

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

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| Envelope |
| Env+LFO |
| Key Track |
| KT+LFO |