo2fadeinsyncon | | 0x3F 0x05 | |
| Ifo2oneshot | | 0x3F 0x05 | |
| lfo2phase | | 0x3F 0x31 | |
| Ifo2ratesyncoff | 0x49 | 0x41 0x06 | |
| Ifo2ratesyncon | | 0x43 0x06 | |
| | | | |
| Ifo2step1 | | 0x3A 0x18 0x3A 0x19 | |
| Ifo2step2 Ifo2step3 | - | 0x3A 0x19 0x3A 0x1A | |
| - | | | |
| lfo2step4 | | 0x3A 0x1B | |
| lfo2step5 | | 0x3A 0x1C | |
| Ifo2step6 | | 0x3A 0x1D | |
| lfo2step7 | | 0x3A 0x1E | |
| lfo2step8 | | 0x3A 0x1F | |
| Ifo2step9 | | 0x4A 0x40 | |
| lfo2step10 | | 0x4A 0x41 | |
| lfo2step11 | | 0x4A 0x42 | |
| lfo2step12 | | 0x4A 0x43 | |
| lfo2step13 | | 0x4A 0x44 | |
| lfo2step14 | | 0x4A 0x45 | |
| lfo2step15 | | 0x4A 0x46 | |
| lfo2step16 | | 0x4A 0x47 | |
| lfo2step17 | | 0x4A 0x48 | |
| Ifo2step18 | | 0x4A 0x49 | |
| Ifo2step19 | | 0x4A 0x4A | |
| Ifo2step20 | | 0x4A 0x4B | |
| | | 0x4A 0x4C | |
| Ifo2step21 Ifo2step22 | | 0x4A 0x4C | |
| | | | |
| lfo2step23 | - | 0x4A 0x4E | |
| Ifo2step24 | | 0x4A 0x4F | |
| Ifo2step25 | | 0x4A 0x50 | |
| Ifo2step26 | _ | 0x4A 0x51 | |
| Ifo2step27 | | 0x4A 0x52 | |
| lfo2step28 | | 0x4A 0x53 | |
| lfo2step29 | | 0x4A 0x54 | |
| lfo2step30 | | 0x4A 0x55 | |
| lfo2step31 | | 0x4A 0x56 | |
| lfo2step32 | | 0x4A 0x57 | |
| lfo2step33 | | 0x4A 0x58 | |
| lfo2step34 | | 0x4A 0x59 | |
| lfo2step35 | | 0x4A 0x5A | |
| lfo2step36 | | 0x4A 0x5B | |
| lfo2step37 | | 0x4A 0x5C | |
| Ifo2step38 | | 0x4A 0x5D | |
| Ifo2step39 | | 0x4A 0x5E | |
| Ifo2step40 | | 0x4A 0x5F | |
| Ifo2step41 | | 0x4A 0x60 | |
| Ifo2step42 | | 0x4A 0x61 | |
| Ifo2step43 | | 0x4A 0x61 | |
| | | | |
| Ifo2step44 | | 0x4A 0x63 0x4A 0x64 | |
| Ifo2step45 | | | |
| Ifo2step46 | | 0x4A 0x65 | |
| Ifo2step47 | | 0x4A 0x66 | |
| Ifo2step48 | | 0x4A 0x67 | |
| lfo2step49 | | 0x4A 0x68 | |
| lfo2step50 | | 0x4A 0x69 | |
| | | | |

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

| | | _ | | |
|--|-----------------|------|-----------|--|
| Marcel M | Ifo3step50 | | 0x4B 0x29 | |
| Marie | Ifo3step51 | | 0x4B 0x2A | |
| Money Compress of Section Compress of Secti | lfo3step52 | | 0x4B 0x2B | |
| Money Compress of Section Compress of Secti | Ifo3step53 | | 0x4B 0x2C | |
| Money Color | | | | |
| | | | | |
| Marchapto | | | | |
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| Manipul | | | | |
| | lfo3step62 | | 0x4B 0x35 | |
| None | lfo3step63 | | | |
| None I of of Edispany I of of Deligation I of of Notice I of of | lfo3step64 | | 0x4B 0x37 | |
| Dispension of the Control of State | Ifo4level | 0x4D | 0x41 0x0E | |
| Margines | Ifo4wave | | 0x3F 0x07 | |
| Politocitics II. off OFF Politocity III. off OFF Politocity III. <t< td=""><td>Ifo4bpmsync</td><td></td><td>0x3F 0x07</td><td></td></t<> | Ifo4bpmsync | | 0x3F 0x07 | |
| Politocitics II. off OFF Politocity III. off OFF Politocity III. <t< td=""><td>Ifo4trigsync</td><td></td><td>0x3F 0x07</td><td></td></t<> | Ifo4trigsync | | 0x3F 0x07 | |
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| | lfo3step2 | | | |
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| Moneya Look Apol? Moneya Look Apol? Control Moneya Look Apol. Control Moneya Look Apo | Ifo3step4 | | 0x3A 0x2B | |
| Modelog Let Modelog Modelog Modelog Modelog Let Modelog Modelog Modelog Modelog | | | 0x3A 0x2C | |
| Modeling Image OAA 0.02 Hocksign 10 1 0.40 0.041 Hocksign 10 < | | | | |
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| Inclassing 21 Med Box 40 Med | Ifo4step19 | | 0x4B 0x4A | |
| Inclassing 22 4 0 k4B 0x4B Control | Ifo4step20 | | 0x4B 0x4B | |
| Kindeling 23 M 9 0x48 0x48 M 0x48 0x48 Modeling 24 3 0x48 0x48 M 900 0x48 0x48 Modeling 25 0 0x48 0x52 M 900 0x48 0x48 Modeling 27 0 0x48 0x52 M 900 0x48 0x54 Modeling 26 0 0x48 0x52 M 900 0x48 0x54 Modeling 26 0 0x48 0x54 M 900 0x48 0x54 Modeling 27 0 0x48 0x54 M 900 0x48 0x54 Modeling 27 0 0x48 0x54 M 900 0x48 0x54 Modeling 27 0 0x48 0x54 M 900 0x48 0x54 Modeling 27 0 0x48 0x54 M 900 0x48 0x54 Modeling 28 0 0x48 0x56 M 900 0x48 0x54 Modeling 28 0 0x48 0x56 M 900 0x48 0x54 Modeling 28 0 0x48 0x56 M 900 0x48 0x54 Modeling 28 0 0x48 0x56 M 900 0x48 0x54 Modeling 28 0 0x48 0x56 M 900 0x48 0x54 Modeling 28 0 0x48 0x56 M 900 0x48 0x54 Modeling 28 0 0x48 0x56 M 900 0x48 0x54 Modeling 29 0 0x48 0x56 M 900 0x48 0x54 Modeling 29 0 0x48 0x56 <td>Ifo4step21</td> <td></td> <td>0x4B 0x4C</td> <td></td> | Ifo4step21 | | 0x4B 0x4C | |
| Kindeling 23 M 9 0x48 0x48 M 0x48 0x48 Modeling 24 3 0x48 0x48 M 900 0x48 0x48 Modeling 25 0 0x48 0x52 M 900 0x48 0x48 Modeling 27 0 0x48 0x52 M 900 0x48 0x54 Modeling 26 0 0x48 0x52 M 900 0x48 0x54 Modeling 26 0 0x48 0x54 M 900 0x48 0x54 Modeling 27 0 0x48 0x54 M 900 0x48 0x54 Modeling 27 0 0x48 0x54 M 900 0x48 0x54 Modeling 27 0 0x48 0x54 M 900 0x48 0x54 Modeling 27 0 0x48 0x54 M 900 0x48 0x54 Modeling 28 0 0x48 0x56 M 900 0x48 0x54 Modeling 28 0 0x48 0x56 M 900 0x48 0x54 Modeling 28 0 0x48 0x56 M 900 0x48 0x54 Modeling 28 0 0x48 0x56 M 900 0x48 0x54 Modeling 28 0 0x48 0x56 M 900 0x48 0x54 Modeling 28 0 0x48 0x56 M 900 0x48 0x54 Modeling 28 0 0x48 0x56 M 900 0x48 0x54 Modeling 29 0 0x48 0x56 M 900 0x48 0x54 Modeling 29 0 0x48 0x56 <td>lfo4step22</td> <td></td> <td>0x4B 0x4D</td> <td></td> | lfo4step22 | | 0x4B 0x4D | |
| Kindeling 24 Val Ox480 0x50 Contamination Kindeling 25 Val Ox480 0x50 Contamination Contamination <td></td> <td></td> <td></td> <td></td> | | | | |
| Inclassep26 M Ox480 0x51 Contamental Members Inclassep27 Q Ox480 0x52 Contamental Members Inclassep28 Q Ox480 0x52 Contamental Members Inclassep28 Q Ox480 0x52 Contamental Members Inclassep30 Q Ox480 0x52 Contamental Members Inclassep31 Q Ox480 0x52 Contamental Members Inclassep33 Q Ox480 0x52 Contamental Members Inclassep34 Q Ox480 0x52 Contamental Members Inclassep34 Q Ox480 0x52 Contamental Members Inclassep37 Q Ox480 0x52 Contamental Members Inclassep37 Q Ox480 0x52 Contamental Members Inclassep34 Q Ox480 0x52 Contamental Members Inclusions Q | | | | |
| Inclusion (Inclusion Processes) 0 MR | | | 0x4B 0x50 | |
| Kindeling 28 Verbal 28 Verbal 28 Medical | | | | |
| Incisença May 10 M | Ifo4step27 | | | |
| itodatep29 VAB 0XB CMB 0XB | | | | |
| If odesign (Including Including I | | | | |
| ifedstap31 VAB 0x56 Constance Constance <t< td=""><td></td><td>-</td><td></td><td></td></t<> | | - | | |
| fickstep32 VAB DVS VAB DVS Contact C | | | | |
| Itodatep33 VM B WSB MAB WSB | | | | |
| If datep34 Image: Mark Body Body Body Body Body Body Body Body | | | | |
| Ifcolstep36 Value | | | | |
| Kindstep36 VAB 0XB CMB 0XB | - | - | | |
| If Astep37 NAB 0x50 MAB 0x50 | | | | |
| Ito-step38 VAB 0x50 MAB 0x50 | Ifo4step36 | | | |
| If Oldstep 98 SI VAB 0X5E MAB 0X5E | Ifo4step37 | | | |
| Ito-step40 S VAB 0X5 CMB 0X5 C | Ifo4step38 | | 0x4B 0x5D | |
| Kirckstep41 VAB 0x80 CMB 0x80 | Ifo4step39 | | 0x4B 0x5E | |
| Kirckstep41 VAB 0x80 CMB 0x80 | Ifo4step40 | | 0x4B 0x5F | |
| Ifodasep42 SW MB M64 MAB M64 | Ifo4step41 | | | |
| Ifo-step43 Value Value Market Marke | | | | |
| Ito-step44 S VAB DAS CMAD DAS C | | | | |
| Ifo4step45 \$\mathrm{0}\$ VAB 0x64 \$\mathrm{0}\$ CAB 0x65 \$\mathrm{0}\$ CAB 0x65 \$\mathrm{0}\$ CAB 0x66 \$\math | | | | |
| Ifo4step46 0 x4B 0x65 Ifo4step47 0 x4B 0x66 | | | | |
| lfo4step47 0x4B 0x66 0x4B 0x66 | | | | |
| | | | | |
| 1004SEP48 UX4B 0X57 UX4B 0X57 | | | | |
| | по4step48 | | Ux4B 0x67 | |

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

| Ifo5step48 | | 0x4C 0x27 | | |
|--------------------|------|-----------|--|--|
| lfo5step49 | | 0x4C 0x28 | | |
| Ifo5step50 | | 0x4C 0x29 | | |
| Ifo5step51 | | 0x4C 0x2A | | |
| Ifo5step52 | | 0x4C 0x2B | | |
| Ifo5step53 | | 0x4C 0x2C | | |
| | | | | |
| Ifo5step54 | | 0x4C 0x2D | | |
| lfo5step55 | | 0x4C 0x2E | | |
| Ifo5step56 | | 0x4C 0x2F | | |
| Ifo5step57 | | 0x4C 0x30 | | |
| Ifo5step58 | | 0x4C 0x31 | | |
| Ifo5step59 | | 0x4C 0x32 | | |
| Ifo5step60 | | 0x4C 0x33 | | |
| · · | | | | |
| Ifo5step61 | | 0x4C 0x34 | | |
| lfo5step62 | | 0x4C 0x35 | | |
| Ifo5step63 | | 0x4C 0x36 | | |
| lfo5step64 | | 0x4C 0x37 | | |
| env1delaysyncoff | | 0x3F 0x00 | MSB = 0x08, LSB = [0, 127] divided into the following chunks and displayed as [0ms,32sec]: | |
| | | | 20 0-20ms by 1 10 20-40ms by 2 10 40-80ms by 4 10 80-160ms by 8 10 80-160ms by 8 10 160-320ms by 16 10 320ms-640ms by 02 10 640ms-1280ms by 64 (>1 sec display as x.xx floored) 10 1280 - 2580 by 128 (display as x.xx floored) 10 2580 - 5120 by 256 (display as x.xx floored) 10 5120 - 9728 by 512 (display as x.xx floored) 10 5120 - 9728 by 512 (display as x.x0 floored) 10 5120 - 9728 by 512 (display as x.x0) 10 12 10 - 22 sec by 1 (display as x.x0) 10 12 10 - 22 sec by 1 (display as x.x0) 10 1701L-128 4VALS | |
| env1attacksyncoff | 0x51 | 0x41 0x11 | (0.8192) seemingly only output in increments of 8, and displayed as [0ms,36sec]. To display: if 8192, display (36 sec). Else divide by 64 (cutting into 128 even pieces). Then ROUND to nearest integer 0128. The Hydrasynth seems to round 0.5 towards even. Then display as: 20 | |
| env1 holdsyncoff | | 0x41 0x16 | (0.8192 seemingly only output in increments of 8, and displayed as [0ms,36sec] To display: if 8192, display (36 sec). Else divide by 64 (cutting into 126 even pieces). Then ROUND to nearest integer 0128. The Hydraxynth seems to round 0.5 towards even. Then display as: 20 | |
| env1 decaysyncoff | 0x52 | 0x41 0x1B | (0.8192] seemingly only output in increments of 8, and displayed as (Dms.6/Bosc). To display if 8192, display (60 seep. Else divide by 63.02 or so, cultring into 150 even piceos.) Then ROUND to nearest integer 0130. The Hydrasynth seems to round 0.5 towards even. Then display as: 20 | |
| env1sustain | 0x53 | 0x41 0x20 | [0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. | |
| env1releasesyncoff | 0x54 | 0x41 0x25 | [0.8192] seemingly only output in increments of 8, and displayed as [0ms,60sec]. To display: if 8192, display (60 sec). Else divide by 63 c2 or so (cutting into 130 even pieces). Then ROUND to nearest integer 0130. The Hydrasynth seems to round 0.5 towards even. Then display as: 20 0-40ms by 2 10 40-80ms by 4 10 80-30ms by 16 10 320-440ms by 92 10 40-80ms by 42 10 40-80ms by 42 10 80-1280ms by 64 (c1 sec display as x.xx floored) 10 1280-2560 by 128 (display as x.xx floored) 10 2500-5120 by 256 (display as x.xx floored) 10 5120 - 9728 by 512 (display as x.xx floored) 10 5120 - 9728 by 512 (display as x.xx floored) 10 69-169 sec by 1 (display as x.xx floored) 10 69-169 sec by 1 (display as x.xx floored) 10 69-169 sec by 1 (display as x.xx floored) 10 69-169 sec by 2 (display as x.xx floored) 10 69-169 sec by 2 (display as x.xx floored) | |
| | | | TOTAL: 128 VALS | |
| env1delaysyncon | | 0x3F 0x00 | MSB = 0x18 LSB = [0,27] ENV_LFO_RATES_SYNC_ON | |
| env1attacksyncon | | 0x43 0x11 | [0,27] ENV_LFO_RATES_SYNC_ON emitted as multiples of 8 (0, 8, 16, 32,) | |
| env1decaysyncon | | 0x43 0x1B | [0,27] ENV_LFO_RATES_SYNC_ON emitted as multiples of 8 (0, 8, 16, 32,) | |
| env1holdsyncon | | 0x43 0x16 | [0,27] ENV_LFO_RATES_SYNC_ON emitted as multiples of 8 (0, 8, 16, 32,) | |
| env1releasesyncon | | 0x43 0x16 | [0,27] ENV_LFO_RATES_SYNC_ON emitted as multiples of 8 (0, 8, 16, 32,) | |
| | | | | |
| env1atkcurve | | 0x3F 0x70 | [0128] displayed as [Exp(-64)0Log(64)] Note this is different from Decay Curve, Release Curve, and Voice Glide Curve | |
| | | 0.05:-: | Curve, and Voice Glide Curve | |
| env1deccurve | 1 | 0x3F 0x75 | [0128] displayed as [Log(-64)0Exp(64)] | |

| env1loon ' | | | | |
|--|--------------|--|--|--|
| 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 | | |
| env1trigsrc4 | | 0x3A 0x63 | | |
| env2delaysyncoff | | 0x3F 0x01 | | |
| | 0x55 | 0x41 0x12 | | |
| | ONOO | | | |
| env2holdsyncoff | | 0x41 0x17 | | |
| | 0x56 | 0x41 0x1C | | |
| env2sustain | 0x57 | 0x41 0x21 | | |
| env2releasesyncoff | 0x58 | 0x41 0x26 | | |
| env2delaysyncon | | 0x3F 0x01 | | |
| env2attacksyncon | | 0x43 0x12 | | |
| | | | | |
| env2decaysyncon | | 0x43 0x1C | | |
| env2holdsyncon | | 0x43 0x17 | | |
| env2releasesyncon | | 0x43 0x26 | | |
| env2atkcurve | | 0x3F 0x71 | | |
| env2deccurve | | 0x3F 0x76 | | |
| env2loop | | 0x3F 0x01 | | |
| | | | | |
| env2legato | | 0x3F 0x01 | | |
| env2bpmsync | | 0x3F 0x01 | | |
| env2freerun | | 0x3F 0x01 | | |
| env2reset | | 0x3F 0x01 | | |
| env2relcurve | | 0x3F 0x7B | | |
| env2trigsrc1 | | 0x3A 0x64 | 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 | | |
| env3holdsyncoff | | 0x41 0x18 | | |
| env3decaysyncoff | 0x5A | 0x41 0x1D | | |
| | 0x60 | 0x41 0x22 | | |
| | | 0x41 0x27 | | |
| env3releasesyncoff | 0x61 | | | |
| | | | | |
| env3delaysyncon | | 0x3F 0x02 | | |
| env3delaysyncon env3attacksyncon | | 0x3F 0x02 0x43 0x13 | | |
| | | | | |
| env3attacksyncon env3decaysyncon | | 0x43 0x13 | | |
| env3attacksyncon env3decaysyncon env3holdsyncon | | 0x43 0x13 0x43 0x1D 0x43 0x18 | | |
| env3attacksyncon env3decaysyncon env3holdsyncon env3releasesyncon | | 0x43 0x13 0x43 0x1D 0x43 0x18 0x43 0x27 | | |
| env3attacksyncon env3decaysyncon env3holdsyncon env3releasesyncon env3atkcurve | | 0x43 0x13 0x43 0x1D 0x43 0x18 0x43 0x27 0x3F 0x72 | | |
| env3attacksyncon env3decaysyncon env3holdsyncon env3releasesyncon env3atkcurve env3deccurve | | 0x43 0x13 0x43 0x1D 0x43 0x18 0x43 0x27 0x3F 0x72 0x3F 0x77 | | |
| env3attacksyncon env3decaysyncon env3holdsyncon env3releasesyncon env3atkcurve | | 0x43 0x13 0x43 0x1D 0x43 0x18 0x43 0x27 0x3F 0x72 | | |
| env3attacksyncon env3decaysyncon env3holdsyncon env3releasesyncon env3atkcurve env3deccurve | | 0x43 0x13 0x43 0x1D 0x43 0x18 0x43 0x27 0x3F 0x72 0x3F 0x77 | | |
| env3attacksyncon env3decaysyncon env3holdsyncon env3releasesyncon env3atkcurve env3deccurve env3deocurve | | 0x43 0x13 0x43 0x1D 0x43 0x18 0x43 0x27 0x3F 0x72 0x3F 0x77 0x3F 0x02 | | |
| env3attacksyncon env3decaysyncon env3decaysyncon env3nlodsyncon env3releasesyncon env3atkcurve env3deccurve env3deccurve env3locp env3legato | | 0x43 0x13 0x43 0x1D 0x43 0x18 0x43 0x27 0x3F 0x72 0x3F 0x77 0x3F 0x02 0x3F 0x02 | | |
| env3attacksyncon env3decaysyncon env3decaysyncon env3releasesyncon env3decurve env3decurve env3decurve env3legato env3lpmsync env3freerun | | 0x43 0x13 0x43 0x1D 0x43 0x18 0x43 0x27 0x3F 0x72 0x3F 0x77 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 | | |
| env3attacksyncon env3decaysyncon env3holdsyncon env3releasesyncon env3etecurve env3deccurve env3depsato env3lgato env3bpmsync env3freerun env3reset | | 0x43 0x13 0x43 0x1D 0x43 0x27 0x3F 0x72 0x3F 0x77 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 | | |
| env3attacksyncon env3decaysyncon env3holdsyncon env3releasesyncon env3atkcurve env3deccurve env3deccurve env3lgato env3bpmsync env3frerun env3reset env3relcurve | | 0x43 0x10 0x43 0x10 0x43 0x72 0x37 0x72 0x3F 0x72 0x3F 0x77 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 | | |
| env3attacksyncon env3decaysyncon env3decaysyncon env3decaysyncon env3releasesyncon env3etecurve env3deccurve env3deccurve env3degato env3bpmsync env3bpmsync env3freerun env3reset env3relcurve env3trigsrc1 | | 0x43 0x13 0x43 0x10 0x43 0x18 0x43 0x27 0x3F 0x72 0x3F 0x77 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 | | |
| env3attacksyncon env3decaysyncon env3decaysyncon env3decaysyncon env3releasesyncon env3etecurve env3deccurve env3deccurve env3locp env3legato env3bpmsync env3freerun env3reset | | 0x43 0x13 0x43 0x10 0x43 0x27 0x3F 0x72 0x3F 0x77 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x7C 0x3A 0x68 0x3A 0x69 | | |
| env3attacksyncon env3decaysyncon env3decaysyncon env3decaysyncon env3decurve env3decurve env3decurve env3degato env3bpmsync env3freerun env3reset env3reset env3reset env3rigsrc1 env3trigsrc2 env3trigsrc3 | | 0x43 0x13 0x43 0x10 0x43 0x18 0x43 0x27 0x3F 0x72 0x3F 0x02 0x3F 0x02 | | |
| env3attacksyncon env3decaysyncon env3decaysyncon env3decaysyncon env3releasesyncon env3etecurve env3deccurve env3deccurve env3locp env3legato env3bpmsync env3freerun env3reset | | 0x43 0x13 0x43 0x10 0x43 0x27 0x3F 0x72 0x3F 0x77 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x7C 0x3A 0x68 0x3A 0x69 | | |
| env3attacksyncon env3decaysyncon env3decaysyncon env3decaysyncon env3decurve env3decurve env3decurve env3degato env3bpmsync env3freerun env3reset env3reset env3reset env3rigsrc1 env3trigsrc2 env3trigsrc3 | | 0x43 0x13 0x43 0x10 0x43 0x18 0x43 0x27 0x3F 0x72 0x3F 0x02 0x3F 0x02 | | |
| env3attacksyncon env3decaysyncon env3holdsyncon env3holdsyncon env3eleasesyncon env3deccurve env3deccurve env3depato env3tgato env3tpmsync env3freset env3reset env3reset env3reset env3reset env3trigsrc1 env3trigsrc2 env3trigsrc3 env3trigsrc4 env4delaysyncoff | 0x19 | 0x43 0x13 0x43 0x18 0x43 0x27 0x35 0x72 0x36 0x02 0x36 0x02 0x37 0x02 0x36 0x02 0x37 0x02 0x37 0x02 0x37 0x02 0x38 0x02 0x38 0x02 0x30 0x02 0x30 0x02 0x30 0x08 0x30 0x08 0x30 0x08 | | |
| env3attacksyncon env3decaysyncon env3decaysyncon env3decaysyncon env3decaysyncon env3decaysyncon env3deccurve env3deccurve env3deccurve env3degato env3dpsync env3dpsync env3fregrun env3fregrun env3fregrun env3frigsrc1 env3trigsrc2 env3trigsrc3 env3trigsrc3 env3trigsrc4 env4delaysyncoff | 0x19 | 0x43 0x13 0x43 0x18 0x43 0x27 0x35 0x72 0x36 0x72 0x36 0x02 0x37 0x02 0x37 0x02 0x37 0x02 0x37 0x02 0x38 0x70 0x30 0x02 0x30 0x60 0x30 0x60 0x30 0x60 0x30 0x60 0x30 0x60 0x30 0x60 0x30 0x60 0x30 0x60 0x30 0x60 | | |
| env3attacksyncon env3decaysyncon env3decaysyncon env3decaysyncon env3decaysyncon env3decaysyncon env3deccurve env3deccurve env3deccurve env3depato env3bpmsync env3bpmsync env3freerun env3freset env3frejcurve env3trigsrc1 env3trigsrc2 env3trigsrc3 env3trigsrc4 env4delaysyncoff env4attacksyncoff env4attacksyncoff | | 0x43 0x10 0x43 0x18 0x43 0x27 0x36 0x72 0x36 0x72 0x37 0x02 0x37 0x02 0x36 0x02 0x36 0x02 0x36 0x02 0x37 0x02 0x36 0x02 0x37 0x02 0x38 0x60 0x30 0x60 0x40 0x60 0x70 0x70 0x70 0x70 | | |
| env3attacksyncon env3decaysyncon env3decaysyncon env3decaysyncon env3decaysyncon env3releasesyncon env3decourve env3decourve env3decourve env3legato env3legato env3feerun env3reset env3reset env3reset env3reset env3reset env3rejgsrc1 env3trigsrc2 env3trigsrc3 env4delaysyncoff env4delaysyncoff env4delaysyncoff env4decaysyncoff | 0x1B | 0x43 0x13 0x43 0x18 0x43 0x27 0x35 0x72 0x35 0x72 0x35 0x72 0x35 0x02 0x35 0x02 0x35 0x02 0x35 0x02 0x35 0x02 0x36 0x02 0x36 0x02 0x36 0x02 0x36 0x02 0x36 0x02 0x36 0x02 0x36 0x06 0x30 0x68 0x30 0x68 0x30 0x68 0x30 0x68 0x31 0x68 0x32 0x68 0x34 0x68 0x34 0x68 0x34 0x68 0x34 0x68 | | |
| env3attacksyncon env3decaysyncon env3holdsyncon env3holdsyncon env3eleasesyncon env3deccurve env3deccurve env3depato env3bpmsync env3fegato env3bpmsync env3feset env3reset env3reset env3reset env3reset env3reset env3reset env3rigsrc1 env3trigsrc2 env3trigsrc3 env3trigsrc3 env4delaysyncoff env4attacksyncoff env4decaysyncoff env4decaysyncoff env4decaysyncoff env4decaysyncoff env4decaysyncoff env4sustain | 0x1B 0x7D | 0x43 0x13 0x43 0x18 0x43 0x27 0x35 0x72 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3A 0x68 0x3A 0x68 | | |
| env3attacksyncon env3decaysyncon env3holdsyncon env3holdsyncon env3eleasesyncon env3deccurve env3deccurve env3depato env3bpmsync env3fegato env3bpmsync env3feset env3reset env3reset env3reset env3reset env3reset env3reset env3rigsrc1 env3trigsrc2 env3trigsrc3 env3trigsrc3 env4delaysyncoff env4attacksyncoff env4decaysyncoff env4decaysyncoff env4decaysyncoff env4decaysyncoff env4decaysyncoff env4sustain | 0x1B | 0x43 0x13 0x43 0x18 0x43 0x27 0x35 0x72 0x35 0x72 0x35 0x72 0x35 0x02 0x35 0x02 0x35 0x02 0x35 0x02 0x35 0x02 0x36 0x02 0x36 0x02 0x36 0x02 0x36 0x02 0x36 0x02 0x36 0x02 0x36 0x06 0x30 0x68 0x30 0x68 0x30 0x68 0x30 0x68 0x31 0x68 0x32 0x68 0x34 0x68 0x34 0x68 0x34 0x68 0x34 0x68 | | |
| env3attacksyncon env3decaysyncon env3holdsyncon env3holdsyncon env3eleasesyncon env3deccurve env3deccurve env3depato env3bpmsync env3fegato env3bpmsync env3feset env3reset env3reset env3reset env3reset env3reset env3reset env3rigsrc1 env3trigsrc2 env3trigsrc3 env3trigsrc3 env4delaysyncoff env4attacksyncoff env4decaysyncoff env4decaysyncoff env4decaysyncoff env4decaysyncoff env4decaysyncoff env4sustain | 0x1B 0x7D | 0x43 0x13 0x43 0x18 0x43 0x27 0x35 0x72 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3A 0x68 0x3A 0x41 0x41 0x14 0x41 0x13 | | |
| env3attacksyncon env3decaysyncon env3decaysyncon env3decaysyncon env3decurve env3deccurve env3deccurve env3deccurve env3depato env3bpmsync env3freset env3reset env3reset env3reset env3reset env3reset env3trigsrc1 env4delaysyncoff | 0x1B 0x7D | 0x43 0x10 0x43 0x18 0x43 0x27 0x35 0x72 0x36 0x72 0x36 0x02 0x37 0x02 0x37 0x02 0x37 0x02 0x36 0x02 0x36 0x02 0x36 0x02 0x38 0x68 0x3A 0x7A 0x7A 0x3A 0x68 0x3A 0x7A 0x3A 0 | | |
| env3attacksyncon env3decaysyncon env3decaysyncon env3decaysyncon env3decaysyncon env3decaysyncon env3deccurve env3deccurve env3deccurve env3deccurve env3degato env3dpmsync env3freerun env3freset env3freset env3trigsrc1 env3trigsrc2 env3trigsrc3 env4delaysyncoff env4delaysyncoff env4decaysyncoff env4statain env4releasesyncoff env4delaysyncoff env4delaysyncon env4delaysyncon | 0x1B 0x7D | 0x43 0x13 0x43 0x18 0x43 0x18 0x43 0x27 0x3F 0x72 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3A 0x6A 0x3A 0x6A 0x4A 0x7A 0x4A 0x7 | | |
| env3attacksyncon env3decaysyncon env3decaysyncon env3decaysyncon env3decaysyncon env3decaysyncon env3deccurve env3deccurve env3deccurve env3deccurve env3deccurve env3deccurve env3freerun env3freerun env3frest env3freicurve env3trigsrc1 env3trigsrc2 env3trigsrc3 env4delaysyncoff env4delaysyncoff env4decaysyncoff env4ecaysyncoff env4delaysyncoff env4delaysyncoff env4delaysyncoff env4delaysyncoff env4delaysyncoff env4delaysyncoff env4delaysyncoff env4delaysyncoff env4delaysyncoff env4delaysyncon env4delaysyncon env4delaysyncon | 0x1B 0x7D | 0x43 0x13 0x43 0x18 0x43 0x27 0x35 0x72 0x35 0x72 0x35 0x02 0x36 0x02 0x36 0x02 0x36 0x02 0x36 0x02 0x36 0x02 0x36 0x02 0x36 0x02 0x36 0x02 0x37 0x02 0x38 0x68 0x3A 0x7A 0x7A 0x3A 0 | | |
| env3attacksyncon env3decaysyncon env3holdsyncon env3holdsyncon env3deccurve env3deccurve env3depato env3bpmsync env3bpmsyncoff env4bpmsyncoff env4bpmsyncoff env4decaysyncoff env4decaysyncoff env4decaysyncoff env4decaysyncoff env4decaysyncoff env4decaysyncoff env4decaysyncon env4decaysyncon env4decaysyncon env4decaysyncon env4decaysyncon env4decaysyncon | 0x1B 0x7D | 0x43 0x13 0x43 0x18 0x43 0x27 0x35 0x72 0x36 0x02 0x36 0x02 0x36 0x02 0x37 0x02 0x37 0x02 0x37 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x30 0x64 0x30 0x68 0x30 0x64 0x30 0x64 0x30 0x64 0x41 0x14 0x41 0x28 0x31 0x32 0x41 0x18 0x33 0x41 0x43 0x11 | | |
| env3attacksyncon env3decaysyncon env3holdsyncon env3holdsyncon env3eleasesyncon env3deccurve env3deccurve env3depato env3bpmsync env3treset env3treset env3treset env3trigsrc1 env3trigsrc2 env3trigsrc3 env3trigsrc3 env3trigsrc4 env4delaysyncoff env4delaysyncon env4delasesyncon | 0x1B 0x7D | 0x43 0x13 0x43 0x18 0x43 0x18 0x43 0x27 0x35 0x02 0x36 0x02 0x36 0x02 0x37 0x02 0x37 0x02 0x37 0x02 0x37 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x30 0x68 0x3A 0x68 0x43 0x14 0x43 0x18 0x43 0x18 | | |
| env3attacksyncon env3decaysyncon env3holdsyncon env3holdsyncon env3eleasesyncon env3deccurve env3deccurve env3depato env3bpmsync env3freerun env3psyncon env3reset env3relcurve env3trigsrc1 env3trigsrc2 env3trigsrc2 env3trigsrc3 env3trigsrc4 env4delaysyncoff env4decaysyncoff env4decaysyncon env4decaysyncon env4decaysyncon env4decaysyncon | 0x1B 0x7D | 0x43 0x13 0x43 0x18 0x43 0x27 0x35 0x72 0x36 0x02 0x36 0x02 0x36 0x02 0x37 0x02 0x37 0x02 0x37 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x30 0x64 0x30 0x68 0x30 0x64 0x30 0x64 0x30 0x64 0x41 0x14 0x41 0x28 0x31 0x32 0x41 0x18 0x33 0x41 0x43 0x11 | | |
| env3attacksyncon env3decaysyncon env3holdsyncon env3holdsyncon env3releasesyncon env3deccurve env3deccurve env3dioop env3legato env3bpmsync env3freerun env3reset env3relcurve env3trigsrc1 env3trigsrc2 env3trigsrc2 env3trigsrc3 env3trigsrc4 env4delaysyncoff env4delaysyncon env4delaysyncon env4delaysyncon env4declaysyncon env4declaysyncon env4delaysyncon | 0x1B 0x7D | 0x43 0x13 0x43 0x18 0x43 0x18 0x43 0x27 0x35 0x02 0x36 0x02 0x36 0x02 0x37 0x02 0x37 0x02 0x37 0x02 0x37 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x30 0x68 0x3A 0x68 0x43 0x14 0x43 0x18 0x43 0x18 | | |
| env3attacksyncon env3decaysyncon env3holdsyncon env3holdsyncon env3releasesyncon env3deccurve env3deccurve env3depate env3bpmsync env3fererun env3reset env3relcurve env3trigsrc1 env3trigsrc2 env3trigsrc2 env3trigsrc3 env4delaysyncoff env4delaysyncon | 0x1B 0x7D | 0x43 0x13 0x43 0x18 0x43 0x18 0x43 0x27 0x36 0x02 0x37 0x02 0x37 0x02 0x37 0x02 0x37 0x02 0x37 0x02 0x37 0x02 0x38 0x02 0x38 0x02 0x30 0x68 0x30 0x68 0x30 0x68 0x30 0x68 0x31 0x14 0x11 0x14 0x41 0x14 0x41 0x14 0x41 0x14 0x41 0x18 0x41 0x18 0x41 0x18 0x41 0x14 0x41 0x18 0x43 0x14 0x43 0x18 0x43 0x18 0x43 0x18 | | |
| env3attacksyncon env3decaysyncon env3decaysyncon env3decaysyncon env3decaysyncon env3decaysyncon env3deceurve env3deceurve env3deceurve env3depato env3bpmsync env3bpmsync env3treset env3trigsrc1 env3trigsrc2 env3trigsrc3 env3trigsrc3 env4delaysyncoff env4delaysyncoff env4decaysyncoff env4decaysyncoff env4decaysyncoff env4decaysyncoff env4decaysyncon env4decurve | 0x1B 0x7D | 0x43 0x13 0x43 0x18 0x43 0x18 0x43 0x27 0x36 0x02 0x37 0x02 0x37 0x02 0x37 0x02 0x37 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x08 0x3A 0x6A 0x41 0x14 0x41 0x18 0x41 0x18 0x41 0x18 0x43 0 | | |
| env3attacksyncon env3decaysyncon env3holdsyncon env3holdsyncon env3eleasesyncon env3deccurve env3deccurve env3dop env3legato env3bpmsync env3freerun env3reset env3relcurve env3trigsrc1 env3rigsrc2 env3trigsrc2 env3trigsrc3 env3trigsrc4 env4delaysyncoff env4decaysyncoff env4decaysyncon env4decoure env4decurve env4legato | 0x1B 0x7D | 0x43 0x13 0x43 0x18 0x43 0x27 0x35 0x72 0x35 0x02 0x35 0x02 0x35 0x02 0x36 0x02 0x37 0x02 0x37 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x34 0x68 0x34 0x68 0x34 0x68 0x34 0x68 0x34 0x68 0x37 0x03 0x41 0x18 0x41 0x18 0x41 0x28 0x36 0x03 0x41 0x18 0x37 0x03 0x41 0x18 0x37 0x03 0x41 0x18 0x38 0x38 0x39 0x30 0x41 0x18 0x37 0x30 0x41 0x18 0x38 0x38 0x39 0x30 0x31 0x38 | | |
| env3attacksyncon env3decaysyncon env3holdsyncon env3holdsyncon env3elasseyncon env3deccurve env3deccurve env3diopp env3legato env3bpmsync env3freerun env3reset env3reset env3rejser2 env3trigsrc1 env3trigsrc2 env3trigsrc3 env3trigsrc3 env3trigsrc4 env4delaysyncoff env4delaysyncoff env4delaysyncoff env4delaysyncoff env4delaysyncoff env4delaysyncoff env4delaysyncon env4delaysyncon env4delaysyncon env4delaysyncon env4delaysyncon env4delaysyncon env4delaysyncon env4declaysyncon | 0x1B 0x7D | 0x43 0x13 0x43 0x18 0x43 0x27 0x35 0x72 0x36 0x02 0x36 0x02 0x37 0x02 0x37 0x02 0x37 0x02 0x37 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x30 0x68 0x30 0x68 0x30 0x68 0x30 0x68 0x31 0x14 0x14 0x10 0 | | |
| env3attacksyncon env3decaysyncon env3holdsyncon env3holdsyncon env3eleasesyncon env3deccurve env3deccurve env3dop env3legato env3bpmsync env3freerun env3reset env3relcurve env3trigsrc1 env3rigsrc2 env3trigsrc2 env3trigsrc3 env3trigsrc4 env4delaysyncoff env4decaysyncoff env4decaysyncon env4decoure env4decurve env4legato | 0x1B 0x7D | 0x43 0x13 0x43 0x18 0x43 0x27 0x35 0x72 0x35 0x02 0x35 0x02 0x35 0x02 0x36 0x02 0x37 0x02 0x37 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x34 0x68 0x34 0x68 0x34 0x68 0x34 0x68 0x34 0x68 0x37 0x03 0x41 0x18 0x41 0x18 0x41 0x28 0x36 0x03 0x41 0x18 0x37 0x03 0x41 0x18 0x37 0x03 0x41 0x18 0x38 0x38 0x39 0x30 0x41 0x18 0x37 0x30 0x41 0x18 0x38 0x38 0x39 0x30 0x31 0x38 | | |
| env3attacksyncon env3decaysyncon env3holdsyncon env3holdsyncon env3eleasesyncon env3deccurve env3deccurve env3depato env3bpmsync env3tegato env3bpmsync env3freset env3reset env3reset env3reset env3reset env3trigsrc1 env3trigsrc2 env3trigsrc3 env3trigsrc3 env3trigsrc4 env4delaysyncoff env4delaysyncoff env4delaysyncoff env4delaysyncoff env4delaysyncoff env4delaysyncoff env4delaysyncoff env4delaysyncon env4delaysyncon env4delaysyncon env4delaysyncon env4delaysyncon env4delaysyncon env4decaysyncon env4decurve env4decurve env4decurve env4decurve env4lopp | 0x1B 0x7D | 0x43 0x13 0x43 0x18 0x43 0x27 0x35 0x72 0x36 0x02 0x36 0x02 0x37 0x02 0x37 0x02 0x37 0x02 0x37 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x30 0x68 0x30 0x68 0x30 0x68 0x30 0x68 0x31 0x14 0x14 0x10 0 | | |
| env3attacksyncon env3decaysyncon env3holdsyncon env3holdsyncon env3elasesyncon env3deccurve env3deccurve env3depato env3bpmsync env3ferset env3reset env4delaysyncoff env4delaysyncoff env4delaysyncoff env4delaysyncoff env4delaysyncoff env4delaysyncon env4delaysyncon env4declaysyncon env4delaysyncon env4depato | 0x1B 0x7D | 0x43 0x13 0x43 0x18 0x43 0x18 0x43 0x27 0x35 0x02 0x35 0x02 0x35 0x02 0x36 0x02 0x36 0x02 0x37 0x02 0x37 0x02 0x37 0x02 0x38 0x02 0x38 0x02 0x30 0x68 0x30 0x68 0x30 0x68 0x30 0x68 0x31 0x14 0x10 0x14 0x10 0x14 0x10 0x10 0x41 0x18 0x41 0x14 0x41 0x18 0x41 0x28 0x35 0x33 0x43 0x14 0x43 0x18 0x44 0 | | |
| env3attacksyncon env3decaysyncon env3decaysyncon env3decaysyncon env3decaysyncon env3decurve env3deccurve env3deccurve env3deccurve env3degato env3bpmsync env3freset env3reset env3reset env3reset env3reset env3trigsrc1 env4trigsrc2 env3trigsrc3 env4delaysyncoff env4delaysyncoff env4delaysyncoff env4delaysyncoff env4delaysyncoff env4decaysyncoff env4decaysyncoff env4decaysyncoff env4decaysyncoff env4decaysyncoff env4delaysyncon env4decaysyncon | 0x1B 0x7D | 0x43 0x13 0x43 0x18 0x43 0x18 0x43 0x27 0x36 0x02 0x37 0x02 0x37 0x02 0x37 0x02 0x37 0x02 0x37 0x02 0x38 0x08 0x3A 0x68 | | |
| env3attacksyncon env3decaysyncon env3decaysyncon env3decaysyncon env3decaysyncon env3deccurve env3deccurve env3deccurve env3deccurve env3degato env3bpmsync env3freset env3trigsrc1 env3trigsrc2 env3trigsrc3 env3trigsrc3 env4delaysyncoff env4delaysyncoff env4delaysyncoff env4decaysyncoff env4decaysyncoff env4decaysyncoff env4decaysyncoff env4delaysyncoff env4decaysyncoff env4decaysyncoff env4delaysyncoff env4decaysyncoff env4decaysyncoff env4delaysyncon env4decaysyncon env4de | 0x1B 0x7D | 0x43 0x13 0x43 0x18 0x43 0x18 0x43 0x27 0x3F 0x02 0x3A 0x68 0x3A 0x68 0x3A 0x68 0x3A 0x69 0x3A 0x68 0x3A 0x69 0x3A 0x61 0x41 0x14 0x41 0x14 0x41 0x16 0x43 0x16 0x3F 0x03 | | |

| env4trigsrc3 | | | | |
|--|------|--|--|--|
| | | 0x3A 0x6E | | |
| env4trigsrc4 | | 0x3A 0x6F | | |
| env5delaysyncoff | | 0x3F 0x04 | | |
| | | | | |
| env5attacksyncoff | 0x66 | 0x41 0x15 | | |
| env5holdsyncoff | | 0x41 0x1A | | |
| env5decaysyncoff | 0x67 | 0x41 0x1F | | |
| | | | | |
| env5sustain | 0x68 | 0x41 0x24 | | |
| env5releasesyncoff | 0x69 | 0x41 0x29 | | |
| env5delaysyncon | | 0x3F 0x04 | | |
| env5attacksyncon | | 0x43 0x15 | | |
| env5decaysyncon | | 0x43 0x1F | | |
| | | | | |
| env5holdsyncon | | 0x43 0x1A | | |
| env5releasesyncon | | 0x43 0x29 | | |
| env5atkcurve | | 0x3F 0x74 | | |
| env5deccurve | | 0x3F 0x79 | | |
| | | | | |
| env5loop | | 0x3F 0x04 | | |
| env5legato | | 0x3F 0x04 | | |
| env5bpmsync | | 0x3F 0x04 | | |
| env5freerun | | 0x3F 0x04 | | |
| env5reset | | 0x3F 0x04 | | |
| | | | | |
| env5relcurve | - | 0x3F 0x7E | | |
| env5trigsrc1 | | 0x3A 0x70 | | |
| env5trigsrc2 | | 0x3A 0x71 | | |
| env5trigsrc3 | | 0x3A 0x72 | | |
| | | 0x3A 0x73 | | |
| env5trigsrc4 | | | NOD A CALLOD TO ALL ADD DIVENTED | |
| arpdivision | 0x6A | 0x39 0x03 | MSB = 0x01 LSB = [0,11] ARP_DIVISIONS | |
| arpswing | | 0x39 0x03 | MSB = 0x02 LSB = [50,75] | |
| arpgate | 0x6B | 0x39 0x03 | MSB = 0x03 LSB=[5,100] | |
| arpoctmode | T- | 0x39 0x03 | MSB = 0x04 LSB = [0,4] Up, Down, Up/Down, Alt, Alt 2 | |
| | | | | |
| arpoctave | 0x78 | 0x39 0x03 | MSB = 0x05 LSB = [1,4] | |
| arpmode | 0x6C | 0x39 0x03 | MSB = 0x06 LSB = [0,7] Up, Down, Up/Down, Up & Down, Order, Random, Chord, Phrase | |
| arplength | 0x7A | 0x39 0x03 | | |
| | | 0x39 0x03 | MSB = 0x08, LSB = [0,1] | |
| arptaptrig | | 0x39 0x03 | | |
| | | | BUG: Also turns Arp on/off. This does NOT happen if Tap Trig is toggled on the front panel. | |
| arpphrase | | 0x39 0x03 | MSB = 0x09 LSB = [1,64] | |
| arpratchet | 0x6D | 0x39 0x03 | MSB = 0x0A LSB = [0,127] Manual implies that the only legal ratchets are 1, 2, 4, or 8. This is | |
| | | | not correct. | |
| arpchance | 0x6E | 0x39 0x03 | MSB = 0x0B LSB = [0,100] | |
| | | | | |
| macro1target1 | | 0x3E 0x30 | BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to page away and come back to see the changes displayed. | |
| | | 0x3E 0x31 | | |
| macro1target2 | | | | |
| macro1target2 | | | | |
| macro1target2 macro1target3 | | 0x3E 0x32 | | |
| | | | | |
| macro1target3 | | 0x3E 0x32 | | |
| macro1target3 macro1target4 | | 0x3E 0x32 0x3E 0x33 | | |
| macro1target3 macro1target4 macro1target5 macro1target6 | | 0x3E 0x32 0x3E 0x33 0x3E 0x34 0x3E 0x35 | | |
| macro1target3 macro1target4 macro1target5 macro1target6 macro1target7 | | 0x3E 0x32 0x3E 0x33 0x3E 0x34 0x3E 0x35 0x3E 0x36 | | |
| macro1target3 macro1target4 macro1target5 macro1target6 macro1target7 macro1target8 | | 0x3E 0x32 0x3E 0x33 0x3E 0x34 0x3E 0x35 0x3E 0x36 0x3E 0x37 | | |
| macro1target3 macro1target4 macro1target5 macro1target6 macro1target7 | | 0x3E 0x32 0x3E 0x33 0x3E 0x34 0x3E 0x35 0x3E 0x36 | BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to | |
| macro ttarget3 macro ttarget4 macro ttarget5 macro ttarget6 macro ttarget7 macro ttarget8 macro ttarget8 macro tbuttonvalue1 | | 0x3E 0x32 0x3E 0x33 0x3E 0x34 0x3E 0x35 0x3E 0x36 0x3E 0x37 0x3D 0x30 | BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to page away and come back to see the changes displayed. | |
| macro1target3 macro1target4 macro1target5 macro1target6 macro1target7 macro1target8 | | 0x3E 0x32 0x3E 0x33 0x3E 0x34 0x3E 0x35 0x3E 0x36 0x3E 0x37 | BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to page away and come back to see the changes displayed. | |
| macro ttarget3 macro ttarget4 macro ttarget5 macro ttarget6 macro ttarget7 macro ttarget8 macro ttarget8 macro tbuttonvalue1 | | 0x3E 0x32 0x3E 0x33 0x3E 0x34 0x3E 0x35 0x3E 0x36 0x3E 0x37 0x3D 0x30 | BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to page away and come back to see the changes displayed. | |
| macro ttarget3 macro ttarget4 macro ttarget5 macro ttarget6 macro ttarget7 macro ttarget8 macro tbuttonvalue1 macro tbuttonvalue2 | | 0x3E 0x32 0x3E 0x33 0x3E 0x34 0x3E 0x35 0x3E 0x36 0x3E 0x37 0x3D 0x30 | BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to page away and come back to see the changes displayed. | |
| macro ttarget3 macro ttarget4 macro ttarget5 macro ttarget6 macro ttarget7 macro ttarget8 macro tbuttonvalue1 macro tbuttonvalue2 macro tbuttonvalue3 macro tbuttonvalue4 | | 0x3E 0x32 0x3E 0x33 0x3E 0x34 0x3E 0x35 0x3E 0x36 0x3E 0x37 0x3D 0x30 0x3D 0x31 0x3D 0x32 0x3D 0x33 | BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to page away and come back to see the changes displayed. | |
| macro ttarget3 macro ttarget4 macro ttarget5 macro ttarget6 macro ttarget7 macro ttarget8 macro tbuttonvalue1 macro tbuttonvalue2 macro tbuttonvalue3 macro tbuttonvalue4 macro tbuttonvalue4 | | 0x3E 0x32 0x3E 0x33 0x3E 0x34 0x3E 0x35 0x3E 0x36 0x3E 0x37 0x3D 0x31 0x3D 0x31 0x3D 0x32 0x3D 0x33 | BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to page away and come back to see the changes displayed. | |
| macro ttarget3 macro ttarget4 macro ttarget5 macro ttarget6 macro ttarget7 macro ttarget8 macro tbuttonvalue1 macro tbuttonvalue2 macro tbuttonvalue4 macro tbuttonvalue4 macro tbuttonvalue5 macro tbuttonvalue5 | | 0x3E 0x32 0x3E 0x34 0x3E 0x35 0x3E 0x36 0x3E 0x37 0x3D 0x30 0x3D 0x30 0x3D 0x32 0x3D 0x33 0x3D 0x34 0x3D 0x34 | BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to page away and come back to see the changes displayed. | |
| macro ttarget3 macro ttarget4 macro ttarget5 macro ttarget6 macro ttarget7 macro ttarget8 macro tbuttonvalue1 macro tbuttonvalue2 macro tbuttonvalue3 macro tbuttonvalue4 macro tbuttonvalue4 | | 0x3E 0x32 0x3E 0x33 0x3E 0x34 0x3E 0x35 0x3E 0x36 0x3E 0x37 0x3D 0x31 0x3D 0x31 0x3D 0x32 0x3D 0x33 | BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to page away and come back to see the changes displayed. | |
| macro ttarget3 macro ttarget4 macro ttarget5 macro ttarget6 macro ttarget7 macro ttarget8 macro tbuttonvalue1 macro tbuttonvalue2 macro tbuttonvalue4 macro tbuttonvalue4 macro tbuttonvalue5 macro tbuttonvalue5 | | 0x3E 0x32 0x3E 0x34 0x3E 0x35 0x3E 0x36 0x3E 0x37 0x3D 0x30 0x3D 0x30 0x3D 0x32 0x3D 0x33 0x3D 0x34 0x3D 0x34 | BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to page away and come back to see the changes displayed. | |
| macro ttarget3 macro ttarget4 macro ttarget5 macro ttarget6 macro ttarget7 macro ttarget8 macro ttarget8 macro ttarget8 macro ttarget8 macro tbuttonvalue1 macro tbuttonvalue2 macro tbuttonvalue4 macro tbuttonvalue5 macro tbuttonvalue6 macro tbuttonvalue6 macro tbuttonvalue6 macro tbuttonvalue7 | | 0x3E 0x32 0x3E 0x34 0x3E 0x35 0x3E 0x36 0x3E 0x37 0x3D 0x30 0x3D 0x30 0x3D 0x32 0x3D 0x33 0x3D 0x34 0x3D 0x35 0x3D 0x36 | page away and come back to see the changes displayed. BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to | |
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| macro ttarget3 macro ttarget4 macro ttarget5 macro ttarget6 macro ttarget7 macro ttarget8 macro ttarget8 macro tbuttonvalue1 macro tbuttonvalue2 macro tbuttonvalue3 macro tbuttonvalue4 macro tbuttonvalue4 macro tbuttonvalue5 macro tbuttonvalue6 macro tbuttonvalue8 macro tbuttonvalue8 | | 0x3E 0x32 0x3E 0x34 0x3E 0x35 0x3E 0x36 0x3E 0x37 0x3D 0x31 0x3D 0x31 0x3D 0x32 0x3D 0x32 0x3D 0x34 0x3D 0x34 0x3D 0x35 0x3D 0x36 0x3D 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 | |
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| macro3target6 | | x3E 0x45 | |
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| macro5target3 | | x3E 0x52 | |
| macro5target4 | | x3E 0x53 | |
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| macro5target5 | | x3E 0x54 | |
| macro5target6 | | x3E 0x55 | |
| macro5target7 | | x3E 0x56 | |
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| macro?buttorvalue2 0x30 0x61 macro?buttorvalue4 0x30 0x62 macro?buttorvalue5 0x30 0x63 macro?buttorvalue6 0x30 0x65 macro?buttorvalue7 0x30 0x65 macro?buttorvalue8 0x30 0x67 macro?buttorvalue8 0x30 0x67 macro?depth1 0x36 0x60 macro?depth2 0x36 0x61 macro?depth3 0x36 0x62 macro?depth4 0x36 0x63 macro?depth5 0x36 0x64 macro?depth6 0x36 0x65 macro?depth7 0x36 0x66 macro?depth8 0x36 0x67 macroRlarget1 0x36 0x68 macroRlarget2 0x36 0x68 macroRlarget3 0x36 0x6 macroRlarget4 0x36 0x6 macroRlarget4 0x36 0x6 macroRlarget5 0x36 0x6 |
| macro?buttorvalue2 0x30 0x61 macro?buttorvalue4 0x30 0x62 macro?buttorvalue5 0x30 0x63 macro?buttorvalue6 0x30 0x65 macro?buttorvalue7 0x30 0x65 macro?buttorvalue8 0x30 0x67 macro?buttorvalue8 0x30 0x67 macro?depth1 0x36 0x60 macro?depth2 0x36 0x61 macro?depth3 0x36 0x62 macro?depth4 0x36 0x63 macro?depth5 0x36 0x64 macro?depth6 0x36 0x65 macro?depth7 0x36 0x66 macro?depth8 0x36 0x67 macroRlarget1 0x36 0x68 macroRlarget2 0x36 0x68 macroRlarget3 0x36 0x6 macroRlarget4 0x36 0x6 macroRlarget4 0x36 0x6 macroRlarget5 0x36 0x6 |
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| macro 7buttorvalue4 0x30 0x63 macro 7buttorvalue5 0x30 0x64 macro 7buttorvalue6 0x30 0x65 macro 7buttorvalue7 0x30 0x66 macro 7buttorvalue8 0x30 0x67 macro 7depth1 0x36 0x60 macro 7depth2 0x36 0x61 macro 7depth3 0x36 0x62 macro 7depth4 0x36 0x63 macro 7depth5 0x36 0x64 macro 7depth6 0x36 0x65 macro 7depth7 0x36 0x66 macro 7depth8 0x36 0x68 macro 8target1 0x3E 0x68 macro 8target2 0x3E 0x69 macro 8target3 0x3E 0x6 macro 8target4 0x3E 0x6 macro 8target5 0x3E 0x6 |
| macro/buttorvalue5 0x3D 0x64 macro/buttorvalue6 0x3D 0x65 macro/buttorvalue7 0x3D 0x66 macro/buttorvalue8 0x3D 0x67 macro/depth1 0x36 0x60 macro/depth2 0x36 0x61 macro/depth3 0x36 0x62 macro/depth4 0x36 0x63 macro/depth5 0x36 0x64 macro/depth6 0x36 0x65 macro/depth7 0x36 0x65 macro/depth8 0x36 0x67 macro/depth8 0x36 0x68 macro/depth9 0x36 0x68 macro/depth8 0x36 0x67 macro/depth8 0x36 0x68 macro/depth8 0x36 0x68 macro/depth8 0x36 0x68 macro/depth9 0x36 0x68 macro/depth9 0x36 0x68 macro/depth9 0x36 0x68 macro/depth8 0x36 0x68 macro/depth9 0x36 0x68 macro/depth9 0x36 0x68 macro/depth9 0x36 0x68 |
| macro7buttorvalue6 0x30 0x66 macro7buttorvalue7 0x30 0x66 macro7depth1 0x36 0x60 macro7depth2 0x36 0x61 macro7depth3 0x36 0x62 macro7depth4 0x36 0x63 macro7depth5 0x36 0x63 macro7depth6 0x36 0x65 macro7depth7 0x36 0x66 macro7depth8 0x36 0x67 macro8target1 0x3E 0x68 macro8target2 0x3E 0x68 macro8target4 0x3E 0x68 macro8target4 0x3E 0x68 macro8target4 0x3E 0x68 macro8target5 0x3E 0x68 |
| macro/buttonvalue6 0x3D 0x66 macro/buttonvalue8 0x3D 0x66 macro/depth1 0x36 0x60 macro/depth2 0x36 0x61 macro/depth3 0x36 0x62 macro/depth4 0x36 0x63 macro/depth5 0x36 0x64 macro/depth6 0x36 0x65 macro/depth7 0x36 0x66 macro/depth8 0x36 0x66 macro/depth8 0x36 0x67 macroBlarget1 0x3E 0x68 macroBlarget2 0x3E 0x68 macroBlarget4 0x3E 0x68 macroBlarget4 0x3E 0x68 macroBlarget5 0x3E 0x68 |
| macro?buttorvalue8 0x30 0x66 macro?buttorvalue8 0x36 0x60 macro?depth1 0x36 0x60 macro?depth2 0x36 0x61 macro?depth3 0x36 0x62 macro?depth4 0x36 0x63 macro?depth5 0x36 0x64 macro?depth6 0x36 0x65 macro?depth7 0x36 0x66 macro?depth8 0x36 0x67 macroRatgregt1 0x36 0x69 macroRatgregt2 0x36 0x69 macroRatgregt4 0x36 0x68 macroRatgregt5 0x36 0x60 |
| macro7buttorvalue8 0x30 0x67 macro7depth1 0x36 0x60 macro7depth2 0x36 0x61 macro7depth3 0x36 0x62 macro7depth4 0x36 0x63 macro7depth5 0x36 0x64 macro7depth6 0x36 0x65 macro7depth7 0x36 0x66 macro7depth8 0x36 0x67 macro8target1 0x36 0x68 macro8target2 0x32 0x69 macro8target3 0x3E 0x6A macro8target4 0x3E 0x6B macro8target5 0x3E 0x6B |
| macro7depth1 0x36 0x60 macro7depth2 0x36 0x81 macro7depth3 0x36 0x62 macro7depth4 0x36 0x63 macro7depth5 0x36 0x84 macro7depth6 0x36 0x65 macro7depth7 0x36 0x66 macro7depth8 0x36 0x67 macro8target1 0x36 0x68 macro8target2 0x32 0x68 macro8target3 0x36 0x68 macro8target4 0x36 0x6A macro8target4 0x36 0x6A macro8target5 0x36 0x6B |
| macro7depth2 0x36 0x61 macro7depth3 0x36 0x62 macro7depth4 0x36 0x63 macro7depth5 0x36 0x64 macro7depth6 0x36 0x64 macro7depth7 0x36 0x65 macro7depth8 0x36 0x66 macro8target1 0x3E 0x68 macro8target2 0x3E 0x69 macro8target3 0x3E 0x6A macro8target4 0x3E 0x6A macro8target4 0x3E 0x6B macro8target5 0x3E 0x6B |
| macro7depth3 0x36 0x62 macro7depth4 0x36 0x63 macro7depth5 0x36 0x64 macro7depth6 0x36 0x65 macro7depth7 0x36 0x66 macro7depth8 0x36 0x67 macro8target1 0x3E 0x88 macro8target2 0x3E 0x69 macro8target3 0x3E 0x6A macro8target4 0x3E 0x6B macro8target5 0x3E 0x6B |
| macro7depth3 0x36 0x62 macro7depth4 0x36 0x63 macro7depth5 0x36 0x64 macro7depth6 0x36 0x65 macro7depth7 0x36 0x66 macro7depth8 0x36 0x67 macro8target1 0x3E 0x88 macro8target2 0x3E 0x69 macro8target3 0x3E 0x6A macro8target4 0x3E 0x6B macro8target5 0x3E 0x6B |
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| macro7depth5 0x36 0x64 macro7depth6 0x36 0x65 macro7depth7 0x36 0x66 macro7depth8 0x36 0x67 macro8target1 0x3c 0x68 macro8target2 0x3c 0x69 macro8target3 0x3c 0x6A macro8target4 0x3c 0x6B macro8target5 0x3c 0x6B |
| macro7depth6 0x36 0x65 macro7depth7 0x36 0x66 macro7depth8 0x36 0x67 macro8target1 0x36 0x69 macro8target2 0x32 0x69 macro8target3 0x3E 0x6A macro8target4 0x3E 0x6B macro8target5 0x3E 0x6C |
| macro7depth6 0x36 0x65 macro7depth7 0x36 0x66 macro7depth8 0x36 0x67 macro8target1 0x36 0x69 macro8target2 0x32 0x69 macro8target3 0x3E 0x6A macro8target4 0x3E 0x6B macro8target5 0x3E 0x6C |
| macro7depth7 0x36 0x66 macro7depth8 0x36 0x67 macro8target1 0x3c 0x68 macro8target2 0x3c 0x69 macro8target3 0x3c 0x6A macro8target4 0x3c 0x6B macro8target5 0x3c 0x6B |
| macro7depth8 0x36 0x67 macro8target1 0x3E 0x68 macro8target2 0x3E 0x69 macro8target3 0x3E 0x6A macro8target4 0x3E 0x6B macro8target5 0x3E 0x6C |
| macro8target1 0x3E 0x68 macro8target2 0x3E 0x69 macro8target3 0x3E 0x6A macro8target4 0x3E 0x6B macro8target5 0x3E 0x6C |
| macro8target2 0x3E 0x69 macro8target3 0x3E 0x6A macro8target4 0x3E 0x6B macro8target5 0x3E 0x6C |
| macro8target2 0x3E 0x69 macro8target3 0x3E 0x6A macro8target4 0x3E 0x6B macro8target5 0x3E 0x6C |
| macro8target3 0x3E 0x6A macro8target4 0x3E 0x6B macro8target5 0x3E 0x6C |
| macro8target4 0x3E 0x6B macro8target5 0x3E 0x6C |
| macro8target5 0x3E 0x6C |
| · |
| macro8target6 0x3E 0x6D |
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| macro8target7 0x3E 0x6E |
| |
| macro8target8 0x3E 0x6F |
| macro8buttonvalue1 0x3D 0x68 |
| macro8buttonvalue2 0x3D 0x69 |
| macro8buttorivalue3 0x3D 0x6A |
| macrobustornalue4 0x3D x6B |
| |
| macro8buttonvalue5 0x3D 0x6C |
| macro8buttonvalue6 0x3D 0x6D |
| macro8buttonvalue7 0x3D 0x6E |
| |
| macro8buttorvalue8 0x3D 0x6F |
| macro8depth1 0x36 0x68 |
| macro8depth2 0x36 0x69 |
| macro8depth3 0x36 0x6A |
| |
| macro8depth4 |
| |
| macro8depth5 0x36 0x6C |
| macro8depth5 0x36 0x6C macro8depth6 0x36 0x6D |
| macro8depth6 0x36 0x6D |
| macro8depth6 0x36 0x6D |

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

| fx2preset (Flanger) | | 0x3B 0x00 | [0,2] in increments of 8 (0, 8, 16), displayed as Flanger 1, Flanger 2, Flanger 3. Presets are: | |
|--|------|--|--|--|
| | | | Rate: 0.17Hz Depth 109.0 Offset -180 Feedback 45 Stereo | |
| | | | Rate: 0.34Hz Depth 130 Offset -180 Feedback 54 Stereo Rate: 0.17Hz Depth 60.0 Offset -180 Feedback -55 Stereo | |
| | | | | |
| | | | Note: I have not determined the five actual NRPN values for each preset, just their display values. | |
| fx2param1 (Rate) | 0x0C | 0x41 0x6F | [0,8192] seemingly only output in increments of 8, and displayed as [0.02,10.00]. All told there are | |
| | | | 129 unique display values. To display: if 8192, display 10.00. Else divide by 64 (cutting into 128 even pieces). Then display as follows: | |
| | | | #vals Range Increment Value Range | |
| | | | 40 0.02 - 0.42 by 0.01 0-40 | |
| | | | 19 0.42 - 0.80 by 0.02 40-59 24 0.80 - 2.00 by 0.05 59-83 | |
| | | | 28 | |
| | | | 11 4.80 - 7.00 by 0.20 111-122 7 7.00 - 10.00 by 0.50 122-128 129 TOTAL | |
| fx2param2 (Depth) | OVOD | 0x41 0x70 | [0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of | |
| incparane (Bopul) | OXOD | OX 11 OX 10 | 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 | |
| | | | Low-Speed 0.26Hz Hi-Speed 0.90Hz Lo-Depth 27 Hi-Depth 29 Low/High 0 Low-Speed 0.66Hz Hi-Speed 0.75Hz Lo-Depth 70 Hi-Depth 70 Low/High 4 | |
| | | | Note: I have not determined the five actual NRPN values for each preset, just their display | |
| | | | values. | |
| fx3param1 (Lo-Speed) | 0x0C | 0x41 0x6F | [0,8192] seemingly only output in increments of 8, and displayed as [0.02,10.00]. All told there are | |
| | | | 129 unique display values. To display: if 8192, display 10.00. Else divide by 64 (cutting into 128 even pieces). Then display as follows: | |
| | | | #vals Range Increment Value Range | |
| | | | 40 0.02 - 0.42 by 0.01 0-40 19 0.42 - 0.80 by 0.02 40-59 | |
| | | | 24 0.80 - 2.00 by 0.05 59-83 | |
| | | | 28 2.00 - 4.80 by 0.10 83-111 11 4.80 - 7.00 by 0.20 111-122 | |
| | | | 7 7.00 - 10.00 by 0.50 122-128 129 TOTAL | |
| fx3param2 (Hi-Speed) | 0x0D | 0x41 0x70 | [0,8192] seemingly only output in increments of 8, and displayed as [0.02,10.00]. All told there are | |
| , , , , | | | 129 unique display values. To display: if 8192, display 10.00. Else divide by 64 (cutting into 128 even pieces). Then display as follows: | |
| | | | | |
| | | | # vals Range Increment Value Range 40 0.02 - 0.42 by 0.01 0-40 | |
| | | | 19 0.42 - 0.80 by 0.02 40-59 24 0.80 - 2.00 by 0.05 59-83 | |
| | | | 28 2.00 - 4.80 by 0.10 83-111 11 4.80 - 7.00 by 0.20 111-122 | |
| | | | 7 7.00 - 10.00 by 0.50 122-128 | |
| | | | 129 TOTAL | |
| fx3param3 (Lo-Depth) | | 0x3B 0x30 | [0,127] output as 0, 8, 16, 24, 32, | |
| | | | | |
| fx3param4 (Hi-Depth) | | 0x3B 0x40 | [0,127] output as 0, 8, 16, 24, 32, | |
| fx3param4 (Hi-Depth) fx3param5 (Low/High) | | 0x3B 0x50 | [1,127] output as 8, 16, 24, 32,, and displayed as [-63,63] | |
| fx3param4 (Hi-Depth) | | | [1,127] output as 8, 16, 24, 32,, and displayed as [-63,63] [0,2] in increments of 8 (0, 8, 16), displayed as Phaser 1, Phaser 2, Phaser 3. Presets are: | |
| fx3param4 (Hi-Depth) fx3param5 (Low/High) | | 0x3B 0x50 | [1,127] output as 8, 16, 24, 32,, and displayed as [-63,63] [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 | |
| fx3param4 (Hi-Depth) fx3param5 (Low/High) | | 0x3B 0x50 | [1,127] output as 8, 16, 24, 32,, and displayed as [-63,63] [0,2] in increments of 8 (0, 8, 16), displayed as Phaser 1, Phaser 2, Phaser 3. Presets are: | |
| fx3param4 (Hi-Depth) fx3param5 (Low/High) | | 0x3B 0x50 | [1,127] output as 8, 16, 24, 32,, and displayed as [-63,63] [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. Rate: 0.34Hz Feedback 40.0 Depth 96 Phase 74 Offset 180 2. Rate: 0.13Hr 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 | |
| fx3param4 (Hi-Depth) fx3param5 (Low/High) fx4preset (<i>Phaser</i>) | 0,00 | 0x3B 0x50 0x3B 0x00 | [1,127] output as 8, 16, 24, 32,, and displayed as [-63,63] [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. Rate: 0.34Hz Feedback 40, Depth 111 Phase 74 Offset 180 2. Rate: 0.13Hz Feedback 42, Depth 96 Phase 64 Offset 180 Note: I have not determined the five actual NRPN values for each preset, just their display values. | |
| fx3param4 (Hi-Depth) fx3param5 (Low/High) | 0x0C | 0x3B 0x50 | [1,127] output as 8, 16, 24, 32,, and displayed as [-63,63] [0,2] in increments of 8 (0, 8, 16), displayed as Phaser 1, Phaser 2, Phaser 3. Presets are: 0. Rate: 0.34Hz Feedback 40.0 Depth 111 Phase 74 Offset 0 1. Rate: 0.34Hz Feedback 40.0 Depth 111 Phase 74 Offset 180 2. Rate: 0.13Hz Feedback 42.0 Depth 96 Phase 64 Offset 180 Note: I have not determined the five actual NRPN values for each preset, just their display values. [0,8192] seemingly only output in increments of 8, and displayed as [0.02,10.00]. All told there are 129 unique display values. | |
| fx3param4 (Hi-Depth) fx3param5 (Low/High) fx4preset (<i>Phaser</i>) | 0x0C | 0x3B 0x50 0x3B 0x00 | [1,127] output as 8, 16, 24, 32,, and displayed as [-63,63] [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, Depth 111 Phase 74 Offset 0 1. Rate: 0.34Hz Feedback 40 Depth 111 Phase 74 Offset 180 2. Rate: 0.13Hz Feedback 40 Depth 119 Phase 74 Offset -180 Note: I have not determined the five actual NRPN values for each preset, just their display values. [0,8192] seemingly only output in increments of 8, and displayed as [0.02,10.00]. All told there are | |
| fx3param4 (Hi-Depth) fx3param5 (Low/High) fx4preset (<i>Phaser</i>) | 0x0C | 0x3B 0x50 0x3B 0x00 | [1,127] output as 8, 16, 24, 32,, and displayed as [-63,63] [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, 0.0 peth 111 Phase 74 Offset 0 1. Rate: 0.34Hz Feedback 40, 0.0 peth 111 Phase 74 Offset 180 2. Rate: 0.13Hz Feedback 40, 0.0 peth 111 Phase 74 Offset 180 Note: I have not determined the five actual NRPN values for each preset, just their display values. [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 | |
| fx3param4 (Hi-Depth) fx3param5 (Low/High) fx4preset (<i>Phaser</i>) | 0x0C | 0x3B 0x50 0x3B 0x00 | [1,127] output as 8, 16, 24, 32,, and displayed as [-63,63] [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, 0.0 peth 111 Phase 74 Offset 0 1. Rate: 0.34Hz Feedback 40, 0.0 peth 111 Phase 74 Offset 180 2. Rate: 0.13Hz Feedback 40, 0.0 peth 111 Phase 74 Offset 180 Note: have not determined the five actual NRPN values for each preset, just their display values. [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 0 19 0.42 - 0.80 by 0.02 40-59 | |
| fx3param4 (Hi-Depth) fx3param5 (Low/High) fx4preset (<i>Phaser</i>) | 0x0C | 0x3B 0x50 0x3B 0x00 | [1,127] output as 8, 16, 24, 32,, and displayed as [-63,63] [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 Phaser 24 Offset 0 1. Rate: 0.34Hz Feedback 10, 0 Depth 111 Phaser 24 Offset 180 2. Rate: 0.13Hz Feedback 40, 0 Depth 111 Phaser 24 Offset -180 Note: I have not determined the five actual NRPN values for each preset, just their display values. [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 | |
| fx3param4 (Hi-Depth) fx3param5 (Low/High) fx4preset (<i>Phaser</i>) | 0x0C | 0x3B 0x50 0x3B 0x00 | [1,127] output as 8, 16, 24, 32,, and displayed as [-63,63] [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. Rate: 0.34Hz Feedback 10, 0 Depth 111 Phase 74 Offset 180 2. Rate: 0.13Hz Feedback 32, 0 Depth 96 Phase 64 Offset -180 Note: I have not determined the five actual NRPN values for each preset, just their display values. [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 Value Ra | |
| fx3param4 (Hi-Depth) fx3param5 (Low/High) fx4preset (<i>Phaser</i>) | 0x0C | 0x3B 0x50 0x3B 0x00 | [1,127] output as 8, 16, 24, 32,, and displayed as [-63,63] [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. Rate: 0.34Hz Feedback 32, 0 Depth 96 Phase 64 Offset -180 2. Rate: 0.14Hz 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. Note: I have not determined the five actual NRPN values for each preset, just their display values. Note: I have not determined the five actual NRPN values for each preset, just their display values. Note: I have not determined the five actual NRPN values for each preset, just their display values. Note: I have not determined the five actual NRPN values for each preset, just their display values. Note: I have not determined the five actual NRPN values for each preset, just their display values. Note: I have not determined the five actual NRPN values for each preset, just their display values. Note: I have not determined the five actual NRPN values for each preset, just their display values. Note: I have not determined the five actual NRPN values for each preset, just their display values. Note: I have not determined the five actual NRPN values for each preset, just their display values. 129 unique display values. To display: 18 192, display 10.00. Else divide by 64 (cuttling into 128 even pieces). Then display values. 129 unique display values. To display: 18 192, display 10.00. Else divide by 64 (cuttling into 128 even pieces). Then display values. 129 unique display values. To display: 18 192, display 10.00. Else divide by 64 (cuttling into 128 even pieces). Then display values. 129 unique display values. To display: 18 192, display 10.00. Else divide by 64 (cuttling into 128 even pieces). Then display values. 129 unique display values. To display: 18 192, display 10.00. Else divide by 64 (cuttling into 128 even pieces). Then display values. 129 unique display v | |
| fx3param4 (Hi-Depth) fx3param5 (Low/High) fx4preset (<i>Phaser</i>) | 0x0C | 0x3B 0x50 0x3B 0x00 | [1,127] output as 8, 16, 24, 32,, and displayed as [-63,63] [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, Depth 111 Phase 74 Offset 0 1. Rate: 0.34Hz Feedback 10, Depth 111 Phase 74 Offset 0 2. Rate: 0.13Hz Feedback 10, Depth 111 Phase 74 Offset 180 Note: have not determined the five actual NRPN values for each preset, just their display values. [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 ever pieces). Then display as follows: # vals Range Increment Value Range V | |
| b3param4 (Hi-Depth) b3param5 (Low/High) fx4preset (<i>Phaser</i>) fx4param1 (Rate) | | 0x3B 0x50 0x3B 0x00 | [1,127] output as 8, 16, 24, 32,, and displayed as [-63,63] [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, Depth 111 Phase 74 Offset 0 1. Rate: 0.34Hz Feedback 10, Depth 111 Phase 74 Offset 180 2. Rate: 0.13Hz Feedback 10, Depth 111 Phase 74 Offset 180 Note: have not determined the five actual NRPN values for each preset, just their display values. [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 | |
| fx3param4 (Hi-Depth) fx3param5 (Low/High) fx4preset (<i>Phaser</i>) fx4param1 (Rate) fx4param2 (Feedback) | | 0x3B 0x50 0x3B 0x00 0x41 0x6F | [1,127] output as 8, 16, 24, 32,, and displayed as [-63,63] [0,2] in increments of 8 (0, 8, 16), displayed as Phaser 1, Phaser 2, Phaser 3. Presets are: 0. Rate: 0.34Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 0 1. Rate: 0.34Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 180 2. Rate: 0.13Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 180 3. Rate: 0.13Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 180 3. Rate: 0.13Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 180 3. Rate: 0.13Hz Feedback 32.0 Depth 96 Phase 64 Offset 180 3. Note: have not determined the five actual NRPN values for each preset, just their display values. [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 | |
| b3param4 (Hi-Depth) b3param5 (Low/High) fx4preset (<i>Phaser</i>) fx4param1 (Rate) fx4param2 (Feedback) fx4param3 (Depth) | | 0x3B 0x50 0x3B 0x00 0x41 0x6F 0x41 0x70 0x3B 0x30 | [1,127] output as 8, 16, 24, 32,, and displayed as [-63,63] [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 Phaser 24 Offset 0 1. Rate: 0.34Hz Feedback 40, 0 Depth 111 Phaser 24 Offset 180 2. Rate: 0.13Hz Feedback 40, 0 Depth 111 Phaser 24 Offset -180 2. Rate: 0.13Hz Feedback 40, 0 Depth 119 Phaser 24 Offset -180 3. Note: I have not determined the five actual NRPN values for each preset, just their display values. [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: f8192, display 10.00. Else divide by 64 (cutting into 128 even pieces). Then display as follows: #valls 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 0.50 112-2128 129 TOTAL [0,8192] seemingly only output in increments of 8, and displayed as [-64.0, 64.0] in increments of 0.1 To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. Then subtract 64.0. The Hydrasynth seems to round 0.5 towards even for cond 0.5 towards events 0 | |
| fx3param4 (Hi-Depth) fx3param5 (Low/High) fx4preset (<i>Phaser</i>) fx4param1 (Rate) fx4param2 (Feedback) fx4param3 (Depth) fx4param4 (Phase) | | 0x3B 0x50 0x3B 0x00 0x41 0x6F 0x41 0x70 0x3B 0x30 0x3B 0x40 | [1,127] output as 8, 16, 24, 32,, and displayed as [-63,63] [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. Rate: 0.34Hz Feedback 10, 0 Depth 111 Phase 74 Offset 180 2. Rate: 0.13Hz Feedback 22, 0 Depth 96 Phase 74 Offset 180 Note: 1 have not determined the five actual NRPN values for each preset, just their display values. 10,8192] seemingly only output in increments of 8, and displayed as [0.02,10.00]. All told there are 129 unique display values. To display: 18 192, 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 - 20.0 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 0.50 122-122 7 7.00 - 10.00 by 0.50 122-122 10.11 Cisplay: 18 192, display 64 0. Else divide by 6.4 (cutting into 128 oven pieces). Then ROUND to nearest integer 0. 1280. Then divide by 10. Then subtract 64.0. The Hydrasynth seems to round 0.5 towards even for the result of the pieces | |
| b3param4 (Hi-Depth) b3param5 (Low/High) fx4preset (Phaser) fx4param1 (Rate) fx4param2 (Feedback) fx4param3 (Depth) fx4param4 (Phase) fx4param5 (Offset) | | 0x3B 0x50 0x3B 0x00 0x41 0x6F 0x41 0x70 0x3B 0x30 0x3B 0x40 0x3B 0x40 | [1,127] output as 8, 16, 24, 32,, and displayed as [-63,63] [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, 0. Offset 0 1. Rate: 0.34Hz Feedback 10, 0. Depth 111 Phase 74, 0. Offset 0 2. Rate: 0. 13Hz Feedback 32, 0. Depth 16 Phase 64 0. Offset 1-180 Note: I have not determined the five actual NRPN values for each preset, just their display values. 10.8192] seemingly only output in increments of 8, and displayed as [0.02,10.00]. All told there are 129 unique display values. To display: 18 192, 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 c.20 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 10.8192] seemingly only output in increments of 8, and displayed as [-64,0,64,0] in increments of 0.1. To display: if 3192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 0. 1.280. Then divide by 10. Then subtract 64.0. The Hydrasynth seems to round 0.5 towards even. [0,127] output as 0, 8, 16, 24, 32, [0,127] output as 0, 8, 16, 24, 32, [0,127] output as 0, 8, 16, 24, 32, [0,380] output in increments of 8 (0, 8,, 2880) and displayed as [-180,180] | |
| fx3param4 (Hi-Depth) fx3param5 (Low/High) fx4preset (<i>Phaser</i>) fx4param1 (Rate) fx4param2 (Feedback) fx4param3 (Depth) fx4param4 (Phase) | | 0x3B 0x50 0x3B 0x00 0x41 0x6F 0x41 0x70 0x3B 0x30 0x3B 0x40 | [1,127] output as 8, 16, 24, 32,, and displayed as [-63,63] [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, 0.0 peth 111 Phaser 24 Offset 0 1. Rate: 0.34Hz Feedback 10, 0.0 peth 111 Phaser 24 Offset 180 2. Rate: 0.13Hz Feedback 32, 0.0 peth 16 Phase 64 Offset 180 Note: I have not determined the five actual NRPN values for each preset, just their display values. [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: y vals. Range Increment Value Range 40 02 02 04 2 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 [0,8192] seemingly only output in increments of 8, and displayed as [-64,0,64,0] in increments of 0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. Then subtract 64.0. The Hydrasynth seems to round 0.5 towards even. [0,127] output as 0, 8, 16, 24, 32, [0,360] output in increments of 8 (0, 8,, 2880) and displayed as [-180,180] [0,1] in increments of 8 (0, 8,, 2880) and displayed as [-180,180] | |
| fx3param4 (Hi-Depth) fx3param5 (Low/High) fx4preset (<i>Phaser</i>) fx4param1 (Rate) fx4param2 (Feedback) fx4param3 (Depth) fx4param4 (Phase) fx4param5 (Offset) | | 0x3B 0x50 0x3B 0x00 0x41 0x6F 0x41 0x70 0x3B 0x30 0x3B 0x40 0x3B 0x40 | [1,127] output as 8, 16, 24, 32,, and displayed as [-63,63] [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, 0. Offset 0 1. Rate: 0.34Hz Feedback 10, 0. Depth 111 Phase 74, 0. Offset 0 2. Rate: 0. 13Hz Feedback 32, 0. Depth 16 Phase 64 0. Offset 1-180 Note: I have not determined the five actual NRPN values for each preset, just their display values. 10.8192] seemingly only output in increments of 8, and displayed as [0.02,10.00]. All told there are 129 unique display values. To display: 18 192, 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 c.20 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 10.8192] seemingly only output in increments of 8, and displayed as [-64,0,64,0] in increments of 0.1. To display: if 3192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 0. 1.280. Then divide by 10. Then subtract 64.0. The Hydrasynth seems to round 0.5 towards even. [0,127] output as 0, 8, 16, 24, 32, [0,127] output as 0, 8, 16, 24, 32, [0,127] output as 0, 8, 16, 24, 32, [0,380] output in increments of 8 (0, 8,, 2880) and displayed as [-180,180] | |
| fx3param4 (Hi-Depth) fx3param5 (Low/High) fx4preset (<i>Phaser</i>) fx4param1 (Rate) fx4param2 (Feedback) fx4param3 (Depth) fx4param4 (Phase) fx4param5 (Offset) | | 0x3B 0x50 0x3B 0x00 0x41 0x6F 0x41 0x70 0x3B 0x30 0x3B 0x40 0x3B 0x40 | [1,127] output as 8, 16, 24, 32,, and displayed as [-63,63] [0,2] in increments of 8 (0, 8, 16), displayed as Phaser 1, Phaser 2, Phaser 3. Presets are: 0. Rate: 0.34Hz Feedback 4.0 Depth 111 Phase 74 Offset 0 1. Rate: 0.34Hz Feedback 4.0 Depth 111 Phase 74 Offset 180 2. Rate: 0.13Hz Feedback 4.0 Depth 111 Phase 74 Offset 180 2. Rate: 0.13Hz Feedback 4.0 Depth 114 Phase 74 Offset 180 Note: 1 have not determined the five actual NRPN values for each preset, just their display values. [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 | |
| fx3param4 (Hi-Depth) fx3param5 (Low/High) fx4preset (<i>Phaser</i>) fx4param1 (Rate) fx4param2 (Feedback) fx4param3 (Depth) fx4param4 (Phase) fx4param5 (Offset) | | 0x3B 0x50 0x3B 0x00 0x41 0x6F 0x41 0x70 0x3B 0x30 0x3B 0x40 0x3B 0x40 | [1,127] output as 8, 16, 24, 32,, and displayed as [-63,63] [0,2] in increments of 8 (0, 8, 16), displayed as Phaser 1, Phaser 2, Phaser 3. Presets are: 0. Rate: 0.34Hz Feedback 4 (0, 0 Depth 111 Phase 74 Offset 0 1. Rate: 0.34Hz Feedback 4 (0, 0 Depth 111 Phase 74 Offset 1-80 2. Rate: 0.13Hz Feedback 4 (0, 0 Depth 111 Phase 74 Offset 1-80 2. Rate: 0.13Hz Feedback 4 (0, 0 Depth 111 Phase 74 Offset 1-80 3. Rate: 0.13Hz Feedback 32.0 Depth 96 Phase 64 Offset 1-80 Note: 1 have not determined the five actual NRPN values for each preset, just their display values. [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 | |
| fx3param4 (Hi-Depth) fx3param5 (Low/High) fx4preset (<i>Phaser</i>) fx4param1 (Rate) fx4param2 (Feedback) fx4param3 (Depth) fx4param4 (Phase) fx4param5 (Offset) | 0x0D | 0x3B 0x50 0x3B 0x00 0x41 0x6F 0x41 0x70 0x3B 0x30 0x3B 0x40 0x3B 0x40 | [1,127] output as 8, 16, 24, 32,, and displayed as [-63,63] [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, 0.0 peth 111 Phase 74 Offset 0 1. Rate: 0.34Hz Feedback 10, 0.0 peth 111 Phase 74 Offset 180 2. Rate: 0.13Hz Feedback 32, 0.0 peth 180 Phase 74 Offset -180 3. Rate: 0.13Hz Feedback 32, 0.0 peth 180 Phase 84 Offset -180 3. Rate: 0.13Hz Feedback 32, 0.0 peth 180 Phase 84 Offset -180 3. Rate: 0.13Hz Feedback 32, 0.0 peth 180 Phase 84 Offset -180 3. Rate: 1.0 peth 180 Phase 84 Offset -180 3. Rate: 1.0 peth 180 Phase 84 Offset -180 3. Rate: 1.0 peth 180 Phase 84 Offset -180 3. Rate: 1.0 peth 180 Phase 84 Offset -180 3. Rate: 1.0 peth 180 Phase 84 Offset -180 3. Rate: 1.0 peth 180 Phase 84 Offset -180 3. Rate: 1.0 peth 180 Phase 84 Offset -180 3. Rate: 1.0 peth 180 Phase 84 Offset -180 3. Rate: 1.0 peth 180 Phase 84 Offset -180 Phase 84 Offset -180 3. Rate: 1.0 peth 180 Phase 84 Offset -180 Phase 84 Offs | |
| b3param4 (Hi-Depth) b3param5 (Low/High) fx4preset (Phaser) fx4param1 (Rate) fx4param2 (Feedback) fx4param3 (Depth) fx4param4 (Phase) fx4param5 (Offset) fx5preset (Lo-Fi) | 0x0D | 0x3B 0x50 0x3B 0x00 0x41 0x6F 0x41 0x70 0x3B 0x30 0x3B 0x40 0x3B 0x50 0x3B 0x50 | [1,127] output as 8, 16, 24, 32,, and displayed as [-63,63] [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, 0.0 peth 111 Phase 74 Offset 0 1. Rate: 0.34Hz Feedback 10, 0.0 peth 111 Phase 74 Offset 180 2. Rate: 0.13Hz Feedback 32, 0.0 peth 180 Phase 74 Offset -180 3. Rate: 0.13Hz Feedback 32, 0.0 peth 180 Phase 84 Offset -180 3. Rate: 0.13Hz Feedback 32, 0.0 peth 180 Phase 84 Offset -180 3. Rate: 0.13Hz Feedback 32, 0.0 peth 180 Phase 84 Offset -180 3. Rate: 1.0 peth 180 Phase 84 Offset -180 3. Rate: 1.0 peth 180 Phase 84 Offset -180 3. Rate: 1.0 peth 180 Phase 84 Offset -180 3. Rate: 1.0 peth 180 Phase 84 Offset -180 3. Rate: 1.0 peth 180 Phase 84 Offset -180 3. Rate: 1.0 peth 180 Phase 84 Offset -180 3. Rate: 1.0 peth 180 Phase 84 Offset -180 3. Rate: 1.0 peth 180 Phase 84 Offset -180 3. Rate: 1.0 peth 180 Phase 84 Offset -180 3. Rate: 1.0 peth 180 Phase 84 Offset -180 3. Rate: 1.0 peth 180 Phase 84 Offset -180 Phase 84 Offset -180 3. Rate: 1.0 peth 180 Phase 84 Offset -180 Phase 84 Offset -180 3. Rate: 1.0 peth 180 Phase 84 Offset -180 Phase 84 O | |
| b3param4 (Hi-Depth) b3param5 (Low/High) fx4preset (Phaser) fx4param1 (Rate) fx4param2 (Feedback) fx4param3 (Depth) fx4param4 (Phase) fx4param5 (Offset) fx5preset (Lo-Fi) | 0x0D | 0x3B 0x50 0x3B 0x00 0x41 0x6F 0x41 0x70 0x3B 0x30 0x3B 0x40 0x3B 0x50 0x3B 0x50 | [1,127] output as 8, 16, 24, 32,, and displayed as [-63,63] [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, 0.0 peth 111 Phase 74 Offset 0 1. Rate: 0.34Hz Feedback 10, 0.0 peth 111 Phase 74 Offset 180 2. Rate: 0.13Hz Feedback 32, 0.0 peth 16 Phase 64 Offset -180 Note: I have not determined the five actual NRPN values for each preset, just their display values. [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: y vals. Range Increment Value Range 40 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 [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 0. 1280. Then divide by 6.4. Cutting into 1280 even pieces). Then ROUND to nearest integer 0. 1280. Then divide by 10. Then subtract 64.0. The Hydrasynth seems to round 0.5 towards even. [0,127] output as 0, 8, 16, 24, 32, [0,127] output as 0, 8, 16, 24, 32, [0,127] output as 0, 8, 16, 24, 32, [0.360] output in increments of 8 (0, 8), singlayed as Lo-Fi 1, Lo-Fi 2. Presets are: 0. Cutoff 1600Hz Resonance 4.0 Tele Output 3dB Sampling 5513Hz Note: I have not determined the five actual NRPN values for each preset, just their display values. To display; if \$192, display 20000Hz. Else divide by 64 (cutting into 1280 even pieces). Then ROUND to nearest integer 0. 1.30. The Hydrasynth seems to round 0.5 towards even. | |
| fx3param4 (Hi-Depth) fx3param5 (LowHigh) fx4preset (Phaser) fx4param1 (Rate) fx4param2 (Feedback) fx4param3 (Depth) fx4param4 (Phase) fx4param5 (Offset) fx5preset (Lo-Fi) | 0x0D | 0x3B 0x50 0x3B 0x00 0x41 0x6F 0x41 0x70 0x3B 0x30 0x3B 0x40 0x3B 0x50 0x3B 0x50 | [1,127] output as 8, 16, 24, 32,, and displayed as [-63,63] [0,2] in increments of 8 (0, 8, 16), displayed as Phaser 1, Phaser 2, Phaser 3. Presets are: 0. Rate: 0.34Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 0 1. Rate: 0.34Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 180 2. Rate: 0.13Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 180 2. Rate: 0.13Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 180 3. Rate: 0.13Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 180 3. Rate: 0.13Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 180 3. Rate: 0.13Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 180 3. Rate: 0.13Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 180 3. Rate: 0.13Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 180 3. Rate: 0.13Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 180 3. Rate: 0.13Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 180 3. Rate: 0.13Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 180 3. Rate: 0.13Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 180 4.0 Rate: 0.13Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 180 4.0 Rate: 0.13Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 180 5. Rate: 0.13Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 180 6. Rate: 0.13Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 180 6. Rate: 0.13Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 180 6. Rate: 0.13Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 180 6. Rate: 0.13Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 180 6. Rate: 0.13Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 180 6. Rate: 0.13Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 180 6. Rate: 0.13Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 180 6. Rate: 0.13Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 180 6. Rate: 0.13Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 180 6. Rate: 0.13Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 180 6. Rate: 0.13Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 180 6. Rate: 0.13Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 180 6. Rate: 0.13Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 180 6. Rate: 0.13Hz Feedback 4 (0.0 Depth 180 6. Rate: 0.13Hz F | |
| fx3param4 (Hi-Depth) fx3param5 (LowHigh) fx4preset (Phaser) fx4param1 (Rate) fx4param2 (Feedback) fx4param3 (Depth) fx4param4 (Phase) fx4param5 (Offset) fx5preset (Lo-Fi) | 0x0D | 0x3B 0x50 0x3B 0x00 0x41 0x6F 0x41 0x70 0x3B 0x30 0x3B 0x40 0x3B 0x50 0x3B 0x50 | [1,127] output as 8, 16, 24, 32,, and displayed as [-63,63] [0,2] in increments of 8 (0, 8, 16), displayed as Phaser 1, Phaser 2, Phaser 3. Presets are: 0. Rate: 0.34Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 0 1. Rate: 0.34Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 180 2. Rate: 0.13Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 180 2. Rate: 0.13Hz Feedback 4 (0.0 Depth 111 Phase 74 Offset 180 3. Rate: 0.13Hz Feedback 4 (0.0 Depth 180 3. Rate: 0.13Hz Fee | |
| fx3param4 (Hi-Depth) fx3param5 (LowHigh) fx4preset (Phaser) fx4param1 (Rate) fx4param2 (Feedback) fx4param3 (Depth) fx4param4 (Phase) fx4param5 (Offset) fx5preset (Lo-Fi) | 0x0D | 0x3B 0x50 0x3B 0x00 0x41 0x6F 0x41 0x70 0x3B 0x30 0x3B 0x40 0x3B 0x50 0x3B 0x50 | [1,127] output as 8, 16, 24, 32,, and displayed as [-63,63] [0,2] in increments of 8 (0, 8, 16), displayed as Phaser 1, Phaser 2, Phaser 3. Presets are: 0. Rate: 0.34Hz Feedback 4, 0.0 Depth 111 Phase 74 Offset 0 1. Rate: 0.34Hz Feedback 4, 0.0 Depth 111 Phase 74 Offset 180 2. Rate: 0.13Hz Feedback 4, 0.0 Depth 111 Phase 74 Offset 180 2. Rate: 0.13Hz Feedback 4, 0.0 Depth 111 Phase 74 Offset 180 3. Rate: 0.13Hz Feedback 4, 0.0 Depth 191 Phase 74 Offset 180 3. Rate: 0.13Hz Feedback 4, 0.0 Depth 191 Phase 74 Offset 180 3. Rate: 0.13Hz Feedback 4, 0.0 Depth 191 Phase 74 Offset 180 3. Rate: 0.13Hz Feedback 4, 0.0 Depth 191 Phase 74 Offset 180 | |
| b3param4 (Hi-Depth) b3param5 (Low/High) fx4preset (Phaser) fx4param1 (Rate) fx4param2 (Feedback) fx4param3 (Depth) fx4param4 (Phase) fx4param5 (Offset) fx5preset (Lo-Fi) | 0x0D | 0x3B 0x50 0x3B 0x00 0x41 0x6F 0x41 0x70 0x3B 0x30 0x3B 0x40 0x3B 0x50 0x3B 0x50 | [1,127] output as 8, 16, 24, 32,, and displayed as [-63,63] [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, Depth 111 Phase 74 Offset 0 1. Rate: 0.34Hz Feedback 10, Depth 111 Phase 74 Offset 180 2. Rate: 0.13Hz Feedback 10, Depth 111 Phase 74 Offset 180 2. Rate: 0.13Hz Feedback 10, Depth 111 Phase 74 Offset 180 3. Rate: 0.13Hz Feedback 10, Depth 111 Phase 74 Offset 180 3. Rate: 0.13Hz Feedback 10, Depth 111 Phase 64 Offset 180 3. Rate: 0.13Hz Feedback 10, Depth 111 Phase 64 Offset 180 3. Rate: 0.13Hz Feedback 10, Depth 111 Phase 64 Offset 180 3. Rate: 10, 13Hz Feedback 10, Depth 111 Phase 64 Offset 180 3. Rate: 10, 13Hz Feedback 10, Depth 111 Phase 64 Offset 180 3. Rate: 10, 13Hz Feedback 10, Depth 111 Phase 64 Offset 180 3. Rate: 10, 13Hz Feedback 10, 13Hz Feedback 10, Depth 111 Phase | |
| fx3param4 (Hi-Depth) fx3param5 (LowHigh) fx4preset (Phaser) fx4param1 (Rate) fx4param2 (Feedback) fx4param3 (Depth) fx4param4 (Phase) fx4param5 (Offset) fx5preset (Lo-Fi) | 0x0D | 0x3B 0x50 0x3B 0x00 0x41 0x6F 0x41 0x70 0x3B 0x30 0x3B 0x40 0x3B 0x50 0x3B 0x50 | [1,127] output as 8, 16, 24, 32,, and displayed as [-63,63] [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, Depth 111 Phaser 24 Offset 1 1. Rate: 0.34Hz Feedback 10, Depth 111 Phaser 24 Offset 180 2. Rate: 0.13Hz Feedback 10, Depth 111 Phaser 24 Offset 180 Note: I have not determined the five actual NRPN values for each preset, just their display values. [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 ever pieces). Then display as follows: yulis: Range Increment Value Range 40 02-04-2 by 0.01 0-40 19 0.42-0.80 by 0.02 40-59 40 0.80-2.00 by 0.05 59-83 28 2.00-4.80 by 0.10 83-111 11 480-7.00 by 0.20 111-122 7 7.00-10.00 by 0.50 122-128 129 TOTAL [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. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 0.1280. Then divide by 10. Then subtract 64.0. The Hydrasynth seems to round 0.5 towards even. [0,127] output as 0, 8, 16, 24, 32, [0,127] output as 0, 8, 16, 24, 32 [0,280] output in increments of 8 (0, 8), displayed as Lo-Fi 1, Lo-Fi 2. Presets are: 0. Cutoff 1600Hz Resonance 2.8 Clean 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 values. [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, displayed as [160Hz,20000Hz]. All told there are 128 unique display values. To display: if 8192, displayed as [160Hz,20000Hz]. All told there are 128 unique display values. To display: if 8192, displayed as [160Hz,20000Hz]. All told there are 128 unique display values. To display: i | |
| fx3param4 (Hi-Depth) fx3param5 (Low/High) fx4preset (Phaser) fx4param1 (Rate) fx4param2 (Feedback) fx4param3 (Depth) fx4param4 (Phase) fx4param5 (Offset) fx5preset (Lo-FI) fx5param1 (Cutoff) | 0x0D | 0x3B 0x50 0x3B 0x00 0x41 0x6F 0x41 0x70 0x3B 0x30 0x3B 0x40 0x3B 0x50 0x3B 0x50 | [1,127] output as 8, 16, 24, 32,, and displayed as [-63,63] [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, Depth 111 Phase 74 Offset 0 1. Rate: 0.34Hz Feedback 10, Depth 111 Phase 74 Offset 180 2. Rate: 0.13Hz Feedback 10, Depth 111 Phase 74 Offset 180 Note: have not determined the five actual NRPN values for each preset, just their display values. [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 ever pieces). Then display as follows: # vals Range Increment Value Range | |
| b3param4 (Hi-Depth) b3param5 (Low/High) fx4preset (Phaser) fx4param1 (Rate) fx4param2 (Feedback) fx4param3 (Depth) fx4param4 (Phase) fx4param5 (Offset) fx5preset (Lo-Fi) | 0x0D | 0x3B 0x50 0x3B 0x00 0x41 0x6F 0x41 0x70 0x3B 0x30 0x3B 0x40 0x3B 0x50 0x3B 0x50 | [1,127] output as 8, 16, 24, 32,, and displayed as [-63,63] [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, Depth 111 Phase 74 Offset 0 1. Rate: 0.34Hz Feedback 10, Depth 111 Phase 74 Offset 180 2. Rate: 0.13Hz Feedback 10, Depth 111 Phase 74 Offset 180 2. Rate: 0.13Hz Feedback 10, Depth 111 Phase 74 Offset 180 3. Rate: 0.13Hz Feedback 10, Depth 111 Phase 74 Offset 180 3. Rate: 0.13Hz Feedback 32, Depth 96 Phase 64 Offset 180 3. Rate: 0.13Hz Feedback 32, Depth 96 Phase 64 Offset 180 3. Rate: 0.13Hz Feedback 180 | |
| bdparam4 (Hi-Depth) bdparam5 (Low/High) bdpreset (Phaser) bdpreset (Phaser) bdparam1 (Rate) bdparam2 (Feedback) bdparam3 (Depth) bdparam4 (Phase) bdparam4 (Phase) bdparam5 (Offset) bdpreset (Lo-FI) bdparam1 (Cutoff) | 0x0D | 0x3B 0x50 0x3B 0x00 0x41 0x6F 0x41 0x70 0x3B 0x30 0x3B 0x40 0x3B 0x50 0x3B 0x50 | [1,127] output as 8, 16, 24, 32,, and displayed as [-63,63] [0,2] in increments of 8 (0, 8, 16), displayed as Phaser 1, Phaser 2, Phaser 3. Presets are: 0. Rate: 0.34Hz Feedback 410. Depth 111 Phase 74. Offset 0 1. Rate: 0.34Hz Feedback 32. O Depth 36 Phase 74. Offset -180 2. Rate: 0.13Hz Feedback 32. O Depth 36 Phase 74. Offset -180 3. Rate: 0.13Hz Feedback 32. O Depth 36 Phase 54 Offset -180 3. Rate: 0.13Hz Feedback 32. O Depth 36 Phase 64 Offset -180 3. Rate: 0.13Hz Feedback 32. O Depth 36 Phase 64 Offset -180 3. Rate: 0.13Hz Feedback 32. O Depth 36 Phase 64 Offset -180 3. Rate: 0.13Hz Feedback 32. O Depth 36 Phase 64 Offset -180 3. Rate: 129 unique display 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 every pieces). Them display as follows: # vals: Range 40 0.02 - 0.42 by 0.01 0-40 19 0.42 - 0.80 by 0.02 40-59 40 0.02 - 0.42 by 0.01 0-40 19 0.42 - 0.80 by 0.02 40-59 40 0.02 - 0.42 by 0.01 83-111 11 4.80 - 7.00 by 0.02 111-122 7 7.00 - 10.00 by 0.50 122-128 129 TOTAL 10.8192] seemingly only output in increments of 8, and displayed as [-64.0, 64.0] in increments of 0.1. To display: if 6192, display 64.0. Else divide by 6.4 (cutting into 128 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. 10.270 output as 0.8, 16, 24, 32, 10.1271 output as 0.8, 16, 24, 32, 10.1271 output as 0.8, 16, 24, 32, 10.3601 output in increments of 8 (0, 8), displayed as Lo-Fi 1, Lo-Fi 2. Presets are: 10.1271 output as 0.8, 16, 24, 32, 10.3602 output in increments of 8 (0, 8), displayed as Lo-Fi 1, Lo-Fi 2. Presets are: 10.1271 output as 0.8, 16, 24, 32, 10.3603 output in increments of 8 (0.8) displayed as Lo-Fi 1, Lo-Fi 2. Presets are: 10.1271 output as 0.8, 16, 24, 32, 10.2800 output in increments of 8 (0.8) displayed as [-180,180] 10.110 increments of 8 (0.8) displayed as Lo-F | |
| bx3param4 (Hi-Depth) bx3param5 (LowHigh) bx4preset (Phaser) bx4param1 (Rate) bx4param2 (Feedback) bx4param3 (Depth) bx4param4 (Phase) bx4param5 (Offset) bx5perset (Lo-FI) bx5param1 (Cutoff) | 0x0D | 0x3B 0x50 0x3B 0x00 0x41 0x6F 0x41 0x70 0x3B 0x30 0x3B 0x40 0x3B 0x50 0x3B 0x50 | [1,127] output as 8, 16, 24, 32,, and displayed as [-63,63] [0,2] in increments of 8 (0, 8, 16), displayed as Phaser 1, Phaser 2, Phaser 3. Presets are: 0. Rate: 0.34Hz Feedback 410. Depth 111 Phase 74 Offset 0 1. Rate: 0.34Hz Feedback 32. O Depth 96 Phase 74 Offset -180 2. Rate: 0.13Hz Feedback 32. O Depth 96 Phase 74 Offset -180 3. Rate: 0.13Hz Feedback 32. O Depth 96 Phase 64 Offset -180 3. Rate: 0.13Hz Feedback 32. O Depth 96 Phase 64 Offset -180 3. Rate: 0.13Hz Feedback 32. O Depth 96 Phase 64 Offset -180 3. Rate: 0.13Hz Feedback 32. O Depth 96 Phase 64 Offset -180 3. Rate: 129 unique display 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 every pieces). Then display as follows: # vals: Range 40 0.02 - 0.42 by 0.01 0-40 19 0.42 - 0.80 by 0.02 40-59 40 0.02 - 0.42 by 0.01 0-83-111 11 4.80 - 7.00 by 0.02 111-122 7 7.00 - 10.00 by 0.50 122-128 129 TOTAL 10.8192] seemingly only output in increments of 8, and displayed as [-64.0, 64.0] in increments of 0.1. To display: if 6192, display 64.0. Else divide by 6.4 (cutting into 128 even pieces). Then CNUND to nearest integer 01280. Then divide by 10. Then subtract 64.0. The Hydrasynth seems to round 0.5 towards even. 10.270 Judyut as 0.8, 16, 24, 32, 10.1271 output as 0.8, 16, 24, 32, 10.2800 output in increments of 8 (0, 8), displayed as Lo-Fi 1, Lo-Fi 2. Presets are: 10.1271 output as 0.8, 16, 24, 32, 10.3801 output in increments of 8 (0, 8), displayed as Lo-Fi 1, Lo-Fi 2. Presets are: 10.1271 output as 0.8, 16, 24, 32, 10 | |

| fx5param4 (Output) | | 0x3B 0x40 | [-6, 36] output in multiples of 8 as 464, 472,, 792, 800 | |
|--|--------|------------------------|--|--|
| fx5param5 (Sampling) | | 0x3B 0x50 | [1, 16] output as 8, 16, 24, representing "44100", "22050", "14700", "11025", "8820", "7350", | |
| | | | "6300", "5513", "4900", "4410", "4009", "3675", "3392", "3150", "2940", "2756". Yes, the values go DOWN | |
| fx6preset (Tremolo) | | 0x3B 0x00 | [0,2] in increments of 8 (0, 8, 16), displayed as Tremolo 1, Tremolo 2, Tremolo 3. Presets are: | |
| | | | 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 | |
| | | | 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 | |
| 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 -20 dB Xover Lo 380 Hz Xover Hi 4000 Hz | |
| | | | Low Gain -7.5 dB High Gain 0.2 dB Mid Gain 1.0 dB Xover Lo 900 Hz Xover Hi 4000 Hz Low Gain 0.0 dB High Gain -10.0 dB Mid Gain 1.0 dB Xover Lo 500 Hz Xover Hi 5008 Hz | |
| | | | Low Gain 3.0 dB High Gain 3.0 dB Mid Gain 0.0 dB Xover Lo 500 5Hz Xover Hi 7760 Hz 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) | 000 | 044 005 | [0,1020] output in multiples of 8 as 0, 8, 16,, 8152, 8160. Displayed as [-36.0,24.0 in | |
| ix/paramii (Low Gain) | 0x0C | 0x41 0x6F | 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 | |
| fx7param5 (Xover High) | | 0x3B 0x50 | multiples of 2 as 32, 34,, 2000. [32,1000] in increments of 1 output as multiples of 8 as 256, 264,, 8000 and displayed as | |
| ix/parano (xover riigh) | | CAGE CAGE | 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 | + | 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 ROUND to nearest integer 0190. Then divide by 10. Then add 1.0. The Hydrasynth seems to round 0.5 towards even. | |
| fx8param3 (Attack) | | 0x3B 0x30 | [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: | |
| | | | 0. Drive 58.0 Tone -26.5 Asym 0 Curve 128 Output -7.7dB | |
| | | | Drive 63.0 Tone 38.8 Asym 24 Curve 13 Output -4.6dB Drive 49.4 Tone 17.2 Asym 0 Curve 0 Output -10.6dB | |
| | | | Note: I have not determined the five actual NRPN values for each preset, just their display | |
| | | | values. | |
| fx9param1 (Drive) | 0x0C | 0x41 0x6F | [0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then | |
| | | | ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. | |
| fx9param2 (Tone) | 0x0D | 0x41 0x70 | [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 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 | seems to round 0.5 towards even. [0,128] in steps of 8 (0, 8, 16, 24,) | |
| fx9param3 (Asym) fx9param4 | | 0x3B 0x40 | [0,128] in steps of 8 (0, 8, 16, 24,) [0,128] in steps of 8 (0, 8, 16, 24,) | |
| fx9param3 (Asym) | | | [0,128] in steps of 8 (0, 8, 16, 24,) | |
| fx9param3 (Asym) fx9param4 | | 0x3B 0x40 | [0,128] in steps of 8 (0, 8, 16, 24,) [0,128] in steps of 8 (0, 8, 16, 24,) | |
| fx9param3 (Asym) fx9param4 fx9param5 (Output) | Morris | 0x3B 0x40 0x3B 0x50 | [0,128] in steps of 8 (0, 8, 16, 24,) [0,128] in steps of 8 (0, 8, 16, 24,) | |
| fx9param3 (Asym) fx9param4 fx9param5 (Output) Patch Parameters without | NRPNA | 0x3B 0x40 0x3B 0x50 | [0,128] in steps of 8 (0, 8, 16, 24,) [0,128] in steps of 8 (0, 8, 16, 24,) [-36.0,24.0] dB in increments of 0.1 output as in multiples of 8 as 0, 8, 16,, 4800 | |
| fx9param3 (Asym) fx9param4 fx9param5 (Output) Patch Parameters without Name | NRPNA | 0x3B 0x40 0x3B 0x50 | [0,128] in steps of 8 (0, 8, 16, 24,) [0,128] in steps of 8 (0, 8, 16, 24,) [-36.0,24.0] dB in increments of 0.1 output as in multiples of 8 as 0, 8, 16,, 4800 Description | |
| fx9param3 (Asym) fx9param4 fx9param5 (Output) Patch Parameters without Name name | NRPNA | 0x3B 0x40 0x3B 0x50 | [0,128] in steps of 8 (0, 8, 16, 24,) [0,128] in steps of 8 (0, 8, 16, 24,) [-36.0,24.0] dB in increments of 0.1 output as in multiples of 8 as 0, 8, 16,, 4800 Description 16 ASCII bytes | |
| fx9param3 (Asym) fx9param4 fx9param5 (Output) Patch Parameters without Name name category | NRPNA | 0x3B 0x40 0x3B 0x50 | [0,128] in steps of 8 (0, 8, 16, 24,) [0,128] in steps of 8 (0, 8, 16, 24,) [-36.0,24.0] dB in increments of 0.1 output as in multiples of 8 as 0, 8, 16,, 4800 Description 16 ASCII bytes [0,18] CATEGORIES | |
| fx9param3 (Asym) fx9param4 fx9param5 (Output) Patch Parameters without Name name category color | NRPN/0 | 0x3B 0x40 0x3B 0x50 | [0,128] in steps of 8 (0, 8, 16, 24,) [0,128] in steps of 8 (0, 8, 16, 24,) [-36.0,24.0] dB in increments of 0.1 output as in multiples of 8 as 0, 8, 16,, 4800 Description 16 ASCII bytes [0,18] CATEGORIES [0,31] COLORS | |
| fx9param3 (Asym) fx9param4 fx9param5 (Output) Patch Parameters without Name category color macro1name | NRPNA | 0x3B 0x40 0x3B 0x50 | [0,128] in steps of 8 (0, 8, 16, 24,) [0,128] in steps of 8 (0, 8, 16, 24,) [-36.0,24.0] dB in increments of 0.1 output as in multiples of 8 as 0, 8, 16,, 4800 Description 16 ASCII bytes [0,18] CATEGORIES | |
| fx9param3 (Asym) fx9param4 fx9param5 (Output) Patch Parameters without Name name category color | NRPNA | 0x3B 0x40 0x3B 0x50 | [0,128] in steps of 8 (0, 8, 16, 24,) [0,128] in steps of 8 (0, 8, 16, 24,) [-36.0,24.0] dB in increments of 0.1 output as in multiples of 8 as 0, 8, 16,, 4800 Description 16 ASCII bytes [0,18] CATEGORIES [0,31] COLORS | |
| fx9param3 (Asym) fx9param4 fx9param5 (Output) Patch Parameters without Name category color macro1name macro2name | NRPNA | 0x3B 0x40 0x3B 0x50 | [0,128] in steps of 8 (0, 8, 16, 24,) [0,128] in steps of 8 (0, 8, 16, 24,) [-36.0,24.0] dB in increments of 0.1 output as in multiples of 8 as 0, 8, 16,, 4800 Description 16 ASCII bytes [0,18] CATEGORIES [0,31] COLORS | |
| fx9param3 (Asym) fx9param4 fx9param5 (Output) Patch Parameters without Name name category color macro1name macro2name macro3name | NRPN/ | 0x3B 0x40 0x3B 0x50 | [0,128] in steps of 8 (0, 8, 16, 24,) [0,128] in steps of 8 (0, 8, 16, 24,) [-36.0,24.0] dB in increments of 0.1 output as in multiples of 8 as 0, 8, 16,, 4800 Description 16 ASCII bytes [0,18] CATEGORIES [0,31] COLORS | |
| fx9param3 (Asym) fx9param4 fx9param5 (Output) Patch Parameters without Name name category color macro1name macro2name macro3name macro4name | NRPINA | 0x3B 0x40 0x3B 0x50 | [0,128] in steps of 8 (0, 8, 16, 24,) [0,128] in steps of 8 (0, 8, 16, 24,) [-36.0,24.0] dB in increments of 0.1 output as in multiples of 8 as 0, 8, 16,, 4800 Description 16 ASCII bytes [0,18] CATEGORIES [0,31] COLORS | |

| macro7name | | | | |
|---------------------------------------|--------------|----------------|--|--|
| macro8name | | | | |
| voicescale | | | Instead of sending one message, Voice Scale sends many NRPN messages. It starts with $0xF$ $0x45 -> 1$. It then sends $0xF$ $0x52 -> MSB=[011]$ LSB=[012] where LSB = MSB + 1 is the standard for "C", and for CR 0 it SLSB = 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 Values | 1 | | | |
| Name | CC | Range | Notes | |
| osc1cent | 0x6F | 14-114 | -50 +50 | |
| osc1wavscan | 0x18 | 0-127 | | |
| osc2cent | 0x70 | | | |
| osc2wavscan osc3cent | 0x1A 0x71 | | | |
| | _ | 0.407 | | |
| mutator1ratio mutator1depth | 0x1D 0x1E | 0-127 0-127 | | |
| mutator1wet | 0x1F | 0-127 | | |
| mutator2ratio | 0x21 | 0 127 | | |
| mutator2depth | 0x22 | | | |
| mutator2wet | 0x23 | | | |
| mutator3ratio | 0x24 | | | |
| mutator3depth | 0x25 | | | |
| mutator3wet | 0x27 | | | |
| mutator4ratio | 0x28 | | | |
| mutator4depth | 0x29 | | | |
| mutator4wet | 0x2A | | | |
| ringmoddepth | 0x2B | | | |
| mixerosc1vol | 0x2C | 0-127 | It seems that 128.0 is CC 127, and <128.0 is 126. Maybe rounded up? | |
| mixerosc1pan | 0x2D | 0-127 | -64 + 64 0 -> 64 | |
| mixerosc1filterratio | 0x76 | 0-127 | 100:0 to 0:100 50:50 -> 64 | |
| mixerosc2vol | 0x2E | | | |
| mixerosc2pan | 0x2F | | | |
| mixerosc2filterratio | 0x77 | | | |
| mixerosc3vol | 0x30 | | | |
| mixerosc3pan | 0x31 0x72 | | | |
| mixerosc3filterratio mixernoisevol | 0x72 | | | |
| mixernoisepan | 0x08 | | | |
| mixernoisefilterratio | 0x73 | | | |
| mixerringmodvol | 0x09 | | | |
| mixerringmodpan | 0x0A | | | |
| mixerringmodfilterratio | 0x74 | | | |
| filter1cutoff | 0x4A | 0-127 | | |
| filter1drive | 0x32 | 0-127 | | |
| filter1resonance | 0x47 | 0-127 | | |
| filter1keytrack | 0x33 | 0-127 | 100% -> 96 0% -> 64 | |
| filter1lfo1amount | 0x34 | 0-127 | -64 + 64 0 -> 64 | |
| filter1velenv | 0x35 | 0-127 | -64 + 64 0 -> 64 | |
| filter1env1amount | 0x36 | 0-127 | -64 + 64 0 -> 64 | |
| filter2cutoff | 0x37 | | | |
| filter2resonance | 0x38 0x39 | 0-127 | | |
| filter2keytrack | 0x39 | 0-12/ | | |
| filter2lfo1amount | 0x3A 0x3B | | | |
| filter2velenv | 0x3C | | | |
| filter2env1amount | 0x3D | | | |
| amplfo2amount | 0x3E | 0-127 | -64 + 64 0 -> 64 | |
| prefxwet | 0x5D | 0-127 | 0-100% 50% -> 64 | |
| prefxparam1 | 0x0C | 0-127 | | |
| prefxparam2 | 0x0D | | | |
| delaywet | 0x5C | 0-127 | 0-100% 50% -> 64 | |
| delayfeedback | 0x0E | 0-127 | | |
| delaytimesyncoff | 0x0F | 0-127 | | |
| delaywettone | 0x3F | 0-127 | -64 + 64 0 -> 64 | |
| reverbwet | 0x5B | 0-127 | 0-100% 50% -> 64 | |
| reverbtime | 0x41 | 0-127 | Freeze -> 127 | |
| reverbtone | 0x43 | 0-127 | -64 + 64 0 -> 64 | |
| postfxwet | 0x5E | 0-127 | 0-100% 50% -> 64 | |
| postfxparam1 | 0x44 | 0-127 | | |
| postfxparam2 Ifo1level | 0x45 0x46 | 0-127 | | |
| Ifo1ratesyncoff | 0x46 0x48 | 0-127 | | |
| Ifo2level | 0x46 | 3 .27 | | |
| Ifo2ratesyncoff | 0x10 | | | |
| Ifo3level | 0x4B | | | |
| lfo3ratesyncoff | 0x4C | | | |
| - | - | | ! | |

| Ifo4level | 0x4D | | | |
|---|--|--|--|--|
| Ifo4ratesyncoff | 0x4E | | | |
| Ifo5level | 0x4F | | | |
| | | | | |
| Ifo5ratesyncoff | 0x50 | | | |
| env1attacksyncoff | 0x51 | 0-127 | | |
| env1decaysyncoff | 0x52 | 0-127 | | |
| | | | | |
| env1sustain | 0x53 | 0-127 | | |
| env1releasesyncoff | 0x54 | 0-127 | | |
| env2attacksyncoff | 0x55 | | | |
| | 0x56 | | | |
| env2decaysyncoff | | | | |
| env2sustain | 0x57 | | | |
| env2releasesyncoff | 0x58 | | | |
| env3attacksyncoff | 0x59 | | | |
| · · | | | | |
| env3decaysyncoff | 0x5A | | | |
| env3sustain | 0x60 | | | |
| env3releasesyncoff | 0x61 | | | |
| env4attacksyncoff | 0x19 | | | |
| | | | | |
| env4decaysyncoff | 0x1B | | | |
| env4sustain | 0x7D | | | |
| env4releasesyncoff | 0x7C | | | |
| | | | | |
| env5attacksyncoff | 0x66 | | | |
| env5decaysyncoff | 0x67 | | | |
| env5sustain | 0x68 | | | |
| | | | | |
| env5releasesyncoff | 0x69 | | | |
| arpdivision | 0x6A | 0-11 | | |
| arpgate | 0x6B | 5-100 | 5%100% | |
| arpoctave | 0x78 | 1-4 | | |
| | | | | |
| arpmode | 0x6C | 0-7 | | |
| arplength | 0x7A | 0-32 | 0 = Default | |
| arpratchet | 0x6D | 0-127 | | |
| | | | | |
| arpchance | 0x6E | 0-100 | 0% 100% | |
| macro1panelvalue | 0x10 | 0-127 | | |
| macro2panelvalue | 0x11 | | | |
| | | | | |
| macro3panelvalue | 0x12 | | | |
| macro4panelvalue | 0x13 | | | |
| macro5panelvalue | 0x14 | | | |
| | | | | |
| | | | | |
| macro6panelvalue | 0x15 | | | |
| macro6panelvalue macro7panelvalue | 0x15 0x16 | | | |
| macro7panelvalue | 0x16 | | | |
| macro7panelvalue macro8panelvalue | 0x16 0x17 | 0.127 | | |
| macro7panelvalue macro8panelvalue voicedetune | 0x16 0x17 0x5F | 0-127 | | |
| macro7panelvalue macro8panelvalue | 0x16 0x17 0x5F | 0-127 0-127 | | |
| macro7panelvalue macro8panelvalue voicedetune voicestereowidth | 0x16 0x17 0x5F 0x75 | 0-127 | Off, On | |
| macro7panelvalue macro8panelvalue voicedetune voicestereowidth voiceglide | 0x16 0x17 0x5F 0x75 0x42 | 0-127 0-1 | Off, On | |
| macro7panelvalue macro8panelvalue voicedetune voicestereowidth | 0x16 0x17 0x5F 0x75 0x42 | 0-127 | Off, On | |
| macro7panelvalue macro8panelvalue voicedetune voicestereowidth voiceglide | 0x16 0x17 0x5F 0x75 0x42 | 0-127 0-1 | Off, On | |
| macro7panelvalue macro8panelvalue voicedetune voicestereowidth voiceglide | 0x16 0x17 0x5F 0x75 0x42 | 0-127 0-1 | Off, On | |
| macro7panelvalue macro8panelvalue voicedetune voicestereowidth voiceglide voiceglidetime | 0x16 0x17 0x5F 0x75 0x42 0x05 | 0-127 0-1 0-127 | Off, On | |
| macro7panelvalue macro8panelvalue voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP- | 0x16 0x17 0x5F 0x75 0x42 0x05 | 0-127 0-1 0-127 | | |
| macro7panelvalue macro8panelvalue voicedetune voicestereowidth voiceglide voiceglidetime | 0x16 0x17 0x5F 0x75 0x42 0x05 | 0-127 0-1 0-127 | Notes | |
| macro7panelvalue macro8panelvalue voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP- | 0x16 0x17 0x5F 0x75 0x42 0x05 | 0-127 0-1 0-127 | | |
| macro7panelvalue macro8panelvalue voicedetune voicestercewidth voiceglide voiceglidetime Some Undocumented NRP- Name Arpeggiator Tempo | 0x16 0x17 0x5F 0x75 0x42 0x05 | 0-127 0-1 0-127 0-127 0-127 NRPN 0x3F 0x38 | Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. | |
| macro7panelvalue macro8panelvalue voicedetune voicestercewidth voiceglide voiceglidetime Some Undocumented NRP. Name Arpeggiator Tempo Arpeggiator On/Off | 0x16 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] | |
| macro7panelvalue macro8panelvalue voicedetune voicestereowidth voiceglidetime Some Undocumented NRP. Name Arpeggiator Tempo Arpeggiator On/Off Chord Button Pressed | 0x16 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] MSB = 0x00 LSB = 0x00 | |
| macro7panelvalue macro8panelvalue voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP- Name Arpeggiator Tempo Arpeggiator On/Off Chord Button Pressed Occasionally when patch | 0x16 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] | |
| macro7panelvalue macro8panelvalue voiceddtune voiceddtune voiceglide voiceglidetime Some Undocumented NRP. Name Arpeggiator Tempo Arpeggiator On/Off Chord Button Pressed Occasionally when patch select dial is turned. | 0x16 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] MSB = 0x00 LSB = 0x00 | |
| macro7panelvalue macro8panelvalue voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP. Name Arpeggiator Tempo Arpeggiator Ton/Off Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose. | 0x16 0x17 0x5F 0x75 0x42 0x05 | 0-127 0-1 0-127 ages 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 | |
| macro7panelvalue macro8panelvalue voicedetune voicedetune voiceglide voiceglidetime Some Undocumented NRP- Name Arpeggiator Tempo Arpeggiator On/Off Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose. Emitted when Tap Trig | 0x16 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] MSB = 0x00 LSB = 0x00 | |
| macro7panelvalue macro8panelvalue voicedetune voicedetune voiceglidetime Some Undocumented NRP. Name Arpeggiator Tempo Arpeggiator On/Off Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose. Emitted when Tap Trig turned On on panel | 0x16 0x17 0x5F 0x75 0x42 0x05 | 0-127 0-1 0-127 6-127 | 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 | |
| macro7panelvalue macro8panelvalue voicedetune voicestereowidth voiceglide voiceglidetime Some Undocumented NRP. Name Arpeggiator Tempo Arpeggiator Ton/Off Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose. Emitted when Tap Trig turned On on panel Emitted when ribbon strip | 0x16 0x17 0x5F 0x75 0x42 0x05 | 0-127 0-1 0-127 6-127 | 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 | |
| macro7panelvalue macro8panelvalue voicedetune voicedetune voiceglidetime Some Undocumented NRP. Name Arpeggiator Tempo Arpeggiator On/Off Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose. Emitted when Tap Trig turned On on panel | 0x16 0x17 0x5F 0x75 0x42 0x05 | 0-127 0-1 0-127 6-127 | 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] Bug: this seriously screws with downstream synths and so NRPN must be turned off in | |
| macro7panelvalue macro8panelvalue voicedetune voicedetune voiceglidetime Some Undocumented NRP. Name Arpeggiator Tempo Arpeggiator On/Off Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose. Emitted when Tap Trig turned On on panel Emitted when ribbon strip used as pitch bend. | 0x16 0x17 0x5F 0x75 0x42 0x05 | 0-127 0-1 0-127 0-127 0-127 0-36 0-37 0-38 0-39 0-3 | 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] | |
| macro7panelvalue macro8panelvalue voicedetune voicedetune voiceglidetime Some Undocumented NRP. Name Arpeggiator Tempo Arpeggiator On/Off Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose. Emitted when Tap Trig turned On on panel Emitted when ribbon strip used as pitch bend. | 0x16 0x17 0x5F 0x75 0x42 0x05 | 0-127 0-1 0-127 0-127 0-127 0-36 0-37 0-38 0-39 0-3 | 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] Bug: this seriously screws with downstream synths and so NRPN must be turned off in | |
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| macro7panelvalue macro8panelvalue voicedetune voicedetune voicestercewidth voiceglide voiceglidetime Some Undocumented NRP- Name Arpeggiator Tempo Arpeggiator Tempo Arpeggiator On/Off Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose. Emitted when Tap Trig turned On on panel Emitted when ribbon strip used as pitch bend. Unknown purpose. Non-Patch NRPN Message: Name | 0x16 0x17 0x5F 0x75 0x75 0x42 0x05 | 0-127 0-1 0-127 0- | Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. [0,1] MSB = 0x00 LSB = 0x00 MSB = 0x09 LSB = various MSB = 0x00 LSB = 0x00 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 | |
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| macro7panelvalue macro8panelvalue voicedetune voicedetune voicesplide voiceglide voiceglidetime Some Undocumented NRP- Name Arpeggiator Tempo Arpeggiator Tempo Arpeggiator Tempo Cocasionally when patch select dial is turned, Unknown Purpose. Emitted when Tap Trig turned On on panel Emitted when Tap Trig turned On on panel Emitted when Tap Trig turned On on panel authorized the select dial is turned, Unknown purpose. Non-Patch NRPN Message: Name allosccent osc1solowavescan1 osc1solowavescan2 osc1solowavescan3 osc1solowavescan6 osc1solowavescan6 osc1solowavescan6 osc1solowavescan7 osc1solowavescan7 osc1solowavescan6 | 0x16 0x17 0x5F 0x75 0x75 0x42 0x05 | 0-127 0-1 0-127 0-1 0-127 0-1 0-127 0-127 0-127 0-127 0-127 0-127 0-128 0-129 | 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 = 0x00 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, 6143 = -49,, 8191 = -1 | |
| macro7panelvalue macro8panelvalue voicedetune voicedetune voicedetime Some Undocumented NRP, Name Arpegglator Tempo Arpegglator Tempo Arpegglator Ton/Off Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose. Emitted when ribbon strip used as pitch bend. Unknown purpose. Non-Patch NRPN Message: Name alliosccent osc1solowavescan1 osc1solowavescan2 osc1solowavescan4 osc1solowavescan5 osc1solowavescan6 osc1solowavescan7 osc1solowavescan7 osc1solowavescan8 osc2solowavescan8 osc2solowavescan1 osc2solowavescan1 osc2solowavescan1 osc2solowavescan3 | 0x16 0x17 0x5F 0x75 0x75 0x42 0x05 | 0-127 0-1 0-127 0-1 0-127 0-1 0-127 0-1 0-127 0-1 0-127 0-12 | 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 = 0x00 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, 6143 = -49,, 8191 = -1 | |
| macro7panelvalue macro8panelvalue voicedetune voicedetune voiceglide voiceglidetime Some Undocumented NRP. Name Arpeggiator Tempo Arpeggiator Tempo Arpeggiator Tempo Arpeggiator Tempo Arpeggiator On/Off Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose. Emitted when Tap Trig turned On on panel Emitted when ribbon strip used as pitch bend. Unknown purpose. Non-Patch NRPN Message: Name allosccent osc1solowavescan1 osc1solowavescan2 osc1solowavescan3 osc1solowavescan4 osc1solowavescan6 osc1solowavescan7 osc1solowavescan7 osc1solowavescan8 osc2solowavescan1 osc2solowavescan1 osc2solowavescan1 osc2solowavescan3 osc2solowavescan3 | 0x16 0x17 0x5F 0x75 0x75 0x42 0x05 | 0-127 0-1 0-127 0-1 0-127 0-1 0-127 0-1 0-127 0-1 0-127 0-127 0-127 0-129 0-12 | Notes [300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. [0,1] MSB = 0x00 LSB = 0x00 MSB = 0x00 LSB = 0x00 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, 6143 = -49,, 8191 = -1 | |
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| osc2solowavescan7 | | 0x3F 0x1c | | |
|-------------------|------|-----------|------------------------------------|--|
| osc2solowavescan8 | | 0x3F 0x1c | | |
| mixersolo | | 0x3F 0x25 | [0, 1] | |
| macro1panelvalue | 0x10 | 0x3F 0x58 | [Range and display not determined] | |
| macro2panelvalue | 0x11 | 0x3F 0x59 | | |
| macro3panelvalue | 0x12 | 0x3F 0x5A | | |
| macro4panelvalue | 0x13 | 0x3F 0x5B | | |
| macro5panelvalue | 0x14 | 0x3F 0x5C | | |
| macro6panelvalue | 0x15 | 0x3F 0x5D | | |
| macro7panelvalue | 0x16 | 0x3F 0x5E | | |
| macro8panelvalue | 0x17 | 0x3F 0x5F | | |
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