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

mutator1window				
		0x40 0x1C	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if \$192\$, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then CVIII/D to appear to recent 0.199. Then divide by 4.0. The higher than the page to the pieces.	
			ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even.	
mutator1warp1		0x40 0x60	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5	
			towards even.	
mutator1warp2		0x40 0x61		
mutator1warp3		0x40 0x62		
mutator1warp4		0x40 0x63		
mutator1warp5		0x40 0x64		
mutator1warp6		0x40 0x65		
mutator1warp7		0x40 0x66		
mutator1warp8 mutator2ratio	0x21	0x40 0x67 0x41 0x2D		
mutator2depth	0x22	0x40 0x20		
mutator2wet	0x23	0x40 0x23		
mutator2feedback	UNZU	0x40 0x26		
mutator2window		0x40 0x1D		
mutator2warp1		0x40 0x68		
mutator2warp2		0x40 0x69		
mutator2warp3		0x40 0x6A		
mutator2warp4		0x40 0x6B		
mutator2warp5		0x40 0x6C		
mutator2warp6		0x40 0x6D		
mutator2warp7		0x40 0x6E		
mutator2warp8		0x40 0x6F		
mutator3ratio	0x24	0x41 0x2E		
mutator3depth	0x25	0x40 0x21		
mutator3wet	0x27	0x40 0x24		
mutator3feedback		0x40 0x27		
mutator3window		0x40 0x1E		
mutator3warp1		0x40 0x70		
mutator3warp2		0x40 0x71		
mutator3warp3		0x40 0x72		
mutator3warp4		0x40 0x73		
mutator3warp5		0x40 0x74		
mutator3warp6		0x40 0x75		
mutator3warp7		0x40 0x76		
mutator3warp8		0x40 0x77		
mutator4ratio	0x28	0x41 0x2F		
mutator4depth	0x29	0x40 0x16		
mutator4wet	0x2A	0x40 0x17		
mutator4feedback		0x40 0x1B		
mutator4window		0x40 0x1A		
mutator4window mutator4warp1		0x40 0x1A 0x40 0x78		
mutator4window mutator4warp1 mutator4warp2		0x40 0x1A 0x40 0x78 0x40 0x79		
mutator4window mutator4warp1 mutator4warp2 mutator4warp3		0x40 0x1A 0x40 0x78 0x40 0x79 0x40 0x7A		
mutator4window mutator4warp1 mutator4warp2 mutator4warp3 mutator4warp4		0x40 0x1A 0x40 0x78 0x40 0x79 0x40 0x7A 0x40 0x7B		
mutator4window mutator4warp1 mutator4warp2 mutator4warp3 mutator4warp4 mutator4warp5		0x40 0x1A 0x40 0x78 0x40 0x79 0x40 0x7A 0x40 0x7B 0x40 0x7C		
mutator4window mutator4warp1 mutator4warp2 mutator4warp3 mutator4warp4 mutator4warp5 mutator4warp6		0x40 0x1A 0x40 0x78 0x40 0x79 0x40 0x7A 0x40 0x7B 0x40 0x7C 0x40 0x7D		
mutator4window mutator4warp1 mutator4warp2 mutator4warp3 mutator4warp4 mutator4warp5		0x40 0x1A 0x40 0x78 0x40 0x79 0x40 0x7A 0x40 0x7B 0x40 0x7C 0x40 0x7D 0x40 0x7D		
mutator4window mutator4warp1 mutator4warp2 mutator4warp3 mutator4warp4 mutator4warp5 mutator4warp6 mutator4warp7		0x40 0x1A 0x40 0x78 0x40 0x79 0x40 0x7A 0x40 0x7B 0x40 0x7C 0x40 0x7D	[0,6] White Pink Brown Red Blue Violet Grey	
mutator4window mutator4warp1 mutator4warp2 mutator4warp3 mutator4warp4 mutator4warp5 mutator4warp5 mutator4warp7 mutator4warp8	0x2B	0x40 0x1A 0x40 0x78 0x40 0x79 0x40 0x7A 0x40 0x7B 0x40 0x7C 0x40 0x7D 0x40 0x7E 0x40 0x7F	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 0.	
mutator4window mutator4warp1 mutator4warp2 mutator4warp3 mutator4warp4 mutator4warp5 mutator4warp6 mutator4warp7 mutator4warp8 noisetype ringmoddepth	0x2B	0x40 0x1A 0x40 0x78 0x40 0x79 0x40 0x7A 0x40 0x7B 0x40 0x7C 0x40 0x7C 0x40 0x7C 0x40 0x7E 0x40 0x7F 0x40 0x7F 0x40 0x03	[0.8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even.	
mutator4window mutator4warp1 mutator4warp2 mutator4warp3 mutator4warp4 mutator4warp5 mutator4warp6 mutator4warp7 mutator4warp8 noisetype ringmoddepth	0x2B	0x40 0x1A 0x40 0x78 0x40 0x79 0x40 0x7A 0x40 0x7B 0x40 0x7C 0x40 0x7C 0x40 0x7C 0x40 0x7F 0x40 0x7F 0x40 0x3F 0x3F 0x26	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 0.	
mutator4window mutator4warp1 mutator4warp2 mutator4warp3 mutator4warp4 mutator4warp5 mutator4warp6 mutator4warp7 mutator4warp8 noisetype ringmoddepth		0x40 0x1A 0x40 0x78 0x40 0x79 0x40 0x7A 0x40 0x7B 0x40 0x7C 0x40 0x7C 0x40 0x7C 0x40 0x7E 0x40 0x7F 0x40 0x7F 0x40 0x03	[0.8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even.	
mutator4window mutator4warp1 mutator4warp2 mutator4warp3 mutator4warp4 mutator4warp6 mutator4warp6 mutator4warp7 mutator4warp8 noisetype ringmoddepth ringmodsource1 ringmodsource2		0x40 0x1A 0x40 0x78 0x40 0x79 0x40 0x7A 0x40 0x7A 0x40 0x7C 0x40 0x7D 0x40 0x7E 0x40 0x7F 0x3F 0x27 0x40 0x7F 0x3F 0x27	[0.8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. MSB = Source Num [0, 1] LSB = [0,9] RING_MOD_SOURCES [0.8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1 To display: 18.92 display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, and displayed as [-6.4.0.64.0] in increments of 0.1 To display: 16.92 (sisplay 64.0. Else divide by 10. The Hydrasynth seems to round 0.5 towards even.	
mutator4window mutator4warp1 mutator4warp2 mutator4warp3 mutator4warp4 mutator4warp5 mutator4warp6 mutator4warp7 mutator4warp7 mutator4warp8 noisetype ringmoddepth ringmodsource1 ringmodsource2 mixerosc1vol	0x2C	0x40 0x1A 0x40 0x78 0x40 0x79 0x40 0x7A 0x40 0x7B 0x40 0x7C 0x40 0x7C 0x40 0x7E 0x40 0x7F 0x40 0x7F 0x3F 0x27 0x40 0x03	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. MSB = Source Num [0, 1] LSB = [0,9] RING_MOD_SOURCES [0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0,8192] seemingly only output in increments of 8, and displayed as [-64.0,64.0] in increments of 1.0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then	
mutator4window mutator4warp1 mutator4warp2 mutator4warp3 mutator4warp4 mutator4warp5 mutator4warp6 mutator4warp6 mutator4warp8 noisetype ringmoddepth ringmodsource1 ringmodsource2 mixerosc1vol mixerosc1pan	0x2C 0x2D	0x40 0x1A 0x40 0x78 0x40 0x79 0x40 0x7A 0x40 0x7E 0x40 0x7C 0x40 0x7E 0x40 0x7E 0x40 0x7E 0x40 0x7E 0x40 0x7F 0x3F 0x27 0x40 0x03 0x3F 0x26 0x3F 0x26 0x3F 0x26 0x40 0x07	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then rivide by 10. The Hydrasynth seems to round 0.5 towards even. MSB = Source Num [0, 1] LSB = [0,9] RING_MOD_SOURCES [0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0,8192] seemingly only output in increments of 8, and displayed as [64.0,64.0] in increments of 0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then subtract 640. Then ROUND to nearest integer -640640. Then divide by 10. The Hydrasynth seems to cound 0.5 towards even. [0,8192] seemingly only output in increments of 8, and displayed as [64.0,64.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1290 even pieces). Then ROUND to nearest integer -640640. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0,8192] seemingly only output in increments of 8, and displayed as [61.00, 100.0] in increments of 1. To display: if 8192, display 128.0. Else divide by 8.1 82 (cutting into 100 even pieces). Then	
mutator4window mutator4warp1 mutator4warp2 mutator4warp3 mutator4warp4 mutator4warp5 mutator4warp6 mutator4warp7 mutator4warp8 noisetype ringmoddepth ringmodsource1 ringmodsource2 mixerosc1pan mixerosc1pan	0x2C 0x2D 0x76	0x40 0x1A 0x40 0x78 0x40 0x79 0x40 0x7A 0x40 0x7B 0x40 0x7C 0x40 0x7C 0x40 0x7E 0x40 0x7F 0x40 0x7F 0x3F 0x27 0x40 0x03 0x3F 0x26 0x40 0x07 0x40 0x07	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then rivide by 10. The Hydrasynth seems to round 0.5 towards even. MSB = Source Num [0, 1] LSB = [0,9] RING_MOD_SOURCES [0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0,8192] seemingly only output in increments of 8, and displayed as [64.0,64.0] in increments of 0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then subtract 640. Then ROUND to nearest integer -640640. Then divide by 10. The Hydrasynth seems to cound 0.5 towards even. [0,8192] seemingly only output in increments of 8, and displayed as [64.0,64.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1290 even pieces). Then ROUND to nearest integer -640640. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0,8192] seemingly only output in increments of 8, and displayed as [61.00, 100.0] in increments of 1. To display: if 8192, display 128.0. Else divide by 8.1 82 (cutting into 100 even pieces). Then	
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mixerfilterrouting		0x3F 0x2C	[0,1] "Series", "Parallel"	
filter1 positionofdrive		0x3F 0x29	[0,1] "Pre", "Post"	
filter1 cutoff	0x4A	0x40 0x28	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even.	
filter1 drive	0x32	0x40 0x2B	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even.	
filter1resonance	0x47	0x40 0x29	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even.	
filter1 special		0x40 0x2A	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if \$192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 0.1280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. This is Vowel Formant Control, labelled "Control" on the synth.	
filter1keytrack	0x33	0x41 0x66	[0.8192] seemingly only output in increments of 8, and displayed as [-200%,200%] in increments of 1. To display; if 8192, display 200%. Else divide by 20.48 (cutting into 400 even pieces). Then FLOOR to integer 0400. Then subtract 200.	
filter1lfo1amount	0x34	0x41 0x60	[0,8192] seemingly only output in increments of 8, and displayed as [-64.0,64.0] in increments of 0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 towards even.	
filter1 vowelorder		0x3F 0x2E	[0,7] "AEIOU", "AIUEO", "AUIOE", "AOUIE", "IOUAE", "UEAOI", "IOEAU", "UIEAO" BUG: This NRPN is emitted by the Hydrasynth but not read by it	
filter1 type		0x3F 0x28	[0-15] FILTER_1_TYPES Note that "vower" is in the wrong place. It is in the middle of the range at position 10, but appears last in the Hydrasynth's menu. This is likely because in an earlier incarnation, there were only 11 filter types (see ASM's NRPN comments), and then 4 more filter types were added afterwards.	
filter1 velenv	0x35	0x41 0x69	[0,8192] seemingly only output in increments of 8, and displayed as [-64.0,64.0] in increments of 0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 towards even.	
filter1env1amount	0x36	0x41 0x61	[0,8192] seemingly only output in increments of 8, and displayed as [-64.0,64.0] in increments of 0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 towards even.	
filter2positionofdrive		0x3F 0x2B	[0,1]? THIS PARAMETER DOES NOT EXIST. Perhaps was removed?	
filter2cutoff	0x37	0x40 0x2C		
filter2resonance	0x38	0x40 0x2D		
filter2morph	0x39	0x40 0x2E	[0.8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even.	
filter2keytrack	0х3А	0x41 0x67		
filter2lfo1amount	0x3B	0x41 0x62		
filter2velenv	0x3C	0x41 0x6A		
filter2env1amount	0x3D	0x41 0x63		
filter2type		0x3F 0x23	[0,1] "LP-BP-HP", "LP-Notch-HP"	
amplevel		0x40 0x02	[0.8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even.	
ampvelenv		0x41 0x6B	[0,8192] seemingly only output in increments of 8, and displayed as [-64.0,64.0] in increments of 0.1. To display: if \$192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 towards even.	
amplfo2amount	0x3E	0x41 0x64	[0,8192] seemingly only output in increments of 8, and displayed as [-64.0,64.0] in increments of 0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 towards even.	
prefxtype		0x3B 0x7F	[0,9] output as 0, 8, 16, 24, representing "Bypass", "Chorus", "Flanger", "Rotary", "Phaser", "Lo-Fr", "Tremolo", "EQ", "Compressor", "Distortion"	
prefxpreset		0x3B 0x00	See "FX Types and Custom Parameters" below depending on prefxtype	
prefxwet	0x5D	0x41 0x6E	[0.8192] seemingly only output in increments of 8, and displayed as [0.0%, 100.0%] in various increments. To display; if \$192, display 100.0. Else divide by 8,192 (cutting into 1000 even pieces). Then FLOOR to nearest integer 0100. Then divide by 10.	
prefxparam1	_	0x41 0x6F	See "FX Types and Custom Parameters" below depending on prefxtype	
prefxparam2	0x0D	0x41 0x70		
prefxparam3		0x3B 0x30 0x3B 0x40		
prefxparam4 prefxparam5		0x3B 0x40		
prefxparamo		0x3B 0x50	See "FX Types and Custom Parameters" below depending on prefxtype	
delaybpmsync		0x3B 0x70	[0,1] in steps of 8 (0, 8)	
delaywet	0x5C	0x41 0x78	[0,8192] seemingly only output in increments of 8, and displayed as [0.0%,100.0%] in various increments. To display: if 8192, display 100.0. Else divide by 8.192 (cutting into 1000 even pieces). Then FLOOR to nearest integer 0100. Then divide by 10.	
delayfeedback	0x0E	0x41 0x75	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even.	
delayfeedtone		0x41 0x76	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even.	
	-			

delaytimesyncoff	0x0F	0x41 0x74	[0.8192] seemingly only output in increments of 8, representing the values [0,1024] using the following convoluted arrangement:	
			0-72 1.0ms10ms in 0.125 increments, displayed as x.x, ROUNDED. In this case, rounding	
			0.5 is towards zero, NOT towards even as done elsewhere on the Hydrasynth.	
			Next come multiples of the following values. For example 10ms at 72 means 72, 73, 83 all display 10ms.	
			72 10ms 84 11	
			92 12	
			98 13 100 15 103 16	
			106 17 108 18	
			111 19 114 20	
			119 21 122 22	
			124 23 127 25	
			130 26 132 27	
			135 28 138 29	
			140 30 146 31 148 32	
			146 32 151 33 154 35	
			154 35 156 36 159 37	
			162 38 164 39	
			167 40 171 41	
			172 42 174 43	
			176 45 177 46	
			179 47 180 48	
			182 49	
			Next come certain patterns. 184-344 50-150 in the following pattern every multiple of 10:	
			x0 x0 x0 x1 x1 x2 x2 x3 x3 x5 x6 x6 x7 x7 x8 x8 x9 x9 (for example, 50 50 50 51 51 52 52 53 55 56 56 57 57 58 58 59 59)	
			344-544 150-400 in the following pattern every multiple of 10: x0 x0 x2 x3 x5 x6 x8 x9 (for example, 150 150 152 153 155 156 158 159)	
			544-664 400-700 in the following pattern every multiple of 10: x0 x2 x5 x8	
			(for example, 400 402 405 408) 664-744 700-1000 (1.00 sec) in the following pattern every	
			multiple of 30: x0 x3 x8 (x+1)0 (x+1)5 (x+1)9 (x+2)2 (x+2)6	
			(for example 700 703 708 710 715 719 722 726) 744-1024 SOME_MORE_DELAY_TIMES	
			BUG: When the Hydrasynth goes to sleep, if you wake it up, its delaytime screen is not in sync with values being sent in NRPN: it's offset. You have to push down to zero in order to	
			sync with values being sent in NRPN: it's offset. You have to push down to zero in order to reset it.	
delaytimesyncon		0x43 0x74	[0,20] FX_DELAYS_SYNC_ON	
			BUG: This is not in ASM's documentation	
delaytype		0x3B 0x71	[0,4] in steps of 8 (0, 8, 16, 24, 32) "Basic Mono", "Basic Stereo", "Pan Delay", "LRC Delay", "Reverse"	
delaywettone	0x3F	0x41 0x77	[0,8192] seemingly only output in increments of 8, and displayed as [-64.0,64.0] in increments of 0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 towards even.	
reverbwet	0x5B	0x41 0x7E	[0,8192] seemingly only output in increments of 8, and displayed as [0.0%,100.0%] in various increments. To display: if 8192, display 10.0. Else divide by 8.192 (cutting into 1000 even pieces). Then ELOGN to nearest integer 0100. Then divide by 10.	
reverbhidamp		0x41 0x7B		
		0.41 0.75	[0,8192] seemingly only output in increments of 8, and displayed as [0.0,128.0] in increments of 0.1. To display: if \$192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even.	
reverblodamp		0x41 0x7C	0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5	
reverblodamp		0x41 0x7C	0.1. To display: if 6192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, and displayed as [0.0.128.0] in increments of 0.1. To display: if 6192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5	
	0x41	0x41 0x7C	0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynthe seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, and displayed as [0.0.128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, representing the values [0.1024] and displayed as follows. Take that value, multiply by 10, divide by 4.1042084 168 (cutting into 248 even pieces). ROUND to the nearest integer, then divide by 10, and add 0.5. This should get you to the range [0.5,250.0], which is displayed as ms. [0.8192] seemingly only output in increments of 8, representing the values [0.1024], in intervals of	
reverbpredelay	0x41 0x43	0x41 0x7C 0x41 0x7D	0.1. To display: if 6192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0,8192] seemingly only output in increments of 8, and displayed as [0.0.128.0] in increments of 1. To display: if 6192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0,8192] seemingly only output in increments of 8, representing the values [0,1024] and displayed as follows. Take that value, multiply by 10, divide by 4.1042084168 (cutting into 2495 even pieces), ROUND to the nearest integer, then divide by 10, and add 0.5. This should get you to the range [0.5,250.0], which is displayed as ms.	
reverbpredelay		0x41 0x7C 0x41 0x7D 0x41 0x79	0.1. To display: if 9192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, and displayed as [0.0.128.0] in increments of 0.1 to display: if 9192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, representing the values [0.1024] and displayed as follows. Take that value, multiply by 10, divide by 4.1042084.168 (cutting into 1246 even pieces), ROUND to the nearest integer, then divide by 10, and add 0.5. This should get you to the range [0.5.250.0], which is displayed as ms. [0.8192] seemingly only output in increments of 8, representing the values [0.1024], in intervals of 8 itself. Take that value, divide by 8, FLOOR it, and look pin (0.128) REVERB. TIMES. [0.8192] seemingly only output in increments of 8, and displayed as [6-4.0.40, 4) in increments of 0.1. To display: if 9192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer, 1280. Then divide by 91. Then subtract 44. The Hydrasynth seems	
reverbtreelay reverbtime reverbtione		0x41 0x7C 0x41 0x7D 0x41 0x7D 0x41 0x79	0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, and displayed as [0.0.128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, representing the values [0.1024] and displayed as follows. Take that value, multiply by 10, divide by 4.1042084 f88 (cutting into 1246 even pieces), ROUND to the nearest integer, then divide by 10, and add 0.5. This should get you to the range [0.5.250.0], which is displayed as ms. [0.8192] seemingly only output in increments of 8, representing the values [0.1024], in intervals of 8 itself. Take that value, divide by 8, F.LOOR it, and look up in [0.128] REVERB, TIMES. [0.8192] seemingly only output in increments of 8, representing the values [0.1024], in intervals of 8 itself. Take that value, divide by 8, F.LOOR it, and look up in [0.128] REVERB, TIMES. [0.8192] seemingly only output in increments of 8, and displayed as F.40.80 (4) in increments of 0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 towards even.	
reverbtree reverbtone		0x41 0x7C 0x41 0x7D 0x41 0x79 0x41 0x7A 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 0x30 0x3C 0x40 0x3C 0x40 0x3C 0x40	0.1 To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. (0.8192) seemingly only output in increments of 8, and displayed as [0.0.128.0] in increments of 0.1 To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. (0.8192) seemingly only output in increments of 8, representing the values [0.1024] and displayed as follows. Take that value, multiply by 10, divide by 4.1042084 fs8 (cutting into 1246 even pieces). ROUND to the nearest integer, then divide by 10, and add 0.5. This should get you to the range [0.5260.0] which is displayed as ms. (0.8192) seemingly only output in increments of 8, representing the values [0.1024], in intervals of 8 itself. Take that value, divide by 9, F.LOOR it, and look up in [0,128] REVERB_TIMES. (0.8192) seemingly only output in increments of 8, and displayed as [64.0.84.0] in increments of 0.1 To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 bowards even. (0.4) in steps of 8 (0.8.16, 24, 3.2) "Half", "Room", "Plate", "Cloud" (0.9) output as 0.8, 16, 24, representing "Bypass", "Chorus", "Flanger", "Rotary", "Phaser", "Lo-F", Tremoto", "EC", "Compressor", "Distortion" See "FX Types and Custom Parameters" below depending on postfxtype (0.8192) seemingly only output in increments of 8, and displayed as [0.0%, 100.0%] in various increments. To display: if 8192, displayed 100.00 Then divide by 10. See "FX Types and Custom Parameters" below depending on postfxtype	
reverbtreelay reverbtime reverbtone reverbtype postfxtype postfxtype postfxpreset postfxparam1 postfxparam2 postfxparam3 postfxparam4	0x43 0x5E 0x44 0x45	0x41 0x7C 0x41 0x7D 0x41 0x7P 0x41 0x7A 0x3C 0x72 0x3C 0x7F 0x3C 0x00 0x41 0x71 0x41 0x72 0x41 0x72 0x41 0x72 0x41 0x72 0x41 0x72 0x41 0x30 0x3C 0x40 0x3C 0x40	0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, and displayed as [0.0.128.0] in increments of 0.1. To display: if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even. [0.8192] seemingly only output in increments of 8, representing the values [0.1024] and displayed as follows. Take that value, multiply by 10, divide by 4.1042084168 (cutting into 1246 even pieces), ROUND to the nearest integer, then divide by 10, and add 0.5. This should get you to the range [0.5.250.0], which is displayed as fine. [0.8192] seemingly only output in increments of 8, representing the values [0.1024], in intervals of 8 itself. Take that value, divide by 8, FLOOR it, and look up in [0.128] REVERB. TIMES. [0.8192] seemingly only output in increments of 8, and displayed as FA-0.04.0] 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	

	1			
Ifo1trigsync			MSB = 0x03 LSB = [0, 2] "Poly", "Single", "Off"	
Ifo1smooth		0x3F 0x04	MSB = 0x06 LSB = [0,1]	
Ifo1steps		0x3F 0x04	MSB = 0x07 LSB = [2, 64]	
			Note: this parameter is ignored if Ifo1wave is not set to "Step" (10). Note that this is NOT	
			the case for the individual steps: they can be set regardless of the setting of Ifo1wave.	
lfo1delaysyncoff		0x3F 0x04	MSB = 0x11 LSB = [0, 127] divided into the following chunks:	
			20 0-20ms by 1	
			10 20-40ms by 2 10 40-80ms by 4	
			10 80-160ms by 8	
			10 160-320ms by 16 10 320ms-640ms by 32	
			10 640ms-1280ms by 64 (>1 sec display as x.xx floored)	
			10 1280 - 2560 by 128 (display as x.xx floored) 10 2560 - 5120 by 256 (display as x.xx floored)	
			10 5120 - 9728 by 512 (display as x.xx floored) 12 10 - 22 sec by 1 (display as xx.0)	
			6 22 - 32 sec by 2 (display as xx.0) TOTAL: 128 VALS	
Ifo1fadeinsyncoff			MSB = 0x12 LSB = [0,127] LFO_FADE_INS_SYNC_ON	
Ifo1delaysyncon		0x3F 0x04	MSB = 0x21 LSB = [0,28] ENV_LFO_RATES_SYNC_ON	
Ifo1fadeinsyncon		0x3F 0x04	MSB = 0x13 LSB = [0,28] ENV_LFO_RATES_SYNC_ON	
Ifo1oneshot		0x3F 0x04	MSB = 0x14 LSB = [0,1]	
Ifo1phase		0x3F 0x30	[0,360] displayed as degrees	
Ifo1ratesyncoff	0x48	0x41 0x05	[0,8192] seemingly only output in increments of 8, and displayed as [0.02 Hz150.00 Hz]. To	
			display: if 8192, display 150.00Hz. Else divide by 6.4 (cutting into 1280 even pieces). Now we need to map to an exponential function to get the Hz value. It seems the following function is a	
			pretty close fit:	
			2^(1 + 0.012571 * v) / 100	
			I would then display as x.xx, perhaps rounded down. Would be nice to know what their exact	
			function is.	
Ifo1ratesyncon		0x43 0x05	[0,26] LFO_RATES_SYNC_ON	
Ifo1step1		0x3A 0x10	[0,8192] seemingly only output in increments of 8, and displayed as [-64.0,64.0] in increments of	
			0.1. To display: if 8192, display 64.0. Else divide by 6.4 (cutting into 1280 even pieces). Then	
			ROUND to nearest integer 01280. Then divide by 10. Then subtract 64. The Hydrasynth seems to round 0.5 towards even. Note that every 5 away from 0 (center) is one semitone.	
			Note: you can set this and other LFO step parameters even if Ifo1wave isn't currently set to	
			"Steps" (10). However, you CANNOT set Ifo1 steps unless Ifo1 wave is currently set to	
	-		"Steps".	
lfo1step2		0x3A 0x11		
lfo1step3		0x3A 0x12		
lfo1step4		0x3A 0x13		
Ifo1step5		0x3A 0x14		
Ifo1step6		0x3A 0x15		
Ifo1step7		0x3A 0x16		
Ifo1step8		0x3A 0x17		
Ifo1step9		0x4A 0x00		
Ifo1step10		0x4A 0x01		
Ifo1step11		0x4A 0x02		
lfo1step12		0x4A 0x03		
lfo1step13		0x4A 0x04		
Ifo1step14		0x4A 0x05		
lfo1step15		0x4A 0x06		
lfo1step16		0x4A 0x07		
Ifo1step17		0x4A 0x08		
lfo1step18		0x4A 0x09		
lfo1step19		0x4A 0x0A		
lfo1step20		0x4A 0x0B		
Ifo1step21		0x4A 0x0C		
Ifo1step22		0x4A 0x0D		
Ifo1step23		0x4A 0x0E		
Ifo1step24		0x4A 0x0F		
Ifo1step25	-	0x4A 0x10		
lfo1step26	_	0x4A 0x11		
lfo1step27		0x4A 0x12		
lfo1step28		0x4A 0x13		
lfo1step29		0x4A 0x14		
lfo1step30		0x4A 0x15		
Ifo1step31		0x4A 0x16		
Ifo1step32		0x4A 0x17		
Ifo1step33		0x4A 0x18		
Ifo1step34	-	0x4A 0x18		
Ifo1step35	-	0x4A 0x19		
	1			
Ifo1step36	1	0x4A 0x1B		
Ifo1step37	-	0x4A 0x1C		
lfo1step38		0x4A 0x1D		
lfo1step39		0x4A 0x1E		
lfo1step40		0x4A 0x1F		
Ifo1step41		0x4A 0x20		
lfo1step42		0x4A 0x21		
Ifo1step43		0x4A 0x22		
Ifo1step44		0x4A 0x23		
	-	0x4A 0x24		
Ifn1sten45	1			
Ifo1step45				
Ifo1step45 Ifo1step46 Ifo1step47		0x4A 0x25 0x4A 0x26		

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Ifo1step48		0x4A 0x27	
Ifo1step49		0x4A 0x28	
Ifo1step50		0x4A 0x29	
Ifo1step51		0x4A 0x2A	
Ifo1step52		0x4A 0x2B	
Ifo1step53		0x4A 0x2C	
Ifo1step54		0x4A 0x2D	
Ifo1step55		0x4A 0x2E	
Ifo1step56		0x4A 0x2F	
Ifo1step57		0x4A 0x30	
Ifo1step58		0x4A 0x31	
Ifo1step59		0x4A 0x32	
Ifo1step60		0x4A 0x33	
Ifo1step61		0x4A 0x34	
Ifo1step62		0x4A 0x35	
Ifo1step63		0x4A 0x36	
Ifo1step64		0x4A 0x37	
Ifo2level	0x1C	0x41 0x0C	
Ifo2wave		0x3F 0x05	
Ifo2bpmsync		0x3F 0x05	
Ifo2trigsync		0x3F 0x05	
Ifo2smooth		0x3F 0x05	
Ifo2steps		0x3F 0x05	
lfo2delaysyncoff		0x3F 0x05	
Ifo2fadeinsyncoff		0x3F 0x05	
Ifo2delaysyncon		0x3F 0x05	
		0x3F 0x05	
Ifo2fadeinsyncon			
Ifo2oneshot		0x3F 0x05	
Ifo2phase		0x3F 0x31	
Ifo2ratesyncoff	0x49	0x41 0x06	
Ifo2ratesyncon		0x43 0x06	
Ifo2step1		0x3A 0x18	
lfo2step2		0x3A 0x19	
lfo2step3		0x3A 0x1A	
Ifo2step4		0x3A 0x1B	
Ifo2step5		0x3A 0x1C	
Ifo2step6		0x3A 0x1D	
Ifo2step7		0x3A 0x1E	
Ifo2step8		0x3A 0x1F	
Ifo2step9		0x4A 0x40	
Ifo2step10		0x4A 0x41	
Ifo2step11		0x4A 0x42	
Ifo2step12		0x4A 0x43	
lfo2step13		0x4A 0x44	
lfo2step14		0x4A 0x45	
Ifo2step15		0x4A 0x46	
Ifo2step16		0x4A 0x47	
Ifo2step17		0x4A 0x48	
lfo2step18		0x4A 0x49	
Ifo2step19		0x4A 0x4A	
lfo2step20		0x4A 0x4B	
Ifo2step21		0x4A 0x4C	
lfo2step22		0x4A 0x4D	
lfo2step23		0x4A 0x4E	
lfo2step24		0x4A 0x4F	
lfo2step25		0x4A 0x50	
Ifo2step26		0x4A 0x51	
Ifo2step27		0x4A 0x52	
Ifo2step28		0x4A 0x53	
lfo2step29		0x4A 0x54	
Ifo2step30	-	0x4A 0x55	
lfo2step31		0x4A 0x56	
lfo2step32		0x4A 0x57	
lfo2step33		0x4A 0x58	
lfo2step34		0x4A 0x59	
Ifo2step35		0x4A 0x5A	
lfo2step36		0x4A 0x5B	
Ifo2step37		0x4A 0x5C	
Ifo2step38		0x4A 0x5D	
Ifo2step39		0x4A 0x5E	
Ifo2step40		0x4A 0x5F	
Ifo2step41		0x4A 0x60	
Ifo2step42		0x4A 0x61	
lfo2step43		0x4A 0x62	
lfo2step44		0x4A 0x63	
Ifo2step45		0x4A 0x64	
Ifo2step46		0x4A 0x65	

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Ifo3step46		0x4B 0x25	
lfo3step47		0x4B 0x26	
lfo3step48		0x4B 0x27	
lfo3step49		0x4B 0x28	
Ifo3step50		0x4B 0x29	
lfo3step51		0x4B 0x2A	
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Ifo3step53		0x4B 0x2B	
		0x4B 0x2D	
lfo3step54			
lfo3step55		0x4B 0x2E	
Ifo3step56		0x4B 0x2F	
Ifo3step57		0x4B 0x30	
Ifo3step58		0x4B 0x31	
Ifo3step59		0x4B 0x32	
Ifo3step60		0x4B 0x33	
Ifo3step61		0x4B 0x34	
Ifo3step62		0x4B 0x35	
lfo3step63		0x4B 0x36	
lfo3step64		0x4B 0x37	
Ifo4level	0x4D	0x41 0x0E	
Ifo4wave		0x3F 0x07	
Ifo4bpmsync		0x3F 0x07	
Ifo4trigsync		0x3F 0x07	
Ifo4smooth		0x3F 0x07	
Ifo4steps		0x3F 0x07	
Ifo4delaysyncoff		0x3F 0x07	
Ifo4fadeinsyncoff		0x3F 0x07	
Ifo4delaysyncon		0x3F 0x07	
Ifo4fadeinsyncon		0x3F 0x07	
Ifo4oneshot		0x3F 0x07	
Ifo4phase		0x3F 0x33	
Ifo4ratesyncoff	0x4E	0x41 0x08	
Ifo4ratesyncon		0x43 0x08	
Ifo3step1		0x3A 0x28	
Ifo3step2		0x3A 0x29	
Ifo3step3		0x3A 0x2A	
lfo3step4		0x3A 0x2B	
lfo3step5		0x3A 0x2C	
lfo3step6		0x3A 0x2D	
lfo3step7		0x3A 0x2E	
Ifo3step8		0x3A 0x2F	
Ifo4step9		0x4B 0x40	
Ifo4step10		0x4B 0x41	
Ifo4step11		0x4B 0x42	
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Ifo4step19		0x4B 0x4A	
Ifo4step20		0x4B 0x4B	
lfo4step21		0x4B 0x4C	
lfo4step22		0x4B 0x4D	
Ifo4step23		0x4B 0x4E	
Ifo4step24		0x4B 0x4F	
Ifo4step25		0x4B 0x50	
Ifo4step26		0x4B 0x51	
Ifo4step27		0x4B 0x52	
Ifo4step28		0x4B 0x53	
Ifo4step29		0x4B 0x54	
lfo4step30		0x4B 0x55	
Ifo4step31		0x4B 0x56	
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		0x4B 0x58	
Ifo4step33		0x4B 0x58 0x4B 0x59	
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Ifo4step35		0x4B 0x5A	
Ifo4step36		0x4B 0x5B	
Ifo4step37		0x4B 0x5C	
lfo4step38		0x4B 0x5D	
Ifo4step39		0x4B 0x5E	
Ifo4step40		0x4B 0x5F	
Ifo4step41		0x4B 0x60	
lfo4step42		0x4B 0x61	
Ifo4step43		0x4B 0x62	
Ifo4step44		0x4B 0x63	
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	Ifo4step46		0x4B 0x65	
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Ricking (Mission Color) Color (Mission Color)	Ifo5step4		0x3A 0x33	
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Modeling Image: Modeling Control Control Modeling 0 Auct Code Control Control Modeling 1 0 Auct Code Control Control Modeling 1 0 Auct Code Control Con	lfo5step6		0x3A 0x35	
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IfoStep38 W 40 Val	lfo5step36		0x4C 0x1B	
IfoStep99 VAX OXE MAC OXE	Ifo5step37		0x4C 0x1C	
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IfoStep40 S VAC 0XF MAC 0XF MA			0x4C 0x1E	
IfoStep41 W MAC VA2				
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		1	UX4C 0x22	

IfoSistep44		0x4C 0x23 0x4C 0x24 0x4C 0x25 0x4C 0x26 0x4C 0x27 0x4C 0x28 0x4C 0x29 0x4C 0x28 0x4C 0x28 0x4C 0x2A 0x4C 0x2C 0x4C 0x2C 0x4C 0x2C	4	
flo5step46		0x4C 0x25 0x4C 0x26 0x4C 0x27 0x4C 0x28 0x4C 0x29 0x4C 0x2A 0x4C 0x2B 0x4C 0x2C 0x4C 0x2C	5 6 7 8 9 9 8 9 9 8 9 9 9 9 9 9 9 9 9 9 9 9	
IroSstep47		0x4C 0x26 0x4C 0x27 0x4C 0x28 0x4C 0x29 0x4C 0x2A 0x4C 0x2B 0x4C 0x2C 0x4C 0x2C	6	
IroSstep47		0x4C 0x26 0x4C 0x27 0x4C 0x28 0x4C 0x29 0x4C 0x2A 0x4C 0x2B 0x4C 0x2C 0x4C 0x2C	6	
IroSstep48		0x4C 0x27 0x4C 0x28 0x4C 0x29 0x4C 0x2A 0x4C 0x2B 0x4C 0x2C 0x4C 0x2C	7	
IfoSstep49		0x4C 0x28 0x4C 0x29 0x4C 0x2A 0x4C 0x2B 0x4C 0x2C 0x4C 0x2C	8 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9	
IroSstep50		0x4C 0x29 0x4C 0x2A 0x4C 0x2B 0x4C 0x2C 0x4C 0x2D	9 A B	
IfoSstep51		0x4C 0x2A 0x4C 0x2B 0x4C 0x2C 0x4C 0x2D	A B	
IfoSstep51		0x4C 0x2A 0x4C 0x2B 0x4C 0x2C 0x4C 0x2D	A B	
IfoSstep52		0x4C 0x2B 0x4C 0x2C 0x4C 0x2D	В	
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IfoSstep54		0x4C 0x2D	С	
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lfo5step61 lfo5step62		0x4C 0x33		
lfo5step62				
		0x4C 0x34	4	
W-5-400		0x4C 0x35	5	
lfo5step63		0x4C 0x36	6	
lfo5step64		0x4C 0x37		
	_			
env1delaysyncoff		0x3F 0x00	0 MSB = 0x08, LSB = [0, 127] divided into the following chunks and displayed as [0ms,32sec]: 20 0-20ms bt 10 20-40ms by 2 10 40-80ms by 4 10 80-160ms by 8 10 160-320ms by 16 10 320ms-640ms by 32 10 640ms-1280ms by 64 (>1 sec display as x.xx floored) 10 1280 -2560 by 128 (display as x.xx floored) 10 1280 -2560 by 128 (display as x.xx floored) 10 1250 -2 sec by 1 (display as x.xx floored) 10 15120 -9728 by 512 (display as x.xx floored) 11 10 -2 2 sec by 1 (display as x.xx floored) 12 10 -2 2 sec by 1 (display as x.xx floored) 13 10 -2 2 sec by 1 (display as x.xx.)	
env1attacksyncoff 0	0x51	0x41 0x11	(0,8192] seemingly only output in increments of 8, and displayed as [0ms,36sec]. To display: if 8192, display (36 sec). Else divide by 64 (cutting into 128 even pieces). Then ROUND to nearest integer 0128. The Hydrasynth seems to round 0.5 towards even. Then display as: 20	
env1holdsyncoff			8192, display (36 sex). Else divide by 64 (cutting into 128 even pieces). Then ROUND to nearest integer 0128. The Hydraxynth seems to round 0.5 towards even. Then display as: 20 0-20ms by 1 10 20-40ms by 2 10 40-80ms by 4 10 80-160ms by 9 10 160-320ms by 16 10 320ms-640ms by 32 10 640ms-1280ms by 16 11 320ms-640ms by 32 10 640ms-1280ms by 64 (>1 sec display as x.xx floored) 10 1280 -2560 by 128 (display as x.xx floored) 11 2580 -5120 by 256 (display as x.xx floored) 10 2580 -5120 by 256 (display as x.xx floored) 11 01-25 as by 178 (display as x.xx floored) 12 01-25 as by 178 (display as x.xx floored) 13 01-25 as by 178 (display as x.xx floored) 14 01-25 as by 178 (display as x.xx floored) 15 01-25 as by 178 (display as x.xx floored) 16 01-25 as by 178 (display as x.xx floored) 170 11-120 x 36 sec by 2 (display as x.xx floored) 18 01-25 as sec by 2 (display as x.xx floored)	
env1decaysyncoff 0	0x52	0x41 0x1B	B (0,8192] seemingly only output in increments of 8, and displayed as [0m.s 05sec]. To display: if 8192, display (60 sec). Else divide by 63.02 or so cutting into 100 even pieces). Then ROUND to nearest integer 0130. The Hydrasynth seems to round 0.5 towards even. Then display as: 20	
env1sustain 0			0.1 To display; if 8192, display 128.0. Else divide by 6.4 (cutting into 1280 even pieces). Then ROUND to nearest integer 01280. Then divide by 10. The Hydrasynth seems to round 0.5 towards even.	
env1releasesyncoff 0.	0x54	0x41 0x25	5 [0.8192] seemingly only output in increments of 8, and displayed as [0ms,60sec]. To display: if 8192, display (60 sec). Else divide by 63 02 or so (cutting tim 10 30 even picess). Then ROUND to nearest integer 0130. The Hydrasynth seems to round 0.5 towards even. Then display as: 20	
			10 2560-5120 by 256 (display as x.xx floored) 10 5120 - 9728 by 512 (display as x.xx floored) 6 10 - 16 sec by 1 (display as x.xx) 22 16 - 60 sec by 2 (display as xx.0)	
and dalaismen		0v3E 0v00	10 2560-5120 by 256 (display as x.xx floored) 10 5120 - 9728 by 512 (display as x.xx floored) 6 10 - 16 sec by 1 (display as x.x.0) 2 16 - 60 sec by 2 (display as xx.0) TOTAL: 128 VALS	
env1delaysyncon			10	
env1delaysyncon env1attacksyncon		0x43 0x11	10	
		0x43 0x11	10	

env1releasesyncon		0x43 0x25	[0,27] ENV_LFO_RATES_SYNC_ON emitted as multiples of 8 (0, 8, 16, 32,)	
env1atkcurve		0x3F 0x70	[0128] displayed as [Exp(-64)0Log(64)] Note this is different from Decay Curve, Release Curve, and Voice Glide Curve	
env1deccurve		0x3F 0x75	[0128] displayed as [Log(-64)0Exp(64)]	
env1loop		0x3F 0x00	MSB = 0x06 LSB=[050] displayed as Off, 2,, 50, Infinity	
env1legato		0x3F 0x00	MSB = 0x07 LSB=[0,1]	
env1bpmsync		0x3F 0x00	MSB = 0x0C LSB=[0,1]	
env1freerun		0x3F 0x00	MSB = 0x0D LSB=[0,1]	
env1reset		0x3F 0x00	MSB = 0x0F LSB=[0,1]	
env1relcurve		0x3F 0x7A	[0128] displayed as [Log(-64)0Exp(64)]	
env1trigsrc1		0x3A 0x60	[0,11] ENV_TRIG_SOURCES	
env1trigsrc2		0x3A 0x61		
env1trigsrc3		0x3A 0x62		
-		0x3A 0x63		
env1trigsrc4				
env2delaysyncoff		0x3F 0x01		
env2attacksyncoff	0x55	0x41 0x12		
env2holdsyncoff		0x41 0x17		
env2decaysyncoff	0x56	0x41 0x1C		
env2sustain	0x57	0x41 0x21		
	0x58	0x41 0x26		
env2delaysyncon		0x3F 0x01		
env2attacksyncon		0x43 0x12		
env2decaysyncon		0x43 0x1C		
env2holdsyncon		0x43 0x17		
env2releasesyncon		0x43 0x26		
env2atkcurve		0x3F 0x71		
env2deccurve		0x3F 0x76		
env2loop		0x3F 0x01		
env2legato		0x3F 0x01		
env2bpmsync		0x3F 0x01		
env2freerun		0x3F 0x01		
env2reset		0x3F 0x01		
env2relcurve		0x3F 0x7B		
env2trigsrc1		0x3A 0x64	Bug: This doesn't do anything. Env 2 (Amplitude) Trig Src 1 (properly) cannot be modified,	
			see the manual. But there's still an NRPN parameter!	
env2trigsrc2		0x3A 0x65		
env2trigsrc3		0x3A 0x66		
env2trigsrc4		0x3A 0x67		
env3delaysyncoff		0x3F 0x02		
env3attacksyncoff	0x59	0x41 0x13		
	0x59			
env3attacksyncoff env3holdsyncoff	0x59 0x5A	0x41 0x13		
env3attacksyncoff env3holdsyncoff env3decaysyncoff		0x41 0x13 0x41 0x18		
env3attacksyncoff env3holdsyncoff env3decaysyncoff env3sustain	0x5A 0x60	0x41 0x13 0x41 0x18 0x41 0x1D 0x41 0x22		
env3attacksyncoff env3holdsyncoff env3decaysyncoff env3sustain env3releasesyncoff	0x5A	0x41 0x13 0x41 0x18 0x41 0x1D 0x41 0x22 0x41 0x27		
env3attacksyncoff env3holdsyncoff env3decaysyncoff env3sustain env3releasesyncoff env3delaysyncon	0x5A 0x60	0x41 0x13 0x41 0x18 0x41 0x1D 0x41 0x22 0x41 0x27 0x3F 0x02		
env3attacksyncoff env3holdsyncoff env3decaysyncoff env3sustain env3releasesyncoff env3delaysyncon env3attacksyncon	0x5A 0x60	0x41 0x13 0x41 0x18 0x41 0x1D 0x41 0x22 0x41 0x27 0x3F 0x02 0x43 0x13		
env3attacksyncoff env3holdsyncoff env3decaysyncoff env3sustain env3releasesyncoff env3delaysyncon	0x5A 0x60	0x41 0x13 0x41 0x18 0x41 0x1D 0x41 0x22 0x41 0x27 0x3F 0x02 0x43 0x13 0x43 0x1D		
env3attacksyncoff env3holdsyncoff env3decaysyncoff env3sustain env3releasesyncoff env3delaysyncon env3attacksyncon	0x5A 0x60	0x41 0x13 0x41 0x18 0x41 0x1D 0x41 0x22 0x41 0x27 0x3F 0x02 0x43 0x13		
env3attacksyncoff env3holdsyncoff env3decaysyncoff env3sustain env3releasesyncoff env3delaysyncon env3attacksyncon env3decaysyncon	0x5A 0x60	0x41 0x13 0x41 0x18 0x41 0x1D 0x41 0x22 0x41 0x27 0x3F 0x02 0x43 0x13 0x43 0x1D		
env3attacksyncoff env3holdsyncoff env3holdsyncoff env3sustain env3releasesyncoff env3delaysyncon env3delaysyncon env3decaysyncon env3decaysyncon env3holdsyncon	0x5A 0x60	0x41 0x13 0x41 0x18 0x41 0x1D 0x41 0x22 0x41 0x27 0x3F 0x02 0x43 0x13 0x43 0x1D 0x43 0x18		
env3attacksyncoff env3holdsyncoff env3decaysyncoff env3decaysyncoff env3sustain env3releasesyncoff env3delaysyncon env3decaysyncon	0x5A 0x60	0x41 0x13 0x41 0x18 0x41 0x10 0x41 0x22 0x41 0x27 0x3F 0x02 0x43 0x13 0x43 0x18 0x43 0x18 0x43 0x27 0x3F 0x72		
env3attacksyncoff env3noldsyncoff env3decaysyncoff env3decaysyncoff env3ustain env3releasesyncoff env3delaysyncon env3decaysyncon env3decaysyncon env3holdsyncon env3holdsyncon env3releasesyncon env3releasesyncon env3deccurve	0x5A 0x60	0x41 0x13 0x41 0x18 0x41 0x1D 0x41 0x22 0x41 0x27 0x3F 0x02 0x43 0x13 0x43 0x10 0x43 0x18 0x43 0x27 0x3F 0x72		
env3attacksyncoff env3holdsyncoff env3holdsyncoff env3ecaysyncoff env3ustain env3eleasesyncoff env3delaysyncon env3decaysyncon env3decaysyncon env3holdsyncon env3releasesyncon env3releasesyncon env3releasesyncon env3releasesyncon env3releasesyncon env3releasesyncon env3releasesyncon	0x5A 0x60	0x41 0x13 0x41 0x10 0x41 0x10 0x41 0x22 0x41 0x27 0x3F 0x02 0x43 0x13 0x43 0x10 0x43 0x18 0x43 0x27 0x3F 0x72 0x3F 0x77 0x3F 0x72		
env3attacksyncoff env3holdsyncoff env3holdsyncoff env3sustain env3sustain env3eleasesyncoff env3delaysyncon env3delaysyncon env3decaysyncon env3decaysyncon env3decaysyncon env3releasesyncon env3releasesyncon env3decurve env3decurve env3decurve env3decurve env3decurve env3decurve env3legato	0x5A 0x60	0x41 0x13 0x41 0x18 0x41 0x10 0x41 0x22 0x41 0x27 0x3F 0x02 0x43 0x13 0x43 0x10 0x43 0x18 0x43 0x27 0x3F 0x72 0x3F 0x72 0x3F 0x72		
env3attacksyncoff env3holdsyncoff env3holdsyncoff env3ecaysyncoff env3ustain env3eleasesyncoff env3delaysyncon env3decaysyncon env3decaysyncon env3holdsyncon env3releasesyncon env3releasesyncon env3releasesyncon env3releasesyncon env3releasesyncon env3releasesyncon env3releasesyncon	0x5A 0x60	0x41 0x13 0x41 0x10 0x41 0x10 0x41 0x22 0x41 0x27 0x3F 0x02 0x43 0x13 0x43 0x10 0x43 0x18 0x43 0x27 0x3F 0x72 0x3F 0x77 0x3F 0x72		
env3attacksyncoff env3holdsyncoff env3holdsyncoff env3sustain env3sustain env3eleasesyncoff env3delaysyncon env3delaysyncon env3decaysyncon env3decaysyncon env3decaysyncon env3releasesyncon env3releasesyncon env3decurve env3decurve env3decurve env3decurve env3decurve env3decurve env3legato	0x5A 0x60	0x41 0x13 0x41 0x18 0x41 0x10 0x41 0x22 0x41 0x27 0x3F 0x02 0x43 0x13 0x43 0x10 0x43 0x18 0x43 0x27 0x3F 0x72 0x3F 0x72 0x3F 0x72		
env3attacksyncoff env3holdsyncoff env3holdsyncoff env3ecaysyncoff env3sustain env3eleasesyncoff env3delaysyncon env3decaysyncon env3decaysyncon env3holdsyncon env3holdsync	0x5A 0x60	0x41 0x13 0x41 0x16 0x41 0x10 0x41 0x22 0x41 0x27 0x3F 0x02 0x43 0x13 0x43 0x10 0x43 0x18 0x43 0x72 0x3F 0x72 0x3F 0x72 0x3F 0x72 0x3F 0x02		
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env3attacksyncoff env3noldsyncoff env3decaysyncoff env3estain env3delaysyncon env3delaysyncon env3decaysyncon env3decaysyncon env3holdsyncon env3releasesyncon env3releasesync	0x5A 0x60	0x41 0x13 0x41 0x16 0x41 0x20 0x41 0x27 0x37 0x02 0x38 0x10 0x43 0x13 0x43 0x13 0x43 0x16 0x43 0x16 0x43 0x17 0x3F 0x72 0x3F 0x72 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02 0x3F 0x02		
env3attacksyncoff env3holdsyncoff env3holdsyncoff env3sustain env3relasesyncoff env3delaysyncon env3delaysyncon env3decaysyncon env3holdsyncon env3releasesyncon env3releasesy	0x5A 0x60	0x41 0x13 0x41 0x18 0x41 0x10 0x41 0x22 0x41 0x27 0x35 0x02 0x43 0x13 0x43 0x10 0x43 0x18 0x43 0x27 0x35 0x72 0x36 0x72 0x36 0x02 0x37 0x02 0x37 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x37 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02 0x38 0x02		
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env3attacksyncoff env3noldsyncoff env3decaysyncoff env3decaysyncoff env3delaysyncon env3delaysyncon env3delaysyncon env3decaysyncon env3decaysyncon env3decaysyncon env3decaysyncon env3decurve env3deccurve env3deccurve env3deppp env3lepp env3bpmsync env3freerun env3reest env3reecurve env3freerun env3reset env3refcurve env3trigsrc1 env3trigsrc2 env3trigsrc3 env3trigsrc3	0x5A 0x60	0x41 0x13 0x41 0x10 0x41 0x10 0x41 0x22 0x43 0x10 0x43 0x13 0x43 0x10 0x43 0x18 0x43 0x10 0x43 0x10 0x35 0x72 0x3F 0x72 0x3F 0x02 0x3F 0x02		
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env3attacksyncoff env3holdsyncoff env3holdsyncoff env3holdsyncoff env3sustain env3relassesyncoff env3delaysyncon env3decaysyncon env3decaysyncon env3holdsyncon env3holdsyncon env3releasesyncon env3decurve env3loop env3legato env3bpsyncon env3fererun env3freset env4freseca env4fresec	0x5A 0x60 0x61	0x41 0x13 0x41 0x10 0x41 0x10 0x41 0x22 0x43 0x13 0x43 0x13 0x43 0x18 0x43 0x18 0x43 0x17 0x35 0x72 0x36 0x72 0x37 0x02 0x37 0x02 0x37 0x02 0x37 0x02 0x38 0x02 0x38 0x02 0x37 0x02 0x38 0x02 0x38 0x02 0x37 0x02 0x38 0x08 0x30 0x68 0x30 0x68 0x30 0x68 0x30 0x08		
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	i			
env4reset		0x3F 0x03		
env4relcurve		0x3F 0x7D		
env4trigsrc1		0x3A 0x6C		
env4trigsrc2		0x3A 0x6D		
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		
		0x3F 0x04		
env5bpmsync				
env5freerun		0x3F 0x04		
env5reset		0x3F 0x04		
env5relcurve		0x3F 0x7E		
env5trigsrc1		0x3A 0x70		
env5trigsrc2		0x3A 0x71		
env5trigsrc3		0x3A 0x72		
		0x3A 0x73		
env5trigsrc4	-		TO 42	
arpenable		0x39 0x03	[0,1]	
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		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		
arptaptrig		0x39 0x03	MSB = 0x08, LSB = [0,1]	
			DUC. Also home Associated This does NOT home of Ton Tale is hearded on the front associated	
			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]	
	0x6D			
arpphrase arpratchet	0x6D	0x39 0x03 0x39 0x03	MSB = 0x09 LSB = [1,64] $MSB = 0x0A LSB = [0,127] Manual implies that the only legal ratchets are 1, 2, 4, or 8. This is not correct.$	
	0x6D 0x6E		MSB = 0x0A LSB = [0,127] Manual implies that the only legal ratchets are 1, 2, 4, or 8. This is	
arpratchet arpchance		0x39 0x03 0x39 0x03	$\label{eq:msb} MSB = 0x0A LSB = [0,127] \text{Manual implies that the only legal ratchets are 1, 2, 4, or 8. This is not correct.}$ $MSB = 0x0B LSB = [0,100]$	
arpratchet		0x39 0x03	$\label{eq:msb} MSB = 0x0A LSB = [0,127] \text{Manual implies that the only legal ratchets are 1, 2, 4, or 8. This is not correct.}$	
arpratchet arpchance macro1target1		0x39 0x03 0x39 0x03 0x3E 0x30	MSB = 0x0A LSB = [0,127] Manual implies that the only legal ratchets are 1, 2, 4, or 8. This is not correct. MSB = 0x0B LSB = [0,100] BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to	
arpratchet arpchance macro1target1 macro1target2		0x39 0x03 0x39 0x03 0x3E 0x30 0x3E 0x31	MSB = 0x0A LSB = [0,127] Manual implies that the only legal ratchets are 1, 2, 4, or 8. This is not correct. MSB = 0x0B LSB = [0,100] BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to	
arpratchet arpchance macro1target1 macro1target2 macro1target3		0x39 0x03 0x39 0x03 0x3E 0x30 0x3E 0x31 0x3E 0x32	MSB = 0x0A LSB = [0,127] Manual implies that the only legal ratchets are 1, 2, 4, or 8. This is not correct. MSB = 0x0B LSB = [0,100] BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to	
arpratchet arpchance macro1target1 macro1target2		0x39 0x03 0x39 0x03 0x3E 0x30 0x3E 0x31	MSB = 0x0A LSB = [0,127] Manual implies that the only legal ratchets are 1, 2, 4, or 8. This is not correct. MSB = 0x0B LSB = [0,100] BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to	
arpratchet arpchance macro1target1 macro1target2 macro1target3		0x39 0x03 0x39 0x03 0x3E 0x30 0x3E 0x31 0x3E 0x32	MSB = 0x0A LSB = [0,127] Manual implies that the only legal ratchets are 1, 2, 4, or 8. This is not correct. MSB = 0x0B LSB = [0,100] BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to	
arpratchet arpchance macrottarget1 macrottarget2 macrottarget3 macrottarget4 macrottarget5		0x39 0x03 0x39 0x03 0x3E 0x30 0x3E 0x31 0x3E 0x32 0x3E 0x33 0x3E 0x34	MSB = 0x0A LSB = [0,127] Manual implies that the only legal ratchets are 1, 2, 4, or 8. This is not correct. MSB = 0x0B LSB = [0,100] BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to	
arpratchet arpchance macrottarget1 macrottarget2 macrottarget3 macrottarget4 macrottarget5 macrottarget6		0x39 0x03 0x39 0x03 0x3E 0x30 0x3E 0x31 0x3E 0x32 0x3E 0x33 0x3E 0x34 0x3E 0x35	MSB = 0x0A LSB = [0,127] Manual implies that the only legal ratchets are 1, 2, 4, or 8. This is not correct. MSB = 0x0B LSB = [0,100] BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to	
arpratchet arpchance macrottarget1 macrottarget2 macrottarget3 macrottarget4 macrottarget5		0x39 0x03 0x39 0x03 0x3E 0x30 0x3E 0x31 0x3E 0x32 0x3E 0x33 0x3E 0x34 0x3E 0x35 0x3E 0x36	MSB = 0x0A LSB = [0,127] Manual implies that the only legal ratchets are 1, 2, 4, or 8. This is not correct. MSB = 0x0B LSB = [0,100] BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to	
arpratchet arpchance macrottarget1 macrottarget2 macrottarget3 macrottarget4 macrottarget5 macrottarget6		0x39 0x03 0x39 0x03 0x3E 0x30 0x3E 0x31 0x3E 0x32 0x3E 0x33 0x3E 0x34 0x3E 0x35	MSB = 0x0A LSB = [0,127] Manual implies that the only legal ratchets are 1, 2, 4, or 8. This is not correct. MSB = 0x0B LSB = [0,100] BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to	
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arpratchet arpchance macro1target1 macro1target2 macro1target3 macro1target4 macro1target4 macro1target6 macro1target6 macro1target7 macro1target8		0x39 0x03 0x39 0x03 0x3E 0x30 0x3E 0x31 0x3E 0x32 0x3E 0x33 0x3E 0x34 0x3E 0x35 0x3E 0x36 0x3E 0x37	MSB = 0x0A LSB = [0,127] Manual implies that the only legal ratchets are 1, 2, 4, or 8. This is not correct. MSB = 0x0B LSB = [0,100] 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. BUG: the Hydrasynth's display does not update to reflect changes from NRPN. You have to	
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macro3larget2 0x3E 0x41 macro3larget3 0x3E 0x42 macro3larget4 0x3E 0x43 macro3larget5 0x3E 0x44 macro3larget6 0x3E 0x45 macro3larget7 0x3E 0x46 macro3larget8 0x3E 0x47 macro3buttonvalue1 0x3D 0x40 macro3buttonvalue2 0x3D 0x41 macro3buttonvalue3 0x3D 0x42 macro3buttonvalue4 0x3D 0x43 macro3buttonvalue5 0x3D 0x44	
macro3target3 0x3E 0x42 macro3target4 0x3E 0x43 macro3target5 0x3E 0x44 macro3target6 0x3E 0x45 macro3target7 0x3E 0x46 macro3target8 0x3E 0x47 macro3buttonvalue1 0x3D 0x40 macro3buttonvalue2 0x3D 0x41 macro3buttonvalue3 0x3D 0x42 macro3buttonvalue4 0x3D 0x43 macro3buttonvalue5 0x3D 0x44	
macro3target3 0x3E 0x42 macro3target4 0x3E 0x43 macro3target5 0x3E 0x44 macro3target6 0x3E 0x45 macro3target7 0x3E 0x46 macro3target8 0x3E 0x47 macro3buttonvalue1 0x3D 0x40 macro3buttonvalue2 0x3D 0x41 macro3buttonvalue3 0x3D 0x42 macro3buttonvalue4 0x3D 0x43 macro3buttonvalue5 0x3D 0x44	
macro3target4 0x3E 0x43 macro3target5 0x3E 0x44 macro3target6 0x3E 0x45 macro3target7 0x3E 0x46 macro3target8 0x3E 0x47 macro3buttonvalue1 0x3D 0x40 macro3buttonvalue2 0x3D 0x41 macro3buttonvalue3 0x3D 0x42 macro3buttonvalue4 0x3D 0x43 macro3buttonvalue5 0x3D 0x44	
macro3targe15 % %3E 0x4 Macro3targe16 % %3E 0x4 Macro3targe17 % %3E 0x4 Macro3targe17 % %3E 0x4 Macro3targe18 % %3E 0x4 Macro3targe18 % %3E 0x4 Macro3tothorate2 % %3D 0x4 %3D 0x4 Macro3tothorate2 % %3D 0x4 %3D 0x4 <th< td=""><td></td></th<>	
macro3target6 0x3E 0x45 macro3target7 0x3E 0x46 macro3target8 0x3E 0x47 macro3buttonvalue1 0x3D 0x40 macro3buttonvalue2 0x3D 0x41 macro3buttonvalue3 0x3D 0x42 macro3buttonvalue4 0x3D 0x43 macro3buttonvalue5 0x3D 0x44	
macro3target7 Signature	
macro3target7 Signature	
macro3target8 % 0x8E 0x47 Macro3target8 (x8D 0x40) macro3buttorvalue1 % 0x3D 0x40 Macro3buttorvalue2 (x8D 0x44) macro3buttorvalue3 (x8D 0x42) Macro3buttorvalue4 (x8D 0x43) macro3buttorvalue5 (x8D 0x44) Macro3buttorvalue4 (x8D 0x44) macro3buttorvalue5 (x8D 0x44) Macro3buttorvalue5 (x8D 0x44)	
macro3buttorvalue1 % 0x3D 0x40	
macro3buttonvalue2 % 0x30 0x41 macro3buttonvalue3 % 0x30 0x42 macro3buttonvalue4 % 0x30 0x43 macro3buttonvalue5 % 0x30 0x44	
macro3buttonvalue2 % 0x30 0x41 macro3buttonvalue3 % 0x30 0x42 macro3buttonvalue4 % 0x30 0x43 macro3buttonvalue5 % 0x30 0x44	
macro3buttonvalue3 0x3D 0x42 macro3buttonvalue4 0x3D 0x43 macro3buttonvalue5 0x3D 0x44	
macro3buttorvalue4 \$\begin{align*} 0.03D 0x43 \\ \end{align*}\$ \$\text{0x3D 0x44}\$ macro3buttorvalue5 \$\text{0x3D 0x44}\$ \$\text{0x3D 0x44}\$	
macro3buttorvalue5 0x3D 0x44	
macro3buttonvalue5 0x3D 0x44	
macro3buttonvalue6 0x3D 0x45	
macro3buttonvalue7 0x3D 0x46	
macro3buttonvalue8 0x3D 0x47	
macro3depth1 0x36 0x40	
macro3depth2 0x36 0x41	
macro3depth3 0x36 0x42	
macro3depth4 0x36 0x43	
macro3depth5 0x36 0x44	
macro3depth6 0x36 0x45	
macro3depth7	
macro3depth8 0x36 0x47	
macro4target1 0x3E 0x48	
macro4target2	
macro4target3 0x3E 0x4A	
macro4target4 0x3E 0x4B	
macro4target5 0x3E 0x4C	
macro4target6 0x3E 0x4D	
macro-tlarget7 0x3E 0x4E	
macro4target8 0x3E 0x4F	
macro4buttonvalue1 0x3D 0x48	
macro4buttonvalue2 0x3D 0x49	
macro-4buttonvalue3 0x30 0x4A	
macro4buttorivalue4 0x3D 0x4B	
macro4buttonvalue5 0x3D 0x4C	
macro-4buttonvalue6 0x3D 0x4D	
macro-4buttonvalue7 0x30 0x4E	
macro4buttonvalue8 0x3D 0x4F	
macro-depth1 0x36 0x48	
macro4depth2 0x36 0x49	
macro-depth3	
macro4depth4	
macro4depth5 0x36 0x4C	
macro4depth6 0x36 0x4D	
macro-depth7	
macro4depth8	
macro5target1 0x3E 0x50	
macro5target2	
macro5target3 0x3E 0x5E 0x5E	
macroStarget4 0x3E 0x53	
macro5target5 0x3E 0x54	
macroStarget6	
macroStarget7 0x3E 0x56	
macro5larget8 0x3E 0x5F	
macro5buttonvalue1 0x3D 0x50 0x50	
macro5buttonvalue3 0x30 0x52 9x30 0x52 9x50 0x	
macro5buttonvalue4 0x3D 0x53	
macro5buttorvalue5 0x30 0x54	
macro5buttonvalue6 0x3D 0x55	

macro5buttonvalue7		0x3D 0x56	
macro5buttonvalue8		0x3D 0x57	
macro5depth1		0x36 0x50	
macro5depth2		0x36 0x51	
macro5depth3		0x36 0x52	
macro5depth4		0x36 0x53	
macro5depth5		0x36 0x54	
		0x36 0x55	
macro5depth6			
macro5depth7		0x36 0x56	
macro5depth8		0x36 0x57	
macro5target1		0x3E 0x50	
macro5target2		0x3E 0x51	
macro5target3		0x3E 0x52	
macro5target4		0x3E 0x53	
macro5target5		0x3E 0x54	
macro5target6		0x3E 0x55	
macro5target7		0x3E 0x56	
		0x3E 0x57	
macro5target8			
macro6buttonvalue1		0x3D 0x58	
macro6buttonvalue2		0x3D 0x59	
macro6buttonvalue3		0x3D 0x5A	
macro6buttonvalue4		0x3D 0x5B	
macro6buttonvalue5		0x3D 0x5C	
macro6buttonvalue6		0x3D 0x5D	
macro6buttonvalue7		0x3D 0x5E	
macro6buttonvalue8		0x3D 0x5F	
macro6depth1		0x36 0x58	
		0x36 0x59	
macro6depth2			
macro6depth3		0x36 0x5A	
macro6depth4		0x36 0x5B	
macro6depth5		0x36 0x5C	
macro6depth6		0x36 0x5D	
		0x36 0x5E	
macro6depth7			
macro6depth8		0x36 0x5F	
macro7target1		0x3E 0x60	
macro7target2		0x3E 0x61	
macro7target3		0x3E 0x62	
macro7target4		0x3E 0x63	
macro7target5		0x3E 0x64	
macro7target6		0x3E 0x65	
macro7target7		0x3E 0x66	
macro7target8		0x3E 0x67	
macro7buttonvalue1		0x3D 0x60	
macro7buttonvalue2		0x3D 0x61	
macro7buttonvalue3		0x3D 0x62	
macro7buttonvalue4		0x3D 0x63	
macro7buttonvalue5		0x3D 0x64	
macro7buttonvalue6		0x3D 0x65	
macro7buttonvalue7		0x3D 0x66	
macro7buttonvalue8		0x3D 0x67	
macro7depth1		0x36 0x60	
macro7depth2		0x36 0x61	
macro7depth3		0x36 0x62	
macro7depth4		0x36 0x63	
macro7depth5		0x36 0x64	
macro7depth6		0x36 0x65	
macro7depth7		0x36 0x66	
macro7depth8		0x36 0x67	
macro8target1		0x3E 0x68	
macro8target2		0x3E 0x69	
macro8target3		0x3E 0x6A	
macro8target4		0x3E 0x6B	
macro8target5		0x3E 0x6C	
macro8target6		0x3E 0x6D	
macro8target7		0x3E 0x6E	
macro8target8		0x3E 0x6F	
macro8buttonvalue1		0x3D 0x68	
macro8buttonvalue2		0x3D 0x69	
Ob		0x3D 0x6A	
macro8buttonvalue3	l .	0x3D 0x6B	
macro8buttonvalue3 macro8buttonvalue4			
		0x3D 0x6C	
macro8buttonvalue4		0x3D 0x6C 0x3D 0x6D	
macro8buttonvalue4 macro8buttonvalue5			
macro8buttonvalue4 macro8buttonvalue5 macro8buttonvalue6 macro8buttonvalue7		0x3D 0x6D 0x3D 0x6E	
macro8buttonvalue4 macro8buttonvalue5 macro8buttonvalue6 macro8buttonvalue7 macro8buttonvalue8		0x3D 0x6D 0x3D 0x6E 0x3D 0x6F	
macro8buttonvalue4 macro8buttonvalue5 macro8buttonvalue6 macro8buttonvalue7 macro8buttonvalue8 macro8depth1		0x3D 0x6D 0x3D 0x6E 0x3D 0x6F 0x36 0x68	
macro8buttonvalue4 macro8buttonvalue5 macro8buttonvalue6 macro8buttonvalue7 macro8buttonvalue8 macro8depth1 macro8depth2		0x3D 0x6D 0x3D 0x6E 0x3D 0x6F 0x36 0x68 0x36 0x69	
macro8buttonvalue4 macro8buttonvalue5 macro8buttonvalue6 macro8buttonvalue7 macro8buttonvalue8 macro8depth1		0x3D 0x6D 0x3D 0x6E 0x3D 0x6F 0x36 0x68	

04#-/		000 0 05		
macro8depth4		0x36 0x6B		
macro8depth5		0x36 0x6C		
macro8depth6		0x36 0x6D		
macro8depth7		0x36 0x6E		
macro8depth8		0x36 0x6F		
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.	
		005 004	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	1	0x3E 0x13		
modmatrix21modsource	1	0x3E 0x13		
modmatrix22modsource	-	0x3E 0x15		
modmatrix23modsource	-	0x3E 0x16		
modmatrix24modsource	-	0x3E 0x17		
modmatrix25modsource		0x3E 0x18		
modmatrix26modsource		0x3E 0x19		
modmatrix27modsource		0x3E 0x1A		
modmatrix28modsource		0x3E 0x1B		
modmatrix29modsource		0x3E 0x1C		
modmatrix30modsource		0x3E 0x1D		
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		
		0x3E 0x05 0x3E 0x06		
modmatrix6modtarget		0x3E 0x05		
modmatrix6modtarget modmatrix7modtarget		0x3E 0x05 0x3E 0x06		
modmatrix6modtarget modmatrix7modtarget modmatrix8modtarget		0x3E 0x05 0x3E 0x06 0x3E 0x07		
modmatrix6modtarget modmatrix7modtarget modmatrix8modtarget modmatrix9modtarget		0x3E 0x05 0x3E 0x06 0x3E 0x07 0x3E 0x08		
modmatrix6modtarget modmatrix7modtarget modmatrix8modtarget modmatrix9modtarget modmatrix10modtarget		0x3E 0x05 0x3E 0x06 0x3E 0x07 0x3E 0x08 0x3E 0x09		
modmatrix6modtarget modmatrix7modtarget modmatrix8modtarget modmatrix9modtarget modmatrix10modtarget modmatrix11modtarget		0x3E 0x05 0x3E 0x06 0x3E 0x07 0x3E 0x08 0x3E 0x09 0x3E 0x0A		
modmatrixEmodtarget modmatrix7modtarget modmatrix8modtarget modmatrix9modtarget modmatrix10modtarget modmatrix11modtarget modmatrix12modtarget		0x3E 0x05 0x3E 0x06 0x3E 0x07 0x3E 0x08 0x3E 0x09 0x3E 0x0A 0x3E 0x0A		
modmatrix6modtarget modmatrix7modtarget modmatrix8modtarget modmatrix10modtarget modmatrix10modtarget modmatrix11 modtarget modmatrix12modtarget modmatrix13modtarget		0x3E 0x05 0x3E 0x06 0x3E 0x07 0x3E 0x08 0x3E 0x08 0x3E 0x0A 0x3E 0x0B 0x3E 0x0B		
modmatrix6modtarget modmatrix7modtarget modmatrix8modtarget modmatrix10modtarget modmatrix11 modtarget modmatrix11 modtarget modmatrix12modtarget modmatrix13modtarget modmatrix14modtarget		0x3E 0x05 0x3E 0x06 0x3E 0x07 0x3E 0x08 0x3E 0x09 0x3E 0x0A 0x3E 0x0B 0x3E 0x0C		
modmatrix6modtarget modmatrix7modtarget modmatrix8modtarget modmatrix1modtarget modmatrix10modtarget modmatrix11modtarget modmatrix12modtarget modmatrix12modtarget modmatrix13modtarget modmatrix15modtarget modmatrix15modtarget modmatrix15modtarget modmatrix16modtarget modmatrix16modtarget		0x3E 0x05 0x3E 0x06 0x3E 0x07 0x3E 0x08 0x3E 0x09 0x3E 0x0A 0x3E 0x0B 0x3E 0x0C 0x3E 0x0D 0x3E 0x0E 0x3E 0x0E		
modmatrix6modtarget modmatrix7modtarget modmatrix8modtarget modmatrix9modtarget modmatrix10modtarget modmatrix11modtarget modmatrix12modtarget modmatrix12modtarget modmatrix12modtarget modmatrix14modtarget modmatrix15modtarget modmatrix15modtarget		0x3E 0x05 0x3E 0x06 0x3E 0x07 0x3E 0x08 0x3E 0x09 0x3E 0x0A 0x3E 0x0B 0x3E 0x0C 0x3E 0x0C		
modmatrix6modtarget modmatrix7modtarget modmatrix9modtarget modmatrix9modtarget modmatrix10modtarget modmatrix11modtarget modmatrix11modtarget modmatrix13modtarget modmatrix14modtarget modmatrix14modtarget modmatrix15modtarget modmatrix15modtarget modmatrix16modtarget modmatrix16modtarget modmatrix16modtarget modmatrix18modtarget modmatrix18modtarget		0x3E 0x05 0x3E 0x06 0x3E 0x07 0x3E 0x08 0x3E 0x09 0x3E 0x0A 0x3E 0x0B 0x3E 0x0C 0x3E 0x0C 0x3E 0x0E 0x3E 0x0F 0x3E 0x10		
modmatrix6modtarget modmatrix7modtarget modmatrix9modtarget modmatrix10modtarget modmatrix10modtarget modmatrix11modtarget modmatrix12modtarget modmatrix13modtarget modmatrix13modtarget modmatrix15modtarget modmatrix15modtarget modmatrix16modtarget modmatrix16modtarget modmatrix16modtarget modmatrix19modtarget modmatrix19modtarget modmatrix19modtarget modmatrix19modtarget		0x3E 0x05 0x3E 0x06 0x3E 0x07 0x3E 0x08 0x3E 0x09 0x3E 0x0A 0x3E 0x0B 0x3E 0x0C 0x3E 0x0D 0x3E 0x0E 0x3E 0x0F 0x3E 0x11 0x3E 0x11		
modmatrix6modtarget modmatrix7modtarget modmatrix9modtarget modmatrix9modtarget modmatrix10modtarget modmatrix11modtarget modmatrix11modtarget modmatrix13modtarget modmatrix14modtarget modmatrix14modtarget modmatrix15modtarget modmatrix16modtarget modmatrix17modtarget modmatrix19modtarget modmatrix19modtarget modmatrix19modtarget modmatrix19modtarget modmatrix19modtarget modmatrix19modtarget modmatrix19modtarget modmatrix19modtarget		0x3E 0x05 0x3E 0x06 0x3E 0x07 0x3E 0x08 0x3E 0x08 0x3E 0x0A 0x3E 0x0B 0x3E 0x0C 0x3E 0x0C 0x3E 0x0D 0x3E 0x0D 0x3E 0x0F 0x3E 0x0F 0x3E 0x10 0x3E 0x11 0x3E 0x12		
modmatrix6modtarget modmatrix7modtarget modmatrix8modtarget modmatrix9modtarget modmatrix11modtarget modmatrix11modtarget modmatrix12modtarget modmatrix12modtarget modmatrix13modtarget modmatrix14modtarget modmatrix15modtarget modmatrix15modtarget modmatrix17modtarget modmatrix17modtarget modmatrix18modtarget modmatrix18modtarget modmatrix19modtarget modmatrix19modtarget modmatrix20modtarget modmatrix21modtarget		0x3E 0x05 0x3E 0x06 0x3E 0x07 0x3E 0x08 0x3E 0x08 0x3E 0x0A 0x3E 0x0A 0x3E 0x0C 0x3E 0x0C 0x3E 0x0D 0x3E 0x0D 0x3E 0x1D 0x3E 0x1D 0x3E 0x11 0x3E 0x11 0x3E 0x12 0x3E 0x12		
modmatrix6modtarget modmatrix7modtarget modmatrix9modtarget modmatrix9modtarget modmatrix10modtarget modmatrix11modtarget modmatrix11modtarget modmatrix12modtarget modmatrix14modtarget modmatrix14modtarget modmatrix15modtarget modmatrix16modtarget modmatrix16modtarget modmatrix17modtarget modmatrix17modtarget modmatrix17modtarget modmatrix11modtarget modmatrix11modtarget modmatrix11modtarget modmatrix11modtarget modmatrix11modtarget modmatrix21modtarget modmatrix21modtarget modmatrix21modtarget		0x3E 0x05 0x3E 0x07 0x3E 0x08 0x3E 0x09 0x3E 0x0A 0x3E 0x0A 0x3E 0x0A 0x3E 0x0C 0x3E 0x0E 0x3E 0x0E 0x3E 0x10 0x3E 0x11 0x3E 0x11 0x3E 0x13 0x3E 0x14 0x3E 0x14		
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modmatrix6modtarget modmatrix7modtarget modmatrix9modtarget modmatrix9modtarget modmatrix10modtarget modmatrix11modtarget modmatrix11modtarget modmatrix12modtarget modmatrix13modtarget modmatrix15modtarget modmatrix16modtarget modmatrix16modtarget modmatrix16modtarget modmatrix17modtarget modmatrix19modtarget modmatrix19modtarget modmatrix21modtarget modmatrix21modtarget modmatrix21modtarget modmatrix22modtarget modmatrix22modtarget modmatrix22modtarget modmatrix22modtarget modmatrix22modtarget modmatrix24modtarget modmatrix25modtarget modmatrix25modtarget modmatrix25modtarget modmatrix25modtarget modmatrix25modtarget modmatrix25modtarget		0x3E 0x05 0x3E 0x06 0x3E 0x07 0x3E 0x09 0x3E 0x08 0x3E 0x08 0x3E 0x0B 0x3E 0x0C 0x3E 0x0D 0x3E 0x0D 0x3E 0x0D 0x3E 0x1E 0x3E 0x11 0x3E 0x11 0x3E 0x14 0x3E 0x15 0x3E 0x15 0x3E 0x15 0x3E 0x15 0x3E 0x17 0x3E 0x17		
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modmatrix&modtarget modmatrixAmodtarget modmatrixAmodtarget modmatrixAmodtarget modmatrixOmodtarget modmatrix 10modtarget modmatrix 11 modtarget modmatrix 12modtarget modmatrix 13modtarget modmatrix 14modtarget modmatrix 15modtarget modmatrix 15modtarget modmatrix 15modtarget modmatrix 15modtarget modmatrix 17modtarget modmatrix 17modtarget modmatrix 19modtarget modmatrix 19modtarget modmatrix 20modtarget modmatrix 22modtarget modmatrix 22modtarget modmatrix 24modtarget modmatrix 25modtarget modmatrix 31modtarget modmatrix 31modtarget modmatrix 31modtarget modmatrix 31modtarget		0x3E 0x05 0x3E 0x06 0x3E 0x07 0x3E 0x08 0x3E 0x0A 0x3E 0x0A 0x3E 0x0B 0x3E 0x0C 0x3E 0x0E 0x3E 0x0E 0x3E 0x0E 0x3E 0x10 0x3E 0x11 0x3E 0x11 0x3E 0x14 0x3E 0x14 0x3E 0x14 0x3E 0x14 0x3E 0x14 0x3E 0x14 0x3E 0x15 0x3E 0x16 0x3E 0x17 0x3E 0x18 0x3E 0x14 0x3E 0x17 0x3E 0x18 0x3E 0x19 0x3E 0x14 0x3E 0x11	[0.8192] seemingly only output in increments of 8, and displayed as [-128.0 128.0] in increments of 0.1.1 To display: if 8192, display 128.0. Else divide by 3.199 (cutting into 2561 even pieces). Then ROUND to nearest integer 02560. Then divide by 10. Then subtract 128. The Hydrasynth seems to round 0.5 towards even	
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	1			
modmatrix4depth		0x41 0x43		
modmatrix5depth		0x41 0x44		
modmatrix6depth		0x41 0x45		
modmatrix7depth		0x41 0x46		
modmatrix8depth		0x41 0x47		
modmatrix9depth		0x41 0x48		
modmatrix10depth		0x41 0x49		
modmatrix11depth		0x41 0x4A		
modmatrix12depth		0x41 0x4B		
modmatrix13depth		0x41 0x4C		
modmatrix14depth		0x41 0x4D		
modmatrix15depth		0x41 0x4E		
modmatrix16depth		0x41 0x4F		
modmatrix17depth		0x41 0x50		
modmatrix18depth		0x41 0x51		
modmatrix19depth		0x41 0x52		
modmatrix20depth		0x41 0x53		
modmatrix21depth		0x41 0x54		
modmatrix22depth		0x41 0x55		
modmatrix23depth		0x41 0x56		
modmatrix24depth		0x41 0x57		
modmatrix25depth		0x41 0x58		
modmatrix26depth		0x41 0x59		
modmatrix27depth		0x41 0x5A		
		0x41 0x5B		
modmatrix28depth	-			
modmatrix29depth		0x41 0x5C		
modmatrix30depth		0x41 0x5D		
modmatrix31depth		0x41 0x5E		
modmatrix32depth		0x41 0x5F		
			MOD ALOD (A A) Disk Dand Theresis Med Oc.	
ribbonmode		0x3F 0x3B	MSB=0 LSB=[0,2] Pitch Bend, Theremin, Mod Only	
ribbonkeyspan		0x3F 0x3B	MSB=1 LSB=[0,2] 2 Octave, 4 Octave, 6 Octave	
ribbonoctave		0x3F 0x3B	MSB=2 LSB=[0,2] 2 Octave, 4 Octave, 6 Octave	
		0x3F 0x3B	MCP-2 I CP-(0.4)	
ribbonquantize			MSB=3 LSB=[0,1]	
ribbonmodcontrol		0x3F 0x3B	MSB=16 LSB=[0,1]	
ribbonglide		0x3F 0x3B	MSB=17 LSB=[0,127]	
voicedetune	0x5F	0x3F 0x39	[0,127]	
voicestereowidth	0x75	0x3F 0x44	[0,127]	
	UATO			
voicevibratoamount		0x3F 0x43	[0,12]	
voiceanalogfeel		0x3F 0x46	[0,127]	
voicedensity		0x3F 0x3C	[1,8]	
voiceglidecurve		0x3F 0x14	[0,128] only displayed if glide=1 displayed as [Log(-64)0Exp(64)]	
voiceglide	0x42	0x3F 0x12	[0,1]	
voiceglidelegto		0x3F 0x1F	[0,1] only displayed if glide=1	
voiceglidetime	0x05	0x3F 0x15	[0,127] only displayed if glide=1	
voicestereomode		0x3F 0x48	[0,2] Rotate, Alter, Random	
voicepolyphony		0x3F 0x13	[0,1]	
voicepitchbend			[0,24]	
		0x3F 0x41		
voicevibratoratesyncoff		0x3F 0x42	[0-127] Displayed as the Hz values: 0.3 - 0.6 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [50-69] 1.8 - 5.0 by 0.1 [70-101] 5.0 - 10.0 by 0.2 [102-127]	
		0x3F 0x42	0.3 · 0.6 by 0.01 [0-29] 0.6 · 1.0 by 0.02 [30-49] 1.0 · 1.8 by 0.04 [50-69] 1.8 · 5.0 by 0.1 [70-101]	
voicevibratoratesyncoff voicevibratoratesyncon		0x3F 0x42 0x3F 0x3F	0.3 - 0.6 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [50-69] 1.0 - 1.8 by 0.04 [50-69] 1.5 - 0.0 by 0.2 [102-127] [0.15] VIBRATO_RATES_SYNC_ON	
voicevibratoratesyncoff voicevibratoratesyncon voicevandomphase		0x3F 0x42 0x3F 0x3F 0x3F 0x1E	0.3 · 0.6 by 0.01 [0-29] 0.6 · 1.0 by 0.02 [30-49] 1.0 · 1.8 by 0.04 [50-69] 1.0 · 1.8 · 5.0 by 0.1 [70-101] 5.0 · 10.0 by 0.2 [102-127] [0.15] VIBRATO_RATES_SYNC_ON [0.1]	
voicevibratoratesyncoff voicevibratoratesyncon voicevibratoratesyncon voicerandomphase voicewarmmode		0x3F 0x42 0x3F 0x3F 0x3F 0x3F 0x3F 0x4F	0.3 · 0.6 by 0.01 [0-29] 0.6 · 1.0 by 0.02 [30-49] 1.0 · 1.8 by 0.04 [50-69] 1.0 · 1.8 · 5.0 by 0.1 [70-101] 5.0 · 10.0 by 0.2 [102-127] [0.15] VIBRATO_RATES_SYNC_ON [0.1]	
voicevibratoratesyncoff voicevibratoratesyncon voicerandomphase voicewarmmode voicevibratobpm		0x3F 0x42 0x3F 0x3F 0x3F 0x1E 0x3F 0x4F 0x3F 0x49	0.3 · 0.6 by 0.01 [0-29] 0.6 · 1.0 by 0.02 [30-49] 1.0 · 1.8 by 0.04 [50-69] 1.0 · 1.8 by 0.04 [50-69] 1.5 · 1.0 · 1.0 by 0.02 [102-127] [0.15] VIBRATO_RATES_SYNC_ON [0.1] [0.1]	
voicevibratoratesyncoff voicevibratoratesyncon voicevibratoratesyncon voicerandomphase voicewarmmode		0x3F 0x42 0x3F 0x3F 0x3F 0x1E 0x3F 0x4F 0x3F 0x49	0.3 · 0.6 by 0.01 [0-29] 0.6 · 1.0 by 0.02 [30-49] 1.0 · 1.8 by 0.04 [50-69] 1.0 · 1.8 · 5.0 by 0.1 [70-101] 5.0 · 10.0 by 0.2 [102-127] [0.15] VIBRATO_RATES_SYNC_ON [0.1]	
voicevibratoratesyncoff voicevibratoratesyncon voicerandomphase voicewarmmode voicevibratobpm		0x3F 0x42 0x3F 0x3F 0x3F 0x1E 0x3F 0x4F 0x3F 0x49	0.3 · 0.6 by 0.01 [0-29] 0.6 · 1.0 by 0.02 [30-49] 1.0 · 1.8 by 0.04 [50-69] 1.0 · 1.8 by 0.04 [50-69] 1.5 · 1.0 · 1.0 by 0.02 [102-127] [0.15] VIBRATO_RATES_SYNC_ON [0.1] [0.1]	
voicevibratoratesyncoff voicevibratoratesyncon voicerandomphase voicewarmmode voicevibratobpm		0x3F 0x42 0x3F 0x3F 0x3F 0x1E 0x3F 0x4F 0x3F 0x49	0.3 · 0.6 by 0.01 [0-29] 0.6 · 1.0 by 0.02 [30-49] 1.0 · 1.8 by 0.04 [50-69] 1.0 · 1.8 by 0.04 [50-69] 1.5 · 1.0 · 1.0 by 0.02 [102-127] [0.15] VIBRATO_RATES_SYNC_ON [0.1] [0.1]	
voicevibratoratesyncoff voicevibratoratesyncon voicerandomphase voicevarramode voicevibratobpm voicesnap		0x3F 0x42 0x3F 0x3F 0x3F 0x1E 0x3F 0x4F 0x3F 0x49 0x3F 0x3S	0.3 - 0.6 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [50-69] 1.0 - 1.8 by 0.04 [50-69] 1.5 - 1.0 by 0.02 [102-127] [0.15] VIBRATO_RATES_SYNC_ON [0.1] [0.1] [0.1]	
voicevibratoratesyncoff voicevibratoratesyncon voicerandomphase voicewarmmode voicevibratobpm voicesnap FX Types and Custom Para		0x3F 0x42 0x3F 0x3F 0x3F 0x1E 0x3F 0x4F 0x3F 0x49 0x3F 0x3S	0.3 · 0.6 by 0.01 [0-29] 0.3 · 0.6 by 0.01 [0-29] 1.0 · 1.8 by 0.04 [50-69] 1.0 · 1.8 by 0.04 [50-69] 1.5 · 1.8 · 5.0 by 0.1 [70-101] 5.0 · 10.0 by 0.2 [102-127] [0.15] VIBRATO_RATES_SYNC_ON [0.1] [0.1] [0.1] [0.1] This Excludes BYPASS which has no parameters, though it does have Dry/Wet	
voicevibratoratesyncoff voicevibratoratesyncon voicevandomphase voicewarmmode voicevibratobpm voicesnap	ameters CC	0x3F 0x42 0x3F 0x3F 0x3F 0x1E 0x3F 0x4F 0x3F 0x49 0x3F 0x35	0.3 · 0.6 by 0.01 [0-29] 0.6 · 1.0 by 0.02 [30-49] 1.0 · 1.8 by 0.04 [50-69] 1.0 · 1.8 by 0.04 [50-69] 1.5 · 1.0 by 0.04 [50-69] 1.5 · 1.0 by 0.02 [102-127] [0.15] VIBRATO_RATES_SYNC_ON [0.1] [0.1] [0.1] [0.1] [0.1] This Excludes BYPASS which has no parameters, though it does have Dry/Wet Notes	
voicevibratoratesyncoff voicevibratoratesyncon voicerandomphase voicevarmmode voicevibratobpm voicesnap FX Types and Custom Para		0x3F 0x42 0x3F 0x3F 0x3F 0x1E 0x3F 0x4F 0x3F 0x49 0x3F 0x35	0.3 · 0.6 by 0.01 [0-29] 0.3 · 0.6 by 0.01 [0-29] 1.0 · 1.8 by 0.04 [50-69] 1.0 · 1.8 by 0.04 [50-69] 1.0 · 1.8 by 0.04 [50-69] 1.5 · 1.0 by 0.2 [102-127] [0.15] VIBRATO_RATES_SYNC_ON [0.1] [0.1] [0.1] [0.1] This Excludes BYPASS which has no parameters, though it does have Dry/Wet Notes [0.2] in increments of 8 (0, 8, 16), displayed as Chorus 1, Chorus 2, Chorus 3. Presets are: 0. Rate: 0.34Hz Depth 29.0 Offset 0 Feedback 0 Stereo 1. Rate: 0.42Hz Depth 35.0 offset 0 Feedback 0 Stereo	
voicevibratoratesyncoff voicevibratoratesyncon voicerandomphase voicewarmmode voicevibratobpm voicesnap FX Types and Custom Para Name		0x3F 0x42 0x3F 0x3F 0x3F 0x1E 0x3F 0x4F 0x3F 0x49 0x3F 0x35	0.3 · 0.6 by 0.01 [0-29] 0.6 · 1.0 by 0.02 [30-49] 1.0 · 1.8 by 0.04 [50-69] 1.0 · 1.8 by 0.04 [50-69] 1.0 · 1.8 by 0.04 [50-69] 1.5 · 1.0 by 0.2 [102-127] [0.15] VIBRATO_RATES_SYNC_ON [0.1] [0.1] [0.1] [0.1] [0.1] This Excludes BYPASS which has no parameters, though it does have Dry/Wet Notes [0.2] in increments of 8 (0, 8, 16), displayed as Chorus 1, Chorus 2, Chorus 3. Presets are: 0. Rate: 0.34Hz Death 29.0 Offset 0 Feedback 0 Stereo	
voicevibratoratesyncoff voicevibratoratesyncon voicerandomphase voicewarmmode voicevibratobpm voicesnap FX Types and Custom Para Name	СС	0x3F 0x42 0x3F 0x3F 0x3F 0x1E 0x3F 0x4F 0x3F 0x49 0x3F 0x35	0.3 · 0.6 by 0.01 [0-29] 0.6 · 1.0 by 0.02 [30-49] 1.0 · 1.8 by 0.04 [50-69] 1.0 · 1.8 by 0.04 [50-69] 1.0 · 1.8 by 0.04 [50-69] 1.5 · 1.0 by 0.2 [102-127] [0.15] VIBRATO_RATES_SYNC_ON [0.1] [0.1] [0.1] [0.1] [0.1] [0.1] [0.1] [0.1] [0.2] in increments of 8 (0, 8, 16), displayed as Chorus 1, Chorus 2, Chorus 3. Presets are: 0. Rate: 0.42Hz Depth 18.0 Offset 0 Feedback 0 Stereo 1. Rate: 0.42Hz Depth 18.0 Offset 0 Feedback 0 Stereo 2. Rate: 1.20Hz Depth 18.0 Offset 0 Feedback 2 Stereo Notes I have not determined the five actual NRPN values for each preset, just their display	
voicevibratoratesyncoff voicevibratoratesyncon voicevandomphase voicewarmmode voicevibratobpm voicesnap FX Types and Custom Para Name fxtpreset (Chorus)	СС	0x3F 0x42 0x3F 0x3F 0x3F 0x1E 0x3F 0x4F 0x3F 0x49 0x3F 0x35 **NOTE:** 0x3B 0x00	0.3 · 0.6 by 0.01 [0-29] 0.6 · 1.0 by 0.02 [30-49] 1.0 · 1.8 by 0.04 [50-69] 1.0 · 1.8 by 0.04 [50-69] 1.0 · 1.8 by 0.04 [50-69] 1.5 · 1.0 by 0.2 [102-127] [0.15] VIBRATO_RATES_SYNC_ON [0.1] [0.1] [0.1] [0.1] [0.1] [0.1] This Excludes BYPASS which has no parameters, though it does have Dry/Wet Notes [0.2] in increments of 8 (0, 8, 16), displayed as Chorus 1, Chorus 2, Chorus 3. Presets are: 0. Rate: 0.34Hz Depth 29.0 Offset 0 Feedback 0 Stereo 1. Rate: 0.42Hz Depth 35.0 Offset 0 Feedback 26 Mono 1. Rate: 0.42Hz Depth 10.0 Offset 0 Feedback 26 Mono 1. Rate: 1.20Hz Depth 10.0 Offset 0 Feedback 26 Mono 1. Rate 1.20Hz Depth 10.0 Offset 0 Feedback 28 Mono 1. Rate 1.20Hz Depth 10.0 Offset 0	
voicevibratoratesyncoff voicevibratoratesyncon voicevandomphase voicewarmmode voicevibratotpm voicesnap FX Types and Custom Para Name fxt preset (Chorus)	OxOC	0x3F 0x42 0x3F 0x3F 0x3F 0x1E 0x3F 0x4F 0x3F 0x49 0x3F 0x35 **NOTE:** 0x3B 0x00	0.3 - 0.6 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [50-69] 1.5 - 1.0 0 by 0.2 [102-127] [0.15] VIBRATO_RATES_SYNC_ON [0.1] [0.1] [0.1] [0.1] [0.1] [0.1] [0.1] [0.2] In increments of 8 (0, 8, 16), displayed as Chorus 1, Chorus 2, Chorus 3. Presets are: 0. Rate: 0.34Hz Depth 29.0 Offset 0 Feedback 0 Stereo 1. Rate: 0.42Hz Depth 35.0 Offset 0 Feedback 0 Stereo 1. Rate: 0.42Hz Depth 35.0 Offset 0 Feedback 0 Stereo 2. Rate: 1.20Hz Depth 18.0 Offset 0 Feedback 0 Stereo 0. Rotes of the stereous o	
voicevibratoratesyncoff voicevibratoratesyncon voicerandomphase voicevibratobpm voicesnap FX Types and Custom Para Name fxtpreset (Chorus) fx1param1 (Rate)	OxOC	0x3F 0x42 0x3F 0x3F 0x3F 0x4F 0x3F 0x4F 0x3F 0x49 0x3F 0x3S NOTE: 0x3B 0x00 0x41 0x6F	0.3 - 0.6 by 0.01 [0-29] 0.6 - 1.0 by 0.02 [30-49] 1.0 - 1.8 by 0.04 [30-69] 1.0 - 1.1 by	

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

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

macro4name				
macro5name				
macro6name				
macro7name				
	-			
macro8name			land of andian and Market Code and an Alpha Market Code	
voicescale			Instead of sending one message, Voice Scale sends many NRPN messages. It starts with OxSF 0x45 > 1. then sends 0x3F 0x52 = MSBB-(1,11) ESBE(-1,12) where LSB = MSB + 1 is the standard for "C", and for C#/Db it's LSB = MSB + 2 Mod 12, then D is LSB = MSB + 3 Mod 12 and so onit appears to be mapping out a scale. If the LSB is 0, then I believe this indicates that the key is not used.	
voicekeylock			Voice Key Lock seems to send out the same stuff as Voice Scale	
,			,	
Parameters with CC Value	ns.			
Name	СС	Range	Notes	
osc1cent osc1wavscan	0x6F	14-114	-50 +50	
	0x18	0-127		
osc2cent	0x70			
osc2wavscan	0x1A			
osc3cent	0x71			
mutator1ratio	0x1D			
mutator1depth	0x1E	0-127		
mutator1wet	0x1F	0-127		
mutator2ratio	0x21			
mutator2depth	0x22			
mutator2wet	0x23			
mutator3ratio	0x24			
mutator3depth	0x25			
mutator3wet	0x27			
mutator4ratio	_			
	0x28			
mutator4depth mutator4wet	0x29 0x2A			
	_			
ringmoddepth	0x2B			
mixerosc1vol	0x2C	0-127	It seems that 128.0 is CC 127, and <128.0 is 126. Maybe rounded up?	
mixerosc1pan	0x2D	0-127	-64 + 64 0 -> 64	
mixerosc1filterratio	0x76	0-127	100:0 to 0:100 50:50 -> 64	
mixerosc2vol	0x2E			
mixerosc2pan	0x2F			
mixerosc2filterratio	0x77			
mixerosc3vol	0x30			
mixerosc3pan	0x31			
mixerosc3filterratio	0x72			
mixernoisevol	0x03			
	_			
mixernoisepan	0x08			
mixernoisefilterratio	0x73 0x09			
mixerringmodvol	_			
mixerringmodpan	0x0A			
mixerringmodfilterratio	0x74			
filter1 cutoff	0x4A	0-127		
filter1 drive	0x32	0-127		
filter1 resonance	0x47	0-127		
filter1keytrack	0x33	0-127	100% -> 96 0% -> 64	
filter1lfo1amount	0x34	0-127	-64 + 64 0 -> 64	
filter1 velenv	0x35	0-127	-64 + 64 0 -> 64	
filter1env1amount		0-127	-64 + 64 0 -> 64	
filter2cutoff	0x37			
filter2resonance	0x38			
filter2morph	_	0-127		
filter2keytrack	0x3A	=-		
filter2lfo1amount	0x3A 0x3B			
filter2velenv	0x3C			
filter2env1amount	0x3D			
amplfo2amount	_	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		
	0x0F	0-127		
delaytimesyncoff		0-127	-64 + 64 0 -> 64	
delaytimesyncoff delaywettone	0x3F	0-12/		
delaywettone	_		0-100% 50% -> 64	
delaywettone reverbwet	0x5B	0-127	0-100% 50% -> 64 Freeze -> 127	
delaywettone reverbwet reverbtime	0x5B 0x41	0-127 0-127	Freeze -> 127	
delaywettone reverbwet reverbtime reverbtone	0x5B 0x41 0x43	0-127 0-127 0-127	Freeze > 127 -64 + 64 0 > 64	
delaywettone reverbwet reverbtime reverbtone postfxwet	0x5B 0x41 0x43 0x5E	0-127 0-127 0-127 0-127	Freeze -> 127	
delaywettone reverbuet reverbtime reverbtone postfxwet postfxparam1	0x5B 0x41 0x43 0x5E 0x44	0-127 0-127 0-127	Freeze > 127 -64 + 64 0 > 64	
delaywettone reverbuet reverbtime reverbtone postfxwet postfxparam1 postfxparam2	0x5B 0x41 0x43 0x5E 0x44 0x45	0-127 0-127 0-127 0-127 0-127	Freeze > 127 -64 + 64 0 > 64	
delaywettone reverbuter reverbtime reverbtone postfxwet postfxyaram1 postfxyaram2 Ifo1level	0x5B 0x41 0x43 0x5E 0x44 0x45 0x46	0-127 0-127 0-127 0-127 0-127 0-127	Freeze > 127 -64 + 64 0 > 64	
delaywettone reverbuet reverbtime reverbtone postfxwet postfxparam1 postfxparam2	0x5B 0x41 0x43 0x5E 0x44 0x45	0-127 0-127 0-127 0-127 0-127	Freeze > 127 -64 + 64 0 > 64	

Ifo3level Ifo3ratesyncoff				
Ifo3ratesyncoff	0x49			
	0x4B			
	0x4C			
ITO4level				
	0x4D			
Ifo4ratesyncoff	0x4E			
Ifo5level	0x4F			
Ifo5ratesyncoff	0x50			
	0x51	0-127		
env1decaysyncoff	0x52	0-127		
env1sustain	0x53	0-127		
env1releasesyncoff	0x54	0-127		
env2attacksyncoff	0x55			
	0x56			
	0x57			
env2releasesyncoff	0x58			
env3attacksyncoff	0x59			
env3decaysyncoff	0x5A			
	0x60			
	0x61			
env4attacksyncoff	0x19			
env4decaysyncoff	0x1B			
env4sustain	0x7D			
	0x7C			
· ·				
	0x66			
	0x67			
env5sustain	0x68			
env5releasesyncoff	0x69			
	0x6A	0-11		
			Ee/ 1000/	
	0x6B	5-100	5%100%	
arpoctave	0x78	1-4		
arpmode	0x6C	0-7		
arplength	0x7A	0-32	0 = Default	
	0x6D	0-127		
			09/ 1009/	
	0x6E	0-100	0% 100%	
macro1panelvalue	0x10	0-127		
macro2panelvalue	0x11			
macro3panelvalue	0x12			
	0x13			
	0x14			
macro6panelvalue	0x15			
macro7panelvalue	0x16			
macro8panelvalue	0x17			
voicedetune	0x5F	0-127		
	0x75	0-127		
voiceetereowidth				
			Off, On	
voiceglide	0x42	0-1		
voiceglide	0x42 0x05	0-1 0-127		
voiceglide				
voiceglide				
voiceglide voiceglidetime	0x05	0-127		
voiceglide voiceglidetime Some Undocumented NRPI	0x05	0-127	Notes	
voiceglide voiceglidetime Some Undocumented NRPI Name	0x05	0-127	Notes	
voiceglide voiceglidetime Some Undocumented NRPI Name Arpeggiator Tempo	0x05	0-127 ages NRPN 0x3F 0x38	[300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted.	
voiceglide voiceglidetime Some Undocumented NRPI Name Arpeggiator Tempo Chord Button Pressed	0x05	0-127 **ages NRPN 0x3F 0x38 0x3F 0x16	[300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. $MSB = 0x00 \ LSB = 0x00$	
voiceglide voiceglidetime Some Undocumented NRPI Name Arpeggiator Tempo Chord Button Pressed Occasionally when patch	0x05	0-127 ages NRPN 0x3F 0x38	[300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted.	
voiceglide voiceglidetime Some Undocumented NRPI Name Arpeggiator Tempo Chord Button Pressed	0x05	0-127 **ages NRPN 0x3F 0x38 0x3F 0x16	[300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. $MSB = 0x00 \ LSB = 0x00$	
voiceglide voiceglidetime Some Undocumented NRPI Name Arpeggiator Tempo Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose.	0x05	0-127 Fages NRPN 0x3F 0x38 0x3F 0x38 0x3F 0x38	[300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. MSB = 0x00 LSB = 0x00 MSB = 0x09 LSB = various	
voiceglide voiceglidetime Some Undocumented NRPI Name Arpeggiator Tempo Chord Button Pressed Occasionally when patch select dial is turned.	0x05	0-127 Fages NRPN 0x3F 0x38 0x3F 0x38 0x3F 0x38	[300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. $MSB = 0x00 \ LSB = 0x00$	
voiceglide voiceglidetime Some Undocumented NRPI Name Arpeggiator Tempo Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose. Emitted when Tap Trig turned On on panel Emitted when ribbon strip	0x05	0-127 Fages NRPN 0x3F 0x38 0x3F 0x38 0x3F 0x38	[300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. MSB = 0x00 LSB = 0x00 MSB = 0x09 LSB = various MSB = 0x00 LSB = 0x00	
voiceglide voiceglidetime Some Undocumented NRPI Name Arpeggiator Tempo 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.	0x05	0-127 Rages NRPN 0x3F 0x38 0x3F 0x16 0x3F 0x57	[300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. MSB = 0x00 LSB = 0x00 MSB = 0x00 LSB = various MSB = 0x00 LSB = 0x00 Multiple message values sent in a sequence, such as [0x3 0x81], [0x4 0x55], and [0x4 0x38]	
voiceglide voiceglidetime Some Undocumented NRPI Name Arpeggiator Tempo Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose. Emitted when Tap Trig turned On on panel Emitted when ribbon strip	0x05	0-127 Rages NRPN 0x3F 0x38 0x3F 0x16 0x3F 0x57	[300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. 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	
voiceglide voiceglidetime Some Undocumented NRPI Name Arpeggiator Tempo 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.	0x05	0-127 Rages NRPN 0x3F 0x38 0x3F 0x16 0x3F 0x57	[300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. MSB = 0x00 LSB = 0x00 MSB = 0x00 LSB = various MSB = 0x00 LSB = 0x00 Multiple message values sent in a sequence, such as [0x3 0x81], [0x4 0x55], and [0x4 0x38]	
voiceglide voiceglidetime Some Undocumented NRPI Name Arpeggiator Tempo 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.	0x05	0-127 Rages NRPN 0x3F 0x38 0x3F 0x16 0x3F 0x57	[300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. 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	
voiceglide voiceglidetime Some Undocumented NRPI Name Arpeggiator Tempo 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.	0x05	0-127 Rages NRPN 0x3F 0x38 0x3F 0x16 0x3F 0x57	[300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. 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	
voiceglide voiceglidetime Some Undocumented NRPI Name Arpeggiator Tempo 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.	0x05	0-127 NRPN 0x3F 0x38 0x3F 0x16 0x3F 0x57 0x57 0x00	[300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. 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	
voiceglide voiceglidetime Some Undocumented NRPI Name Arpeggiator Tempo 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.	0x05	0-127 wispes wispes 0x3F 0x38 0x3F 0x16 0x3F 0x57 0x57 0x00	[300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. 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	
voiceglide voiceglidetime Some Undocumented NRPI Name Arpeggiator Tempo 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.	0x05	0-127 NRPN 0x3F 0x38 0x3F 0x16 0x3F 0x57 0x57 0x00	[300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. 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 Notes [-50,+50] 2-byte 2's Complement. Thus it goes	
voiceglide voiceglidetime Some Undocumented NRPI Name Arpeggiator Tempo 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.	0x05	0-127 ages NRPN 0x3F 0x38 0x3F 0x16 0x3F 0x57 0x57 0x00 NRPN 0x41 0x04	[300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. 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 Notes [-50,+50] 2-byte 2's Complement. Thus it goes 0-0, 1-1, 2-2,, 50-50, then 8142 = -50, 8143 = -49,, 8191 = -1	
voiceglide voiceglidetime Some Undocumented NRPI Name Arpeggiator Tempo 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.	0x05	0-127 wispes wispes 0x3F 0x38 0x3F 0x16 0x3F 0x57 0x57 0x00	[300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. 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 Notes [-50,+50] 2-byte 2's Complement. Thus it goes	
voiceglide voiceglidetime Some Undocumented NRPI Name Arpeggiator Tempo 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 Messages Name allosccent osc1solowavescan1	0x05	0-127 NRPN 0x3F 0x38 0x3F 0x16 0x3F 0x57 0x57 0x00 NRPN 0x41 0x04 0x3F 0x1b	[300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. 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 Notes [-50,+50] 2-byte 2's Complement. Thus it goes 0-0, 1-1, 2-2,, 50-50, then 8142 = -50, 8143 = -49,, 8191 = -1	
voiceglide voiceglidetime Some Undocumented NRPI Name Arpeggiator Tempo 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.	0x05	0-127 NRPN 0x3F 0x38 0x3F 0x57 0x5F 0x50 0x5F 0x50 NRPN 0x41 0x04 0x3F 0x1b	[300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. 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 Notes [-50,+50] 2-byte 2's Complement. Thus it goes 0-0, 1-1, 2-2,, 50-50, then 8142 = -50, 8143 = -49,, 8191 = -1	
voiceglide voiceglidetime Some Undocumented NRPI Name Arpeggiator Tempo 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 Messages Name allosccent osc1solowavescan1 osc1solowavescan2 osc1solowavescan3	0x05	0-127 NRPN 0x3F 0x38 0x3F 0x16 0x3F 0x57 0x57 0x00 NRPN 0x41 0x04 0x3F 0x1b 0x3F 0x1b 0x3F 0x1b	[300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. 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 Notes [-50,+50] 2-byte 2's Complement. Thus it goes 0-0, 1-1, 2-2,, 50-50, then 8142 = -50, 8143 = -49,, 8191 = -1	
voiceglide voiceglidetime Some Undocumented NRPI Name Arpeggiator Tempo 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.	0x05	0-127 ### Apple ### Apple	[300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. 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 Notes [-50,+50] 2-byte 2's Complement. Thus it goes 0-0, 1-1, 2-2,, 50-50, then 8142 = -50, 8143 = -49,, 8191 = -1	
voiceglide voiceglidetime Some Undocumented NRPI Name Arpeggiator Tempo 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 Messages Name allosccent osc1solowavescan1 osc1solowavescan2 osc1solowavescan3	0x05	0-127 NRPN 0x3F 0x38 0x3F 0x16 0x3F 0x57 0x57 0x00 NRPN 0x41 0x04 0x3F 0x1b 0x3F 0x1b 0x3F 0x1b	[300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. 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 Notes [-50,+50] 2-byte 2's Complement. Thus it goes 0-0, 1-1, 2-2,, 50-50, then 8142 = -50, 8143 = -49,, 8191 = -1	
voiceglide voiceglidetime Some Undocumented NRPI Name Arpeggiator Tempo 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 Messages Name allosccent osc1solowavescan1 osc1solowavescan2 osc1solowavescan3	0x05	0-127 ### Apple ### Apple	[300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. 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 Notes [-50,+50] 2-byte 2's Complement. Thus it goes 0-0, 1-1, 2-2,, 50-50, then 8142 = -50, 8143 = -49,, 8191 = -1	
voiceglide voiceglidetime Some Undocumented NRPI Name Arpeggiator Tempo Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose. Emitted when ribon strip used as pitch bend. Unknown purpose. Non-Patch NRPN Messages Name allosccent Osc1solowavescan1 osc1solowavescan2 osc1solowavescan4 osc1solowavescan4 osc1solowavescan4 osc1solowavescan6	0x05	0:127 NRPN 0:3F 0x38 0x3F 0x57 0x57 0x00 NRPN 0x41 0x04 0x3F 0x1b	[300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. 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 Notes [-50,+50] 2-byte 2's Complement. Thus it goes 0-0, 1-1, 2-2,, 50-50, then 8142 = -50, 8143 = -49,, 8191 = -1	
voiceglide voiceglidetime Some Undocumented NRPI Name Arpeggiator Tempo Chord Button Pressed Occasionally when patch select dial is turned. Unknown Purpose. Emitted when Tap Trig turned On on panel Unknown purpose. Non-Patch NRPN Messages Name allosccent osc1solowavescan1 osc1solowavescan2 osc1solowavescan3 osc1solowavescan4 osc1solowavescan5 osc1solowavescan5 osc1solowavescan6	0x05	0:127 NRPN 0:x3F 0x38 0:x3F 0x57 0:x3F 0x57 0:x57 0x00 NRPN 0:x41 0x04 0:x3F 0x1b	[300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. 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 Notes [-50,+50] 2-byte 2's Complement. Thus it goes 0-0, 1-1, 2-2,, 50-50, then 8142 = -50, 8143 = -49,, 8191 = -1	
voiceglide voiceglidetime Some Undocumented NRPI Name Arpeggiator Tempo 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 Messages Name allosccent osc1solowavescan1 osc1solowavescan2 osc1solowavescan3 osc1solowavescan4 osc1solowavescan5 osc1solowavescan6 osc1solowavescan6	0x05	0:127 NRPN 0:x3F 0x38 0:x3F 0x57 0:x3F 0x57 0:x5F 0x00 NRPN 0:x41 0x04 0:x3F 0x1b	[300, 2400], displayed as 30.0240.0. Emitted irregularly, though probably any value is permitted. 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 Notes [-50,+50] 2-byte 2's Complement. Thus it goes 0-0, 1-1, 2-2,, 50-50, then 8142 = -50, 8143 = -49,, 8191 = -1	
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osc2solowavescan5		0x3F 0x1c		
osc2solowavescan6		0x3F 0x1c		
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		