	Envelope	LFO+Envelope	Key Track
Virtual Analog	Tri->Saw->PW M	Detune H	Pulse Width T
VA Sync	Tri->Saw->PW M	Detune H	Pulse Width T
Tides	Wavefold T	Asymmetry M	Waveform H
Warps	Wavefold T	Asymmetry M	Waveform H
Granular	Formant Frequency T	Width and Shape M	Frequency Ratio H
ZBraids	CF Freq T	Saw->Sqr->Tri M	Peaking->LP->BP->HP H
FM	Modulation Index T	Frequency Ratio H	Feedback 1OP/2OP M
Additive	Harmonic Index T	Bump Shape M	Number of Bumps H
SWARM	Pitch Randomization H	Grain Duration/Overlap M	Grain Density T
Noise	Filter Resonance M	LP->BP->HP H	Clock Frequency T
Particle	Pitch Randomization H	Filter Type M	Particle Density 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/Noisey H	Decay M
HiHat	HP Filter Cutoff T	Metalic/Noisey 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	Int 1	Int 2	Int 3	Attack	Decay	
			Envelope	LFO+Env	Key Track	[+] Time	[+] Time	AD
			Envelope	LFO+Env	Key Track	[+] Time	[-] Time	AR
			Envelope	LFO+Env	Key Track	[-] Time	[+] Time	ADSR 40
			Envelope	LFO+Env	Key Track	[-] Time	[-] Time	ADSR 70
			LFO+KT	Key Track	LFO2	0	[+] SPEED	LFO2 TRI
			LFO+KT	Key Track	LFO2	0	[-] SPEED	LFO2 SIN
			LFO+KT	Key Track	LFO2	[+] SPEED	0	LFO2 SAW
			LFO+KT	Key Track	LFO2	[-] SPEED	0	LFO2 RAMP

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

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