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

Envelope
Env+LFO
Key Track
KT+LFO

AD
AR
ADSR 40
ADSR 70

Shape	ShiftShape	Param1	Param2	Param3	Param4	Param5	Param6	
Bias 1	Bias 2	Bias 3	MOD 1	MOD 2	MOD 3	Attack	Decay	
						[+] Rate	[+] Rate	AD
						[+] Rate	[-] Rate	AR
						[-] Rate	[+] Rate	ADSR 40
						[-] Rate	[-] Rate	ADSR 70

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

LFO2
LFO2[x]LFO
Key Track
KT+LFO

LFO2+LFO
LFO2*LFO
LFO2freq
LFO2amp

Shape	ShiftShape	Param1	Param2	Param3	Param4	Param5	Param6	
Bias 1	Bias 2	Bias 3	MOD 1	MOD 2	MOD 3	Attack	Decay	
						0	[+] Rate	LFO2+LFO
						0	[-] Rate	LFO2*LFO
						[+] Rate	0	Vib Rate
						[-] Rate	0	Amp Rate

LFO+Tremolo Vib KT
LFO+Tremolo Amp KT