DiGiC	o OSC Comma	nd L	ist for Other OSC				17/11/2014					
Exampl	e Message formats:	<u>:</u>										
	_		_Input/name, s,FRED	-	Change Input chani	nel 1 la	bel to "Fred"					
/sd/Inp	ut_Channels/1/mu	te, i,:	l .	-	Set Input channel 1	Mute	ON					
/sd/Inp	ut_Channels/1/fad	er, f,	1	-	Set Input channel 1	fader	to MAX					
Prefix										TYPE	OSC MIN	OSC MAX
/sd/	Input_Channels	/	*	/	Channel_Input	/	trim			Float	0	1
/sd/	Input_Channels	/	*	/	Channel_Input	/	phase			Int	0	
/sd/	Input_Channels	/	*	/	Channel_Input	/	main	/	alt_in	Int	0	
/sd/ /sd/	Input_Channels Input Channels	/	*	/	Channel_Input Channel Input	/	phantom alt phantom			Int Int	0	
/sd/	Input_Channels	/	*	/	Channel_Input	/	analog_gain			Float	0	
/sd/	Input_Channels	/	*	/	Channel_Input	/	alt_analog_gain			Float	0	
/sd/ /sd/	Input_Channels Input Channels	/	*	/	Channel_Input Channel Input	/	input_pad alt_input_pad			Int Int	0	
/sd/	Input_Channels	_/	*	_/	Channel_Input		name			String		
/sd/	Input_Channels	/	*	/	Aux_Send	/	*	/	send_level	Float	0	
/sd/ /sd/	Input_Channels Input Channels	/	*	/	Aux_Send Aux_Send	/	*	/	send_on send_pan	Int Float	0	
/sd/ /sd/	Input_Channels	/	*	/	Group_Send	/	*	/	group	Int	0	
/sd/	Input_Channels	/	*	/	EQ	/	eq_in		<b>5</b> - 1	Int	0	
/sd/	Input_Channels	/	*	/	EQ	/	eq_on_1			Int	0	
/sd/ /sd/	Input_Channels Input Channels	/	*	/	EQ EQ	/	eq_on_2 eq_on_3			Int	0	
/sd/	Input_Channels	/	*	/	EQ	/	eq_on_4			Int	0	
/sd/	Input_Channels	/	*	/	EQ	/	eq_curve_1			Int	1	
/sd/ /sd/	Input_Channels Input Channels	/	*	/	EQ EQ	/	eq_curve_2 eq_curve_3			Int Int	1	
/sd/	Input Channels	/	*	/	EQ	/	eq_curve_4			Int	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_freq_1			Float	0	1
/sd/	Input_Channels	/	*	/	EQ	/	eq_freq_2			Float	0	
/sd/ /sd/	Input_Channels Input Channels	/	*	/	EQ EQ	/	eq_freq_3 eq_freq_4			Float	0	
/sd/	Input_Channels	/	*	/	EQ	/	eq_Q_1			Float	0	
/sd/	Input_Channels	/	*	/	EQ	/	eq_Q_2			Float	0	
/sd/ /sd/	Input_Channels Input Channels	/	*	/	EQ EQ	/	eq_Q_3 eq_Q_4			Float Float	0	
/sd/	Input Channels	/	*	/	EQ	/	eq_q_q eq gain 1			Float	0	
/sd/	Input_Channels	/	*	/	EQ	/	eq_gain_2			Float	0	
/sd/ /sd/	Input_Channels Input Channels	/	*	/	EQ	/	eq_gain_3 eq_gain_4			Float Float	0	
/sd/	Input_Channels	/	*	/	EQ EQ	/	eq_gam_4 eq_over-under 1			Int	0	
/sd/	Input_Channels	/	*	/	EQ	/	eq_over-under_2			Int	0	
/sd/	Input_Channels	/	*	/	EQ	/	eq_over-under_3			Int	0	1
/sd/ /sd/	Input_Channels Input_Channels	/	*	/	EQ EQ	/	eq_over-under_4 eq_thresh_1			Int Float	0	
/sd/	Input_Channels	/	*	/	EQ	/	eq_thresh_2			Float	0	
/sd/	Input_Channels	/	*	/	EQ	/	eq_thresh_3			Float	0	
/sd/ /sd/	Input_Channels Input Channels	/	*	/	EQ EQ	/	eq_thresh_4 eq_ratio_1			Float Float	0	
/sd/	Input_Channels	/	*	/	EQ	/	eq_ratio_1 eq_ratio_2			Float	0	
/sd/	Input_Channels	/	*	/	EQ	/	eq_ratio_3			Float	0	1
/sd/	Input_Channels	/	*	/	EQ	/	eq_ratio_4			Float	0	
/sd/ /sd/	Input_Channels Input Channels	/	*	/	EQ EQ	/	eq_attack_1 eq_attack_2			Float Float	0	
/sd/	Input_Channels	/	*	/	EQ	/	eq_attack_3			Float	0	
/sd/	Input_Channels	/	*	/	EQ	/	eq_attack_4			Float	0	
/sd/ /sd/	Input_Channels Input_Channels	/	*	/	EQ EQ	/	eq_release_1 eq_release_2			Float Float	0	
/su/ /sd/	Input_Channels	/	*	/	EQ	/	eq_release_2 eq_release_3			Float	0	
/sd/	Input_Channels	/	*	/	EQ	/	eq_release_4			Float	0	1
/sd/	Input_Channels	/	*	/	EQ	/	eq_symm_Q_1			Int	0	
/sd/ /sd/	Input_Channels Input Channels	/	*	/	EQ EQ	/	eq_symm_Q_2 eq_symm_Q_3			Int Int	0	
/su/ /sd/	Input_Channels	/	*	/	EQ	/	eq_symm_Q_4			Int	0	
/sd/	Input_Channels	/	*	/	EQ	/	dynamic_eq_on_1			Int	0	

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-	Input_Channels	/	*	/	EQ EQ		dynamic_eq_on_2	Int	0	1
	Input_Channels	/	*	/	EQ		dynamic_eq_on_3	_		1
	Input_Channels	/	*	/			dynamic_eq_on_4	Int	0	1
	Input_Channels Input Channels	/	*	/	Dynamics Dynamics		comp_in	Int	0	1
		/	*	/			gate_in	Int	0	1
	Input_Channels Input Channels	/	*	/	Dynamics Dynamics		comp_band_in_1	Int	0	1
	_	/	*	/	· -		comp_band_in_2 comp_band_in_3	Int	0	1
	Input_Channels	/	*	/	Dynamics			Int Float	0	1
	Input_Channels Input Channels	/	*	/	Dynamics		comp_LP_crossover comp_HP_crossover	Float	0	1
	Input Channels	/	*	/	Dynamics Dynamics		'	Float	0	1
-	Input Channels	/	*	/	Dynamics		comp_gain_1	Float	0	1
-	_	/	*	/	· -		comp_gain_2	Float	0	1
<del> </del>	Input_Channels	/	*	/	Dynamics		comp_gain_3		0	1
	Input_Channels Input Channels	/	*	/	Dynamics		comp_gain_4	Float Float	0	1
		/	*	/	Dynamics		gate_range	Float	0	1
-	Input_Channels	/	*	/	Dynamics		comp_thresh_1	Float	0	1
-	Input_Channels	/	*	/	Dynamics		comp_thresh_2			1
	Input_Channels	/	*	/	Dynamics		comp_thresh_3	Float	0	1
<u> </u>	Input_Channels	/	*	/	Dynamics		gate_thresh	Float	0	1
-	Input_Channels	/	*	/	Dynamics		comp_knee_1	Int		2
	Input_Channels	/	*	/	Dynamics	/	comp_knee_2	Int	0	2
	Input_Channels	/	*	/	Dynamics	/	comp_knee_3	Int	0	2
	Input_Channels	/	*	/	Dynamics	/	comp_knee_4	Int	0	2
	Input_Channels	/	*	/	Dynamics	/	comp_ratio_1	Float	0	1
	Input_Channels	/	*	/	Dynamics	/	comp_ratio_2	Float	0	1
-	Input_Channels	/	T	/	Dynamics		comp_ratio_3	Float	0	1
	Input_Channels	/	*	/	Dynamics		comp_ratio_4	Float	0	1
	Input_Channels	/	*	/	Dynamics	_/_	comp_attack_1	Float	0	1
	Input_Channels	/	*	/	Dynamics	_/_	comp_attack_2	Float	0	1
-	Input_Channels	/	*	/	Dynamics		comp_attack_3	Float	0	1
-	Input_Channels	/	*	/	Dynamics		gate_attack	Float	0	1
	Input_Channels	/	*	/	Dynamics		comp_release_1	Float	0	1
	Input_Channels	/	*	/	Dynamics		comp_release_2	Float	0	1
	Input_Channels	/	*	/	Dynamics		comp_release_3	Float	0	1
-	Input_Channels	/		/	Dynamics		gate_release	Float	0	1
	Input_Channels	/	*	/	Dynamics		gate_hold	Float	0	1
-	Input_Channels	/	*	/	Dynamics		key_solo	Int	0	1
<del></del>	Input_Channels	/	*	/	Dynamics		comp_listen_1	Int	0	1
	Input_Channels	/	*	/	Dynamics		comp_listen_2	Int	0	1
	Input_Channels	/	*	/	Dynamics		comp_listen_3	Int	0	1
<u> </u>	Input_Channels	/	*	/	Dynamics	/	comp_all_gain	Float	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_all_thresh	Float	0	1
	Input_Channels	/	*	/	Dynamics	/	comp_auto-gain_1	Int	0	1
	Input_Channels	/	*	/	Dynamics	/	comp_auto-gain_2	Int	0	1
	Input_Channels	/	*	/	Dynamics	/	comp_auto-gain_3	Int	0	1
-	Input_Channels	/	*	/	Dynamics	/	comp_auto-gain_4	Int	0	1
-	Input_Channels	/	*	/	Dynamics	/	desser_centre_freq	Float	0	1
	Input_Channels	/	*	/	Dynamics	/	gate_centre_freq	Float	0	1
	Input_Channels	/	*	/	Dynamics	/	desser_freq_width	Float	0	1
	Input_Channels	/	*	/	Dynamics	/	gate_freq_width	Float	0	1
	Input_Channels	/	*	/	Filters	/	hi_filter_in	Int	0	1
	Input_Channels	/	*	/	Filters	/	lo_filter_in	Int	0	1
	Input_Channels	/	*	/	Filters	/	hi_filter_freq	Float	0	1
	Input_Channels	/	*	/	Filters	/	lo_filter_freq	Float	0	1
	Input_Channels	/	*	/	Insert	/	insert_A_in	Int	0	1
	Input_Channels	/	*	/	Insert	/	insert_B_in	Int	0	1
_	Input_Channels	/	*	/	Channel_Delay	/	delay_on	Int	0	1
/sd/	Input_Channels	/	*	/	Channel_Delay	/	delay	Float	0	1
	Input_Channels	/	*	/	Channel_Delay	/	fine_delay	Float	0	1
	Input_Channels	/	*	/	CGs_level			Float	0	1
	Input_Channels	/	*	/	solo			Int	0	1
	Input_Channels	/	*	/	CGs_mute			Int	0	1
/sd/	Input_Channels	/	*	/	fader			Float	0	1
/sd/	Input_Channels	/	*	/	mute			Int	0	1
	Input_Channels	/	*	/	Panner	/	f-b	Float	0	1
/sd/	Input_Channels	/	*	/	Panner	/	pan	Float	0	1
/ 3u/		,	*	/	EQ	/	eq_in	Int	0	1
	Aux_Outputs	_/								
/sd/	Aux_Outputs Aux_Outputs	_/	*	/	EQ	_/	eq_on_1	Int	0	1
/sd/ /sd/		/	*	/	EQ EQ	/	eq_on_1 eq_on_2	Int Int	0	1
/sd/ /sd/ /sd/	Aux_Outputs	/ /	* * *	-		/				1 1

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	Aux_Outputs	/	*	/	EQ	/	eq_on_5		Int	0	1
	Aux_Outputs	/	*	/	EQ	/	eq_on_6		Int	0	1
	Aux_Outputs	/	*	/	EQ	/	eq_on_7		Int	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_on_8		Int	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_curve_1		Int	1	4
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_curve_2		Int	1	4
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_curve_3		Int	1	4
/sd/	Aux Outputs	/	*	/	EQ	/	eq_curve_4		Int	1	4
	Aux_Outputs	/	*	/	EQ	/	eq_curve_5		Int	1	4
	Aux_Outputs	/	*	/	EQ	1	eq_curve_6		Int	1	4
	Aux Outputs	7	*	/	EQ		eq_curve_7		Int	1	4
	Aux Outputs	/	*	/	EQ		eq_curve_8		Int	1	1
		,	*	,	EQ					0	1
	Aux_Outputs	/	*	/			eq_freq_1		Float		1
	Aux_Outputs	/	*	/	EQ		eq_freq_2		Float	0	1
	Aux_Outputs	/	*	/	EQ		eq_freq_3		Float	0	1
	Aux_Outputs	/	* ·	/	EQ		eq_freq_4		Float	0	1
	Aux_Outputs	/	*	/	EQ	/	eq_freq_5		Float	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_freq_6		Float	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_freq_7		Float	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_freq_8		Float	0	1
/sd/	Aux_Outputs	_/	*	/	EQ	/	eq_Q_1		Float	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_Q_2		Float	0	1
	Aux_Outputs	/	*	/	EQ	/	eq_Q_3		Float	0	1
	Aux_Outputs	/	*	/	EQ	/	eq_Q_4		Float	0	1
	Aux_Outputs	/	*	/	EQ	/	eq_Q_5	1	Float	0	1
	Aux_Outputs	/	*	/	EQ	/	eq_Q_6		Float	0	1
	_	/	*	1	EQ	/				0	
	Aux_Outputs	/	*	/			eq_Q_7		Float	0	1
	Aux_Outputs	/	*	/	EQ		eq_Q_8		Float		
	Aux_Outputs	/	*	/	EQ		eq_gain_1		Float	0	1
	Aux_Outputs	/	*	/	EQ		eq_gain_2		Float	0	1
	Aux_Outputs	/	*	/	EQ	/	eq_gain_3		Float	0	1
	Aux_Outputs	/	*	/	EQ	/	eq_gain_4		Float	0	1
	Aux_Outputs	/	*	/	EQ	/	eq_gain_5		Float	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_gain_6		Float	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_gain_7		Float	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_gain_8		Float	0	1
	Aux_Outputs	/	*	/	EQ	/	eq_over-under_1		Int	0	1
	Aux_Outputs	/	*	/	EQ	1	eq_over-under_2		Int	0	1
	Aux_Outputs	7	*	/	EQ	<del>'</del>	eq_over-under_3		Int	0	1
	Aux_Outputs	/	*	/	EQ		eq_over-under_4		Int	0	1
		/	*	/						0	
	Aux_Outputs	/	*	/	EQ		eq_thresh_1		Float		1
	Aux_Outputs	/	*	/	EQ		eq_thresh_2		Float	0	1
	Aux_Outputs	/		/	EQ		eq_thresh_3		Float	0	1
	Aux_Outputs	/	*	/	EQ	/	eq_thresh_4		Float	0	1
	Aux_Outputs	/	*	/	EQ	/	eq_ratio_1		Float	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_ratio_2		Float	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_ratio_3		Float	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_ratio_4		Float	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_attack_1		Float	0	1
	Aux_Outputs	/	*	/	EQ	/	eq_attack_2		Float	0	1
	Aux Outputs	/	*	/	EQ	/	eq_attack_3		Float	0	1
	Aux_Outputs	/	*	/	EQ	/	eq_attack_4		Float	0	1
	Aux_Outputs	/	*	/	EQ	/	eq_release_1	1	Float	0	1
	Aux_Outputs	/	*	1	EQ	/	eq_release_2		Float	0	1
		/	*	1	EQ	/	eq_release_3	+		0	1
	Aux_Outputs	/	*	1	EQ			+	Float	0	1
	Aux_Outputs	/	*	/			eq_release_4		Float		1
	Aux_Outputs	/	*	/	EQ		eq_pre-ins		Int	0	1
	Aux_Outputs	/			EQ		eq_symm_Q_1		Int	0	1
	Aux_Outputs	/	*	/	EQ		eq_symm_Q_2		Int	0	1
	Aux_Outputs	/	*	/	EQ	/	eq_symm_Q_3		Int	0	1
	Aux_Outputs	/	*	/	EQ	/	eq_symm_Q_4		Int	0	1
	Aux_Outputs	/	*	/	EQ	/	eq_symm_Q_5		Int	0	1
/sd/	Aux_Outputs	_/	*	/	EQ	/	eq_symm_Q_6		Int	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_symm_Q_7		Int	0	1
	Aux_Outputs	/	*	/	EQ	/	eq_symm_Q_8		Int	0	1
	Aux_Outputs	,	*	/	EQ	/	dynamic_eq_on_1		Int	0	1
	Aux_Outputs	/	*	/	EQ		dynamic_eq_on_2	1	Int	0	1
	Aux Outputs	/	*	1	EQ	/	dynamic_eq_on_3		Int	0	1
	Aux_Outputs	/	*		EQ	/	dynamic_eq_on_4		Int	0	1
	_	/	*	1		,		+			
	Aux_Outputs Aux_Outputs	/,	*	1	Dynamics		comp_in		Int	0	1
/sd/			or and a second	1	Dynamics	/	gate_in	1	Int	0	1

/cd/	Aux Outputs	/	*	,	Dynamics	/	comp hand in 1	-		Int	0	1
-		/	*	1	Dynamics	/	comp_band_in_1			Int Int	0	1
	Aux_Outputs	/	*		Dynamics	/	comp_band_in_2					1
	Aux_Outputs	/	**		Dynamics	/	comp_band_in_3	_		Int	0	1
	Aux_Outputs	/	*		Dynamics	/	comp_LP_crossover			Float	0	1
<del> </del>	Aux_Outputs	/	*	<del>/</del>	Dynamics	/	comp_HP_crossover			Float		1
	Aux_Outputs	/	*		Dynamics	/	comp_gain_1	_		Float	0	1
<del> </del>	Aux_Outputs	/	sk		Dynamics	/	comp_gain_2	_		Float		1
	Aux_Outputs	/	**		Dynamics	/	comp_gain_3	_		Float	0	1
	Aux_Outputs	/	*		Dynamics	/	comp_gain_4	-		Float	0	1
<del> </del>	Aux_Outputs	/	**		Dynamics	/	gate_range	_		Float	0	1
	Aux_Outputs	/	*		Dynamics	/	comp_thresh_1	-		Float	0	1
	Aux_Outputs	/	*		Dynamics	/	comp_thresh_2	-		Float	0	1
	Aux_Outputs	/	*		Dynamics		comp_thresh_3	_		Float	0	1
	Aux_Outputs	/	*		Dynamics	/	gate_thresh	-		Float	0	1
	Aux_Outputs	/	*		Dynamics	/	comp_knee_1	-		Int 	0	2
	Aux_Outputs	/	*		Dynamics	/	comp_knee_2			Int	0	2
-	Aux_Outputs	/	<u>*</u>		Dynamics		comp_knee_3	_		Int	0	2
	Aux_Outputs	/	*		Dynamics		comp_knee_4	_		Int	0	2
	Aux_Outputs	/	*		Dynamics	/	comp_ratio_1			Float	0	1
<del> </del>	Aux_Outputs	/	*		Dynamics		comp_ratio_2	_		Float	0	1
	Aux_Outputs	/	*	/	Dynamics	/	comp_ratio_3	-		Float	0	1
	Aux_Outputs	/	*	_/_	Dynamics	/	comp_ratio_4	-		Float	0	1
	Aux_Outputs	/	T	/	Dynamics	/	comp_attack_1	-		Float	0	1
<del> </del>	Aux_Outputs	/	*	/	Dynamics	/	comp_attack_2	-		Float	0	1
	Aux_Outputs	/	*	/	Dynamics	/	comp_attack_3	_		Float	0	1
	Aux_Outputs	/	*		Dynamics	/	gate_attack			Float	0	1
<del> </del>	Aux_Outputs	/	*		Dynamics	/	comp_release_1	_		Float	0	1
	Aux_Outputs	/	*		Dynamics	/	comp_release_2	-		Float	0	1
	Aux_Outputs	/	*		Dynamics		comp_release_3			Float	0	1
	Aux_Outputs	/	*	/	Dynamics	/	gate_release			Float	0	1
<del> </del>	Aux_Outputs	/	*	/	Dynamics	/	gate_hold			Float	0	1
	Aux_Outputs	/	*	/	Dynamics	/	key_solo			Int	0	1
	Aux_Outputs	/	*	/	Dynamics	/	comp_listen_1			Int	0	1
	Aux_Outputs	/	*	/	Dynamics	/	comp_listen_2			Int	0	1
	Aux_Outputs	/	*	/	Dynamics	/	comp_listen_3			Int	0	1
	Aux_Outputs	/	*	/	Dynamics	/	comp_all_gain			Float	0	1
<del> </del>	Aux_Outputs	/	*	/_	Dynamics	/	comp_all_thresh			Float	0	1
	Aux_Outputs	/	*	/_	Dynamics	/	comp_auto-gain_1			Int	0	1
	Aux_Outputs	/	*	/	Dynamics	/	comp_auto-gain_2			Int	0	1
	Aux_Outputs	/	*	/	Dynamics	/	comp_auto-gain_3			Int	0	1
	Aux_Outputs	/	*	/	Dynamics	/	comp_auto-gain_4			Int	0	1
	Aux_Outputs	/	*	/	Dynamics	/	desser_centre_freq			Float	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	gate_centre_freq			Float	0	1
	Aux_Outputs	/	*	/	Dynamics	/	desser_freq_width			Float	0	1
	Aux_Outputs	/	*	/	Dynamics	/	gate_freq_width			Float	0	1
	Aux_Outputs	/	*	/	Insert	/	insert_A_in			Int	0	1
	Aux_Outputs	/	*	/	Insert	/	insert_B_in			Int	0	1
	Aux_Outputs	/	*	/	Channel_Delay	/	delay_on			Int	0	1
	Aux_Outputs	/	*	/	Channel_Delay	/	delay			Float	0	1
	Aux_Outputs	/	*	/	Channel_Delay	/	fine_delay			Float	0	1
	Aux_Outputs	/	*	/	Buss_Trim	/	trim			Float	0	1
	Aux_Outputs	/	*	/	Buss_Trim	/	phase			Int	0	3
	Aux_Outputs	/	*	/	Buss_Trim	/	name			String		
	Aux_Outputs	/	*	/	CGs_level					Float	0	1
	Aux_Outputs	/	*	/	solo					Int	0	1
	Aux_Outputs	/	*	/	CGs_mute					Int	0	1
	Aux_Outputs	/	*	/	fader					Float	0	1
	Aux_Outputs	/	*	/	mute					Int	0	1
	Group_Outputs	/	*	/	Group_Send	/	* /	/ g	roup	Int	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_in			Int	0	1
	Group_Outputs	/	*	/	EQ	/	eq_on_1			Int	0	1
	Group_Outputs	/	*	/	EQ	/	eq_on_2			Int	0	1
	Group_Outputs	/	*	/	EQ	/	eq_on_3			Int	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_on_4			Int	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_on_5			Int	0	1
	C	/	*	/	EQ	/	eq_on_6			Int	0	1
/sd/	Group_Outputs		i. ————————————————————————————————————		50	1	00 00 7	T		Int	0	1
	Group_Outputs Group_Outputs	_/	*	_/	EQ	/	eq_on_7	'		IIIL		
/sd/		/	*	/	EQ	/	eq_on_8			Int	0	1
/sd/ /sd/	Group_Outputs	/		/		/		_				
/sd/ /sd/ /sd/	Group_Outputs Group_Outputs	/ /		/ /	EQ	/	eq_on_8			Int	0	

	Group_Outputs	/	*	/	EQ	/	eq_curve_4	Int	1	4
	Group_Outputs	/	*	/	EQ	/	eq_curve_5	Int	1	4
	Group_Outputs	/	*	/	EQ	/	eq_curve_6	Int	1	4
/sd/	Group_Outputs	/	*	/	EQ	/	eq_curve_7	Int	1	4
/sd/	Group_Outputs	/	*	/	EQ	/	eq_curve_8	Int	1	4
/sd/	Group_Outputs	/	*	/	EQ	/	eq_freq_1	Float	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_freq_2	Float	0	1
/sd/	Group Outputs	/	*	/	EQ	/	eq_freq_3	Float	0	1
/sd/	Group_Outputs	1	*	/	EQ	/	eq_freq_4	Float	0	1
<del> </del>	Group Outputs	/	*	/	EQ	/	eq freq 5	Float	0	1
<del> </del>	Group Outputs	1	*	/	EQ	/	eq_freq_6	Float	0	1
	Group_Outputs	1	*	/	EQ	1	eq_freq_7	Float	0	1
	Group_Outputs	/	*	/	EQ	/	eg freg 8	Float	0	1
	Group Outputs	/	*	/	EQ	/		Float	0	1
<del> </del>	. – .		*	/		/	eq_Q_1		0	_
	Group_Outputs	/	*	/	EQ	/	eq_Q_2	Float		1
	Group_Outputs		*	/	EQ	/	eq_Q_3	Float	0	1
	Group_Outputs	/		/	EQ	/	eq_Q_4	Float	0	1
<del> </del>	Group_Outputs	/	*	/	EQ	/	eq_Q_5	Float	0	1
	Group_Outputs	/	*	/	EQ	/	eq_Q_6	Float	0	1
	Group_Outputs	/	*	/	EQ	/	eq_Q_7	Float	0	1
	Group_Outputs	/	*	/	EQ	/	eq_Q_8	Float	0	1
	Group_Outputs	/	*	/	EQ	/	eq_gain_1	Float	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_gain_2	Float	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_gain_3	Float	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_gain_4	Float	0	1
-	Group_Outputs	/	*	/	EQ	/	eq_gain_5	Float	0	1
	Group_Outputs	/	*	/	EQ	/	eq_gain_6	Float	0	1
<del> </del>	Group Outputs	/	*	/	EQ	/	eq_gain_7	Float	0	1
<del> </del>	Group_Outputs	/	*	/	EQ	/	eq_gain_8	Float	0	1
<del> </del>	Group_Outputs	1	*	/	EQ	/	eq_over-under_1	Int	0	1
	Group_Outputs	1	*	/	EQ	/	eq_over-under_2	Int	0	1
	Group_Outputs	/	*	,	EQ	/	eq_over-under_3	Int	0	1
	Group_Outputs	/	*	/	EQ	/	eq_over-under_4	Int	0	1
		/	*	/		/			0	1
	Group_Outputs	/	*	/	EQ	/	eq_thresh_1	Float	0	1
-	Group_Outputs	/	*	/	EQ	/	eq_thresh_2	Float		1
	Group_Outputs	/	*	/	EQ	/	eq_thresh_3	Float	0	1
	Group_Outputs	/	*	/	EQ	/	eq_thresh_4	Float	0	1
	Group_Outputs	/	*	/	EQ	/	eq_ratio_1	Float	0	1
-	Group_Outputs	/	*	/	EQ	/	eq_ratio_2	Float	0	1
	Group_Outputs	/	*	/	EQ	/	eq_ratio_3	Float	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_ratio_4	Float	0	1
	Group_Outputs	/	*	/	EQ	/	eq_attack_1	Float	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_attack_2	Float	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_attack_3	Float	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_attack_4	Float	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_release_1	Float	0	1
	Group_Outputs	/	*	/	EQ	/	eq_release_2	Float	0	1
	Group_Outputs	/	*	/	EQ	/	eq_release_3	Float	0	1
<del> </del>	Group_Outputs	/	*	/	EQ	/	eq_release_4	Float	0	1
	Group_Outputs	/	*	/	EQ	/	eq_pre-ins	Int	0	1
	Group_Outputs	/	*	/	EQ	/	eg symm Q 1	Int	0	1
	Group_Outputs	/	*	1	EQ	/	eq_symm_Q_2	Int	0	1
	Group_Outputs	/	*	/	EQ		eq_symm_Q_3	Int	0	1
	Group_Outputs	/	*	/	EQ		eq_symm_Q_4	Int	0	1
	Group Outputs	/	*	1	EQ		eq_symm_Q_5		0	1
		/	*	/	EQ	/		Int	0	1
	Group_Outputs	/	*	/		/	eq_symm_Q_6	Int		1
	Group_Outputs	/	*	/	EQ	/	eq_symm_Q_7	Int	0	1
	Group_Outputs	/		/	EQ	/	eq_symm_Q_8	Int	0	1
	Group_Outputs	/	*	/	EQ		dynamic_eq_on_1	Int	0	1
	Group_Outputs	/	*	/	EQ		dynamic_eq_on_2	Int	0	1
	Group_Outputs	/	*	/	EQ		dynamic_eq_on_3	Int	0	1
	Group_Outputs	/	*	/	EQ	/	dynamic_eq_on_4	Int	0	1
	Group_Outputs	/	*	/	Dynamics	/	comp_in	Int	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	gate_in	Int	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	comp_band_in_1	Int	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	comp_band_in_2	Int	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	comp_band_in_3	Int	0	1
	Group_Outputs	/	*	/	Dynamics	/	comp_LP_crossover	Float	0	1
	Group_Outputs	/	*	/	Dynamics	/	comp_HP_crossover	Float	0	1
	Group_Outputs	/	*	/	Dynamics	/	comp_gain_1	Float	0	1
	Group_Outputs	1	*	/	Dynamics	/	comp_gain_2	Float	0	1
/ Ju/	G. oup_outputs	_ /		1	- y mannics	1	comp_bum_2	. ival	U	1

/sd/ Gr /sd/ Gr	roup_Outputs	/ / / / /	* * * * * * * * * * * * * * * * * * * *	/ / /	Dynamics Dynamics Dynamics Dynamics	/	comp_gain_3 comp_gain_4 gate_range			Float Float Float	0 0	1
/sd/ Gr /sd/ Gr	roup_Outputs	/ / / /	* * * * * * * * * * * * * * * * * * * *	/	Dynamics	/	gate_range					1
/sd/ Gr /sd/ Gr	roup_Outputs	/ / /	* * *	/		/				Float	0	1
/sd/ Gr /sd/ Gr	roup_Outputs roup_Outputs roup_Outputs roup_Outputs roup_Outputs roup_Outputs roup_Outputs roup_Outputs	/ / /	*	/	Dynamics							
/sd/ Gr /sd/ Gr	roup_Outputs roup_Outputs roup_Outputs roup_Outputs roup_Outputs roup_Outputs roup_Outputs	/ /	*		Dynamics	/	comp_thresh_1			Float	0	1
/sd/ Gr /sd/ Gr	roup_Outputs roup_Outputs roup_Outputs roup_Outputs roup_Outputs roup_Outputs	/		/	Dynamics	/	comp_thresh_2			Float	0	1
/sd/ Gr /sd/ Gr	roup_Outputs roup_Outputs roup_Outputs roup_Outputs	/	*	/	Dynamics	/	comp_thresh_3			Float	0	1
/sd/ Gr /sd/ Gr /sd/ Gr /sd/ Gr /sd/ Gr /sd/ Gr /sd/ Gr /sd/ Gr	roup_Outputs roup_Outputs roup_Outputs	/	*	/	Dynamics	/	gate_thresh			Float	0	1
/sd/ Gr /sd/ Gr /sd/ Gr /sd/ Gr /sd/ Gr /sd/ Gr /sd/ Gr	roup_Outputs roup_Outputs	/	*	/	Dynamics	/	comp_knee_1			Int	0	2
/sd/ Gr /sd/ Gr /sd/ Gr /sd/ Gr /sd/ Gr /sd/ Gr	roup_Outputs	/	*	/	Dynamics	/	comp_knee_2			Int	0	2
/sd/ Gr /sd/ Gr /sd/ Gr /sd/ Gr /sd/ Gr		/	*	/	Dynamics	/	comp knee 3			Int	0	2
/sd/ Gr /sd/ Gr /sd/ Gr /sd/ Gr /sd/ Gr		/	*	/	Dynamics	/	comp_knee_4			Int	0	2
/sd/ Gr /sd/ Gr /sd/ Gr /sd/ Gr	roup Outputs	/	*	/	Dynamics	,	comp_ratio_1			Float	0	1
/sd/ Gr /sd/ Gr /sd/ Gr	roup Outputs	1	*	1	Dynamics	1	comp ratio 2			Float	0	1
/sd/ Gr /sd/ Gr		/	*	,		/				Float	0	1
/sd/ Gr	roup_Outputs		*	/	Dynamics	/	comp_ratio_3				0	1
	roup_Outputs	/	*	/	Dynamics	/	comp_ratio_4			Float		1
	roup_Outputs	/	T	/	Dynamics	/	comp_attack_1			Float	0	1
	roup_Outputs	/	*	/	Dynamics	/	comp_attack_2			Float	0	1
	roup_Outputs	/	*	/	Dynamics	/	comp_attack_3			Float	0	1
	roup_Outputs	/	*	/	Dynamics	/	gate_attack			Float	0	1
/sd/ Gr	roup_Outputs	/	*	/	Dynamics	/	comp_release_1			Float	0	1
/sd/ Gr	roup_Outputs	/	*	/	Dynamics	_/	comp_release_2			Float	0	1
/sd/ Gr	roup_Outputs	/	*	/	Dynamics	/	comp_release_3			Float	0	1
	roup_Outputs	/	*	/	Dynamics	/	gate_release			Float	0	1
	roup_Outputs	/	*	/	Dynamics	/	gate_hold			Float	0	1
	roup_Outputs	/	*	/	Dynamics	/	key_solo			Int	0	1
	roup_Outputs	/	*	/	Dynamics	/	comp_listen_1			Int	0	1
		/	*	,	•	/					0	1
	roup_Outputs	/	*	/	Dynamics	/	comp_listen_2			Int	0	1
	roup_Outputs	/	T	/	Dynamics	/	comp_listen_3			Int		1
	roup_Outputs	/		/	Dynamics	/	comp_all_gain			Float	0	1
	roup_Outputs	/	*	/	Dynamics	/	comp_all_thresh			Float	0	1
/sd/ Gr	roup_Outputs	/	*	/	Dynamics	/	comp_auto-gain_1			Int	0	1
/sd/ Gr	roup_Outputs	/	*	/	Dynamics	/	comp_auto-gain_2			Int	0	1
/sd/ Gr	roup_Outputs	/	*	/	Dynamics	/	comp_auto-gain_3			Int	0	1
/sd/ Gr	roup_Outputs	/	*	/	Dynamics	/	comp_auto-gain_4			Int	0	1
/sd/ Gr	roup_Outputs	/	*	/	Dynamics	/	desser_centre_freq			Float	0	1
	roup_Outputs	/	*	/	Dynamics	/	gate_centre_freq			Float	0	1
	roup Outputs	,	*	/	Dynamics	1	desser_freq_width			Float	0	1
	roup_Outputs	-/	*	/	Dynamics	/	gate_freq_width			Float	0	1
		,	*	,	•	/					0	1
	roup_Outputs	/	*	/	Insert	/	insert_A_in			Int		1
	roup_Outputs	/		/	Insert	/	insert_B_in			Int	0	1
	roup_Outputs	/	*	/	Channel_Delay	/	delay_on			Int	0	1
	roup_Outputs	/	*	/	Channel_Delay	/	delay			Float	0	1
/sd/ Gr	roup_Outputs	/	*	/	Channel_Delay	/	fine_delay			Float	0	1
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/sd/ Gr	roup_Outputs	/	*	/	Buss_Trim	/	phase			Int	0	3
/sd/ Gr	roup_Outputs	/	*	/	Buss_Trim	/	name			String		
/sd/ Gr	roup_Outputs	/	*	/	CGs_level					Float	0	1
	roup_Outputs	/	*	/	solo					Int	0	1
	roup_Outputs	/	*	,	CGs mute					Int	0	1
	roup_Outputs	/	*	,	fader					Float	0	1
		/	*	/		<del>                                     </del>				Int	0	1
	roup_Outputs	/	*	/	mute	1						1
	ontrol_Groups	/	*	/	solo					Int	0	1
	ontrol_Groups	/	*	/	fader	<u> </u>				Float	0	1
	ontrol_Groups	/		/	mute	ļ				Int	0	1
	ontrol_Groups	/	*	/	name	<u> </u>				String		
	latrix_Inputs	/	*	/	Matrix_Send	/	*	/	send_level	Float	0	1
/sd/ Ma	1atrix_Inputs	/	*	/	Matrix_Send	/	*	/	send_on	Int	0	1
/sd/ Ma	latrix_Outputs	/	*	/	EQ	/	eq_in			Int	0	1
/sd/ Ma	latrix_Outputs	/	*	/	EQ	/	eq_on_1		-	Int	0	1
	latrix_Outputs	/	*		EQ	/	eq_on_2			Int	0	1
	latrix_Outputs	/	*	/	EQ	/	eq_on_3			Int	0	1
	latrix_Outputs	/	*	<i>'</i>	EQ	/	eq_on_4			Int	0	1
	latrix_Outputs	/	*		EQ	/	eq_on_5			Int	0	1
		/	*		EQ	/					0	1
	latrix_Outputs	/	*			-/-	eq_on_6			Int		
	latrix_Outputs	/	*	/	EQ	/,	eq_on_7			Int	0	1
	latrix_Outputs	/	T	/	EQ	/	eq_on_8			Int	0	1
	latrix_Outputs	/	*		EQ	/	eq_curve_1			Int	1	4
	latrix_Outputs	/	*		EQ	/	eq_curve_2			Int	1	4
	latrix_Outputs	/	*	/	EQ	_/	eq_curve_3			Int	1	4
/sd/ Ma	latrix_Outputs	/	*	/	EQ	/	eq_curve_4			Int	1	4
	latrix_Outputs	/	*		EQ	/	eq_curve_5			Int	1	4

/sd/ /sd/	Matrix_Outputs Matrix_Outputs	/	*	/	EQ	/	eq_curve_6	Int	1	1
/sd/	Matrix Outputs					1	-qca: rec			4
		/	*	/	EQ	/	eq_curve_7	Int	1	4
1 11	Matrix_Outputs	/	*	/	EQ	/	eq_curve_8	Int	1	4
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_freq_1	Float	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_freq_2	Float	0	1
/sd/	Matrix Outputs	/	*	/	EQ	/	eq_freq_3	Float	0	1
-	Matrix_Outputs	/	*		EQ	/	eq_freq_4	Float	0	1
	Matrix Outputs	/	*	,	EQ	/	eq_freq_5	Float	0	1
	Matrix Outputs	/	*	/	EQ	/		Float	0	1
	- '	/	*	/		/	eq_freq_6			1
	Matrix_Outputs	/	*	/	EQ	/	eq_freq_7	Float	0	1
	Matrix_Outputs	/		/	EQ	/	eq_freq_8	Float	0	1
	Matrix_Outputs	/	*		EQ	/	eq_Q_1	Float	0	1
	Matrix_Outputs	/	*	/	EQ	/	eq_Q_2	Float	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_Q_3	Float	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_Q_4	Float	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_Q_5	Float	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_Q_6	Float	0	1
	Matrix Outputs	/	*	/	EQ	/	eq_Q_7	Float	0	1
	Matrix Outputs	/	*		EQ	/	eq_Q_8	Float	0	1
	Matrix Outputs	/	*	/	EQ	/	eq_gain_1	Float	0	1
	- '	/	*	/	EQ	/		Float	0	1
	Matrix_Outputs	/	*	/		/	eq_gain_2			
	Matrix_Outputs	/	*	/	EQ	/	eq_gain_3	Float	0	1
	Matrix_Outputs	/	**	/	EQ	/	eq_gain_4	Float	0	1
	Matrix_Outputs	/	*	/	EQ	/	eq_gain_5	Float	0	1
	Matrix_Outputs	/	*	/	EQ	/	eq_gain_6	Float	0	1
· · ·	Matrix_Outputs	/	*		EQ	/	eq_gain_7	Float	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_gain_8	Float	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_over-under_1	Int	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_over-under_2	Int	0	1
	Matrix_Outputs	/	*	/	EQ	/	eq_over-under_3	Int	0	1
	Matrix Outputs	/	*	/	EQ	/	eg over-under 4	Int	0	1
	Matrix_Outputs	/	*	,	EQ	/	eq_thresh_1	Float	0	1
		,	*	/	EQ	/		Float	0	1
	Matrix_Outputs	/	*	/		/	eq_thresh_2			1
	Matrix_Outputs	/	4	/	EQ	/	eq_thresh_3	Float	0	1
	Matrix_Outputs	/	*	/	EQ	/	eq_thresh_4	Float	0	1
	Matrix_Outputs	/	*	/	EQ	/	eq_ratio_1	Float	0	1
	Matrix_Outputs	/	*	/	EQ	/	eq_ratio_2	Float	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_ratio_3	Float	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_ratio_4	Float	0	1
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/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_attack_2	Float	0	1
/sd/	Matrix Outputs	/	*	/	EQ	/	eq_attack_3	Float	0	1
	Matrix Outputs	/	*	/	EQ	/	eq_attack_4	Float	0	1
	Matrix_Outputs	/	*		EQ	1	eg release 1	Float	0	1
	Matrix_Outputs	/	*	_	EQ	/	eq_release_2	Float	0	1
		,	*			/			0	1
	Matrix_Outputs	/	*		EQ	/	eq_release_3	Float		1
	Matrix_Outputs	/	*		EQ	/	eq_release_4	Float	0	1
	Matrix_Outputs	/			EQ	/	eq_pre-ins	Int	0	1
-	Matrix_Outputs	/	*	/	EQ	/	eq_symm_Q_1	Int	0	1
	Matrix_Outputs	/	*	/	EQ	/	eq_symm_Q_2	Int	0	1
	Matrix_Outputs	/	*	/	EQ	/	eq_symm_Q_3	Int	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_symm_Q_4	Int	0	1
/sd/	Matrix_Outputs	_/	*	/	EQ	_/	eq_symm_Q_5	Int	0	1
/sd/	Matrix_Outputs	/	*	/	EQ		eq_symm_Q_6	Int	0	1
	Matrix_Outputs	/	*	_	EQ		eq_symm_Q_7	Int	0	1
	Matrix_Outputs	/	*		EQ	/	eq_symm_Q_8	Int	0	1
	Matrix_Outputs	/	*		EQ	/	dynamic_eq_on_1	Int	0	1
	Matrix_Outputs	/	*		EQ	/	dynamic_eq_on_1 dynamic_eq_on_2	Int	0	1
-		/	*			/			0	
	Matrix_Outputs	/	*	/	EQ	/	dynamic_eq_on_3	Int		1
	Matrix_Outputs	/	•	/	EQ	/	dynamic_eq_on_4	Int	0	1
	Matrix_Outputs	/	*	/	Dynamics	/	comp_in	Int	0	1
	Matrix_Outputs	/	*		Dynamics	/	gate_in	Int	0	1
	Matrix_Outputs	/	*	/	Dynamics	/	comp_band_in_1	Int	0	1
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	comp_band_in_2	Int	0	1
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	comp_band_in_3	Int	0	1
	Matrix_Outputs	/	*		Dynamics	/	comp_LP_crossover	Float	0	1
	Matrix_Outputs	/	*		Dynamics	/	comp_HP_crossover	Float	0	1
	Matrix_Outputs	/	*		Dynamics	/	comp_gain_1	Float	0	1
-	Matrix_Outputs	1	*	_	Dynamics	/	comp_gain_1	Float	0	1
		/	*	_	-	/				
	Matrix_Outputs	/	*		Dynamics	/	comp_gain_3	Float	0	1
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	comp_gain_4	Float	0	1

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	Matrix_Outputs	/	*	/	Dynamics		gate_range	Float	0	1
	Matrix_Outputs	/	*	/	Dynamics	/	comp_thresh_1	Float	0	1
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	comp_thresh_2	Float	0	1
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	comp_thresh_3	Float	0	1
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	gate_thresh	Float	0	1
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	comp_knee_1	Int	0	2
/sd/	Matrix_Outputs	/	*	/	Dynamics	1	comp_knee_2	Int	0	2
	Matrix Outputs	/	*	,	Dynamics	7	comp knee 3	Int	0	2
<u> </u>	Matrix Outputs	/	*	<del>'</del> /	Dynamics	<del>'</del>	comp_knee_4	Int	0	2
	Matrix_Outputs	/	*	<del>/</del>	Dynamics		comp_knee_4	Float	0	1
<u> </u>			*	<del>/</del>						1
	Matrix_Outputs	/	-		Dynamics		comp_ratio_2	Float	0	1
	Matrix_Outputs	/		/	Dynamics	/	comp_ratio_3	Float	0	1
	Matrix_Outputs	/	*	/	Dynamics	/	comp_ratio_4	Float	0	1
	Matrix_Outputs	/	*	/	Dynamics	/	comp_attack_1	Float	0	1
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	comp_attack_2	Float	0	1
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	comp_attack_3	Float	0	1
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	gate_attack	Float	0	1
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	comp_release_1	Float	0	1
/sd/	Matrix Outputs	/	*	/	Dynamics	/	comp release 2	Float	0	1
	Matrix Outputs	/	*	/	Dynamics	/	comp release 3	Float	0	1
<u> </u>	Matrix_Outputs	/	*	1	Dynamics	/	gate release	Float	0	1
	Matrix_Outputs	1	*	1	Dynamics	1	gate_hold	Float	0	1
<u> </u>	Matrix_Outputs	/	*	1	Dynamics	1	key solo	Int	0	1
		/	*	/			7 =			1
	Matrix_Outputs	/	*	/	Dynamics		comp_listen_1	Int	0	1
	Matrix_Outputs	/	*	/	Dynamics		comp_listen_2	Int	0	1
	Matrix_Outputs	/	<u>*</u>	/	Dynamics	/	comp_listen_3	Int	0	1
	Matrix_Outputs	/	*	/	Dynamics	/	comp_all_gain	Float	0	1
	Matrix_Outputs	/	*	/	Dynamics	/	comp_all_thresh	Float	0	1
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	comp_auto-gain_1	Int	0	1
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	comp_auto-gain_2	Int	0	1
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	comp_auto-gain_3	Int	0	1
	Matrix Outputs	1	*	1	Dynamics	1	comp_auto-gain_4	Int	0	1
<u> </u>	Matrix Outputs	/	*	7	Dynamics	1	desser centre freq	Float	0	1
<del></del>	Matrix_Outputs	1	*	<del>/</del>	Dynamics	1	gate_centre_freq	Float	0	1
<del></del>	Matrix_Outputs	/	*	<del>/</del>	Dynamics		desser_freq_width	Float	0	1
		/	*	<del>/</del>	•					<u>1</u>
	Matrix_Outputs	/			Dynamics		gate_freq_width	Float	0	
<u> </u>	Matrix_Outputs	/	*		Insert		insert_A_in	Int	0	1
	Matrix_Outputs	/	*	/	Insert		insert_B_in	Int	0	1
	Matrix_Outputs	/	*	/	Channel_Delay	/	delay_on	Int	0	1
/sd/	Matrix_Outputs	/	*	/	Channel_Delay	/	delay	Float	0	1
/sd/	Matrix_Outputs	/	*	/	Channel_Delay	/	fine_delay	Float	0	1
/sd/	Matrix_Outputs	/	*	/	Buss_Trim	/	trim	Float	0	1
/sd/	Matrix_Outputs	/	*	/	Buss_Trim	/	phase	Int	0	3
/sd/	Matrix_Outputs	/	*	/	Buss_Trim	/	name	String		
	Matrix_Outputs	/	*	/	CGs_level			Float	0	1
	Matrix Outputs	/	*	1	solo			Int	0	1
	Matrix Outputs	/	*	1	CGs_mute			Int	0	1
	Matrix_Outputs	/	*	1	fader			Float	0	1
		/	*	1				<b></b>	0	1
	Matrix_Outputs	/	*	/	mute			Int		1
	Graphic_EQ	/		/	geq_in			Int	0	1
	Graphic_EQ	/	*		geq_gain_1			Float	0	1
	Graphic_EQ	/	*	/	geq_gain_2			Float	0	1
	Graphic_EQ	/	*	/	geq_gain_3			Float	0	1
/sd/	Graphic_EQ	/	*	/	geq_gain_4			Float	0	1
/sd/	Graphic_EQ	/	*	/	geq_gain_5			Float	0	1
	Graphic_EQ	/	*	/	geq_gain_6			Float	0	1
<u> </u>	Graphic_EQ	/	*	1	geq_gain_7			Float	0	1
	Graphic_EQ	/	*	1	geq_gain_8			Float	0	1
	Graphic_EQ	/	*	1	geq_gain_9			Float	0	1
	Graphic_EQ	/	*	1	geq_gain_10			Float	0	1
		/	*	1				<b></b>	0	1
	Graphic_EQ	/	*	/	geq_gain_11			Float		1
	Graphic_EQ	/	*		geq_gain_12			Float	0	1
	Graphic_EQ	/		/	geq_gain_13			Float	0	1
	Graphic_EQ	/	*	/	geq_gain_14			Float	0	1
/sd/	Graphic_EQ	/	*	/	geq_gain_15			Float	0	1
/sd/	Graphic_EQ	/	*	/	geq_gain_16			Float	0	1
	Graphic_EQ	/	*	/	geq_gain_17			Float	0	1
	Graphic_EQ	/	*	/	geq_gain_18			Float	0	1
/ 3u/			<del>                                     </del>							
		/	*	/	ged gain 19		l l	IFIOAT	()1	
/sd/	Graphic_EQ	/	*	/	geq_gain_19			Float	0	1
/sd/ /sd/		/	*	/	geq_gain_19 geq_gain_20 geq_gain_21			Float Float Float	0	1 1

/sd/	Graphic_EQ	/	*	/	geq_gain_22		Float	0	1
/sd/	Graphic_EQ	/	*	/	geq_gain_23		Float	0	1
/sd/	Graphic_EQ	/	*	/	geq_gain_24		Float	0	1
/sd/	Graphic_EQ	/	*	/	geq_gain_25		Float	0	1
/sd/	Graphic_EQ	/	*	/	geq_gain_26		Float	0	1
/sd/	Graphic_EQ	/	*	/	geq_gain_27		Float	0	1
/sd/	Graphic_EQ	/	*	/	geq_gain_28		Float	0	1
/sd/	Graphic_EQ	/	*	/	geq_gain_29		Float	0	1
/sd/	Graphic_EQ	/	*	/	geq_gain_30		Float	0	1
/sd/	Graphic_EQ	/	*	/	geq_gain_31		Float	0	1
/sd/	Graphic_EQ	/	*	/	geq_gain_32		Float	0	1
/sd/	Multis	/	*	/	solo		Int	0	1
/sd/	Multis	/	*	/	fader		Float	0	1
/sd/	Multis	/	*	/	mute		Int	0	1
/sd/	Multis	/	*	/	name		String		
/sd/	Filing	/	Save_current_Session	/			Int	0	0
/sd/	Snapshots	/	Fire_Snapshot_number	/			Int	0	9999
/sd/	Snapshots	/	Fire_Prev_Snapshot	/			Int	0	0
/sd/	Snapshots	/	Fire_Next_Snapshot	/			Int	0	0
/sd/	Macros	/	Buttons	/	press		Int	0	255