Model Name	MOD Channel 1 (Shape)	MOD Channel 2 (ShiftShape)	MOD Channel 3 (Param1)
Virtual Analog	Tri>Saw>PW M	Detune -Pitch/+Pitch H	Pulse Width T
VA Sync	Tri>Saw>PW M	Detune -Pitch/+Pitch H	Pulse Width T
Tides	Wavefold T	Asymmetry M	Waveform H
Warps	Wavefold T	Asymmetry M	Waveform H
FM	Modulation Index T	Frequency Ratio H	Feedback 1OP/2OP M
Grain	Formant Frequency T	Width and Shape M	Frequency Ratio H
ZBraids	CF Freq T	Saw>Sqr>Tri M	PK>LP>BP>HP H
Additive	Harmonic Index T	Bump Shape M	Number of Bumps H
SWARM	Pitch Randomization H	Grain Duration/Overlap M	Grain Density T
Particle	Pitch Randomization H	Filter Type AP/BP M	Particle Density T
Noise	Filter Resonance M	LP>BP>HP H	Clock Frequency T
NoiseDBP	Filter Resonance M	2nd BP Center frequency	Clock Frequency T
String	Inharmonicity H	Brightness/density T	Decay M
Modal	Inharmonicity H	Brightness/density T	Decay M
Bass Drum	Brightness T	Sharpness/Overdrive H	Decay M
Snare	Mode Balance T	Harmonic/Noisy H	Decay M
HiHat	HP Filter Cutoff T	Metallic/Noisy H	Decay M
Virtual VCF	Cutoff Freq T	Waveform M	Resonance 12/24 H

Shape	ShiftShape	Param1	Param2	Param3	Param4	Param5	Param6	
Bias 1	Bias 2	Bias 3	MOD 1	MOD 2	MOD 3	Attack	Decay	
			Envelope	LFO+Env	Key Track	[+] Rate	[+] Rate	AD
			Envelope	LFO+Env	Key Track	[+] Rate	[-] Rate	AR
			Envelope	LFO+Env	Key Track	[-] Rate	[+] Rate	ADSR 40
			Envelope	LFO+Env	Key Track	[-] Rate	[-] Rate	ADSR 70
			LFO+KT	Key Track	LFO2	0	[+] Rate	LFO2 TRI
			LFO+KT	Key Track	LFO2	0	[-] Rate	LFO2 SIN
			LFO+KT	Key Track	LFO2	[+] Rate	0	LFO2 SAW
			LFO+KT	Key Track	LFO2	[-] Rate	0	LFO2 RAMP

Envelope
Env+LFO
Key Track
KT+LFO

MOD Channel 2 LFO
Input 1a = Bias 1 + (Int 1 * Env)
Input 2a = Bias 2 + (Int 2 * Env) + LFO
Input 3a = Bias 3 + (Int 3 * KT)

Alternate MOD channel 1 LFO
Input 1d = Bias 1 + (Int 1 * Env) +LFO
Input 2d = Bias 2 + (Int 2 * Env)
Input 3a = Bias 3 + (Int 3 * KT)

LFO2 Mode (TBD)
Input 1b = Bias 1 + (Int 1 * KT) + LFO
Input 2b = Bias 2 + (Int 2 * KT)
Input 3b = Bias 3 + (Int 3 * LFO2)

Alternate MOD Channel 3
Input 3e = Bias 3 + (Int 3 *KT) + LFO