

DiGiCo OSC Command List for Other OSC				17/11/2014									
Example Message formats:													
/sd/Input_Channels/1/Channel_Input/name, s,FRED				-	Change Input channel 1 label to "Fred"								
/sd/Input_Channels/1/mute, i,1				-	Set Input channel 1 Mute ON								
/sd/Input_Channels/1/fader, 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	3	
/sd/	Input_Channels	/	*	/	Channel_Input	/	main	/	alt_in	Int	0	1	
/sd/	Input_Channels	/	*	/	Channel_Input	/	phantom			Int	0	1	
/sd/	Input_Channels	/	*	/	Channel_Input	/	alt_phantom			Int	0	1	
/sd/	Input_Channels	/	*	/	Channel_Input	/	analog_gain			Float	0	1	
/sd/	Input_Channels	/	*	/	Channel_Input	/	alt_analog_gain			Float	0	1	
/sd/	Input_Channels	/	*	/	Channel_Input	/	input_pad			Int	0	1	
/sd/	Input_Channels	/	*	/	Channel_Input	/	alt_input_pad			Int	0	1	
/sd/	Input_Channels	/	*	/	Channel_Input	/	name			String			
/sd/	Input_Channels	/	*	/	Aux_Send	/	*	/	send_level	Float	0	1	
/sd/	Input_Channels	/	*	/	Aux_Send	/	*	/	send_on	Int	0	1	
/sd/	Input_Channels	/	*	/	Aux_Send	/	*	/	send_pan	Float	0	1	
/sd/	Input_Channels	/	*	/	Group_Send	/	*	/	group	Int	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_in			Int	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_on_1			Int	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_on_2			Int	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_on_3			Int	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_on_4			Int	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_curve_1			Int	1	4	
/sd/	Input_Channels	/	*	/	EQ	/	eq_curve_2			Int	1	4	
/sd/	Input_Channels	/	*	/	EQ	/	eq_curve_3			Int	1	4	
/sd/	Input_Channels	/	*	/	EQ	/	eq_curve_4			Int	1	4	
/sd/	Input_Channels	/	*	/	EQ	/	eq_freq_1			Float	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_freq_2			Float	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_freq_3			Float	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_freq_4			Float	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_Q_1			Float	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_Q_2			Float	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_Q_3			Float	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_Q_4			Float	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_gain_1			Float	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_gain_2			Float	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_gain_3			Float	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_gain_4			Float	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_over-under_1			Int	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_over-under_2			Int	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_over-under_3			Int	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_over-under_4			Int	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_thresh_1			Float	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_thresh_2			Float	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_thresh_3			Float	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_thresh_4			Float	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_ratio_1			Float	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_ratio_2			Float	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_ratio_3			Float	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_ratio_4			Float	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_attack_1			Float	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_attack_2			Float	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_attack_3			Float	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_attack_4			Float	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_release_1			Float	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_release_2			Float	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_release_3			Float	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_release_4			Float	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_symm_Q_1			Int	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_symm_Q_2			Int	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_symm_Q_3			Int	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	eq_symm_Q_4			Int	0	1	
/sd/	Input_Channels	/	*	/	EQ	/	dynamic_eq_on_1			Int	0	1	

/sd/	Input_Channels	/	*	/	EQ	/	dynamic_eq_on_2			Int	0	1
/sd/	Input_Channels	/	*	/	EQ	/	dynamic_eq_on_3			Int	0	1
/sd/	Input_Channels	/	*	/	EQ	/	dynamic_eq_on_4			Int	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_in			Int	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	gate_in			Int	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_band_in_1			Int	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_band_in_2			Int	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_band_in_3			Int	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_LP_crossover			Float	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_HP_crossover			Float	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_gain_1			Float	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_gain_2			Float	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_gain_3			Float	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_gain_4			Float	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	gate_range			Float	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_thresh_1			Float	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_thresh_2			Float	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_thresh_3			Float	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	gate_thresh			Float	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_knee_1			Int	0	2
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_knee_2			Int	0	2
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_knee_3			Int	0	2
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_knee_4			Int	0	2
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_ratio_1			Float	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_ratio_2			Float	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_ratio_3			Float	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_ratio_4			Float	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_attack_1			Float	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_attack_2			Float	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_attack_3			Float	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	gate_attack			Float	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_release_1			Float	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_release_2			Float	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_release_3			Float	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	gate_release			Float	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	gate_hold			Float	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	key_solo			Int	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_listen_1			Int	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_listen_2			Int	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_listen_3			Int	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_all_gain			Float	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_all_thresh			Float	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_auto-gain_1			Int	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_auto-gain_2			Int	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_auto-gain_3			Int	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	comp_auto-gain_4			Int	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	desser_centre_freq			Float	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	gate_centre_freq			Float	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	desser_freq_width			Float	0	1
/sd/	Input_Channels	/	*	/	Dynamics	/	gate_freq_width			Float	0	1
/sd/	Input_Channels	/	*	/	Filters	/	hi_filter_in			Int	0	1
/sd/	Input_Channels	/	*	/	Filters	/	lo_filter_in			Int	0	1
/sd/	Input_Channels	/	*	/	Filters	/	hi_filter_freq			Float	0	1
/sd/	Input_Channels	/	*	/	Filters	/	lo_filter_freq			Float	0	1
/sd/	Input_Channels	/	*	/	Insert	/	insert_A_in			Int	0	1
/sd/	Input_Channels	/	*	/	Insert	/	insert_B_in			Int	0	1
/sd/	Input_Channels	/	*	/	Channel_Delay	/	delay_on			Int	0	1
/sd/	Input_Channels	/	*	/	Channel_Delay	/	delay			Float	0	1
/sd/	Input_Channels	/	*	/	Channel_Delay	/	fine_delay			Float	0	1
/sd/	Input_Channels	/	*	/	CGs_level					Float	0	1
/sd/	Input_Channels	/	*	/	solo					Int	0	1
/sd/	Input_Channels	/	*	/	CGs_mute					Int	0	1
/sd/	Input_Channels	/	*	/	fader					Float	0	1
/sd/	Input_Channels	/	*	/	mute					Int	0	1
/sd/	Input_Channels	/	*	/	Panner	/	f-b			Float	0	1
/sd/	Input_Channels	/	*	/	Panner	/	pan			Float	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_in			Int	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_on_1			Int	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_on_2			Int	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_on_3			Int	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_on_4			Int	0	1

/sd/	Aux_Outputs	/	*	/	EQ	/	eq_on_5			Int	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_on_6			Int	0	1
/sd/	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
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_curve_5			Int	1	4
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_curve_6			Int	1	4
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_curve_7			Int	1	4
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_curve_8			Int	1	4
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_freq_1			Float	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_freq_2			Float	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_freq_3			Float	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_freq_4			Float	0	1
/sd/	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
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_Q_3			Float	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_Q_4			Float	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_Q_5			Float	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_Q_6			Float	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_Q_7			Float	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_Q_8			Float	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_gain_1			Float	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_gain_2			Float	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_gain_3			Float	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_gain_4			Float	0	1
/sd/	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
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_over-under_1			Int	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_over-under_2			Int	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_over-under_3			Int	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_over-under_4			Int	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_thresh_1			Float	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_thresh_2			Float	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_thresh_3			Float	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_thresh_4			Float	0	1
/sd/	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
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_attack_2			Float	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_attack_3			Float	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_attack_4			Float	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_release_1			Float	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_release_2			Float	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_release_3			Float	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_release_4			Float	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_pre-ins			Int	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_symm_Q_1			Int	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_symm_Q_2			Int	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_symm_Q_3			Int	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_symm_Q_4			Int	0	1
/sd/	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
/sd/	Aux_Outputs	/	*	/	EQ	/	eq_symm_Q_8			Int	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	dynamic_eq_on_1			Int	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	dynamic_eq_on_2			Int	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	dynamic_eq_on_3			Int	0	1
/sd/	Aux_Outputs	/	*	/	EQ	/	dynamic_eq_on_4			Int	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	comp_in			Int	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	gate_in			Int	0	1

/sd/	Aux_Outputs	/	*	/	Dynamics	/	comp_band_in_1			Int	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	comp_band_in_2			Int	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	comp_band_in_3			Int	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	comp_LP_crossover			Float	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	comp_HP_crossover			Float	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	comp_gain_1			Float	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	comp_gain_2			Float	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	comp_gain_3			Float	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	comp_gain_4			Float	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	gate_range			Float	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	comp_thresh_1			Float	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	comp_thresh_2			Float	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	comp_thresh_3			Float	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	gate_thresh			Float	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	comp_knee_1			Int	0	2
/sd/	Aux_Outputs	/	*	/	Dynamics	/	comp_knee_2			Int	0	2
/sd/	Aux_Outputs	/	*	/	Dynamics	/	comp_knee_3			Int	0	2
/sd/	Aux_Outputs	/	*	/	Dynamics	/	comp_knee_4			Int	0	2
/sd/	Aux_Outputs	/	*	/	Dynamics	/	comp_ratio_1			Float	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	comp_ratio_2			Float	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	comp_ratio_3			Float	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	comp_ratio_4			Float	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	comp_attack_1			Float	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	comp_attack_2			Float	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	comp_attack_3			Float	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	gate_attack			Float	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	comp_release_1			Float	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	comp_release_2			Float	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	comp_release_3			Float	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	gate_release			Float	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	gate_hold			Float	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	key_solo			Int	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	comp_listen_1			Int	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	comp_listen_2			Int	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	comp_listen_3			Int	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	comp_all_gain			Float	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	comp_all_thresh			Float	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	comp_auto-gain_1			Int	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	comp_auto-gain_2			Int	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	comp_auto-gain_3			Int	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	comp_auto-gain_4			Int	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	desser_centre_freq			Float	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	gate_centre_freq			Float	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	desser_freq_width			Float	0	1
/sd/	Aux_Outputs	/	*	/	Dynamics	/	gate_freq_width			Float	0	1
/sd/	Aux_Outputs	/	*	/	Insert	/	insert_A_in			Int	0	1
/sd/	Aux_Outputs	/	*	/	Insert	/	insert_B_in			Int	0	1
/sd/	Aux_Outputs	/	*	/	Channel_Delay	/	delay_on			Int	0	1
/sd/	Aux_Outputs	/	*	/	Channel_Delay	/	delay			Float	0	1
/sd/	Aux_Outputs	/	*	/	Channel_Delay	/	fine_delay			Float	0	1
/sd/	Aux_Outputs	/	*	/	Buss_Trim	/	trim			Float	0	1
/sd/	Aux_Outputs	/	*	/	Buss_Trim	/	phase			Int	0	3
/sd/	Aux_Outputs	/	*	/	Buss_Trim	/	name			String		
/sd/	Aux_Outputs	/	*	/	CGs_level					Float	0	1
/sd/	Aux_Outputs	/	*	/	solo					Int	0	1
/sd/	Aux_Outputs	/	*	/	CGs_mute					Int	0	1
/sd/	Aux_Outputs	/	*	/	fader					Float	0	1
/sd/	Aux_Outputs	/	*	/	mute					Int	0	1
/sd/	Group_Outputs	/	*	/	Group_Send	/	*	/	group	Int	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_in			Int	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_on_1			Int	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_on_2			Int	0	1
/sd/	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
/sd/	Group_Outputs	/	*	/	EQ	/	eq_on_6			Int	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_on_7			Int	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_on_8			Int	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_curve_1			Int	1	4
/sd/	Group_Outputs	/	*	/	EQ	/	eq_curve_2			Int	1	4
/sd/	Group_Outputs	/	*	/	EQ	/	eq_curve_3			Int	1	4

/sd/	Group_Outputs	/	*	/	EQ	/	eq_curve_4			Int	1	4
/sd/	Group_Outputs	/	*	/	EQ	/	eq_curve_5			Int	1	4
/sd/	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	/	*	/	EQ	/	eq_freq_4			Float	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_freq_5			Float	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_freq_6			Float	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_freq_7			Float	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_freq_8			Float	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_Q_1			Float	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_Q_2			Float	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_Q_3			Float	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_Q_4			Float	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_Q_5			Float	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_Q_6			Float	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_Q_7			Float	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_Q_8			Float	0	1
/sd/	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
/sd/	Group_Outputs	/	*	/	EQ	/	eq_gain_5			Float	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_gain_6			Float	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_gain_7			Float	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_gain_8			Float	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_over-under_1			Int	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_over-under_2			Int	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_over-under_3			Int	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_over-under_4			Int	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_thresh_1			Float	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_thresh_2			Float	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_thresh_3			Float	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_thresh_4			Float	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_ratio_1			Float	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_ratio_2			Float	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_ratio_3			Float	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_ratio_4			Float	0	1
/sd/	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
/sd/	Group_Outputs	/	*	/	EQ	/	eq_release_2			Float	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_release_3			Float	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_release_4			Float	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_pre-ins			Int	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_symm_Q_1			Int	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_symm_Q_2			Int	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_symm_Q_3			Int	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_symm_Q_4			Int	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_symm_Q_5			Int	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_symm_Q_6			Int	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_symm_Q_7			Int	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	eq_symm_Q_8			Int	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	dynamic_eq_on_1			Int	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	dynamic_eq_on_2			Int	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	dynamic_eq_on_3			Int	0	1
/sd/	Group_Outputs	/	*	/	EQ	/	dynamic_eq_on_4			Int	0	1
/sd/	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
/sd/	Group_Outputs	/	*	/	Dynamics	/	comp_LP_crossover			Float	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	comp_HP_crossover			Float	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	comp_gain_1			Float	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	comp_gain_2			Float	0	1

/sd/	Group_Outputs	/	*	/	Dynamics	/	comp_gain_3			Float	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	comp_gain_4			Float	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	gate_range			Float	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	comp_thresh_1			Float	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	comp_thresh_2			Float	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	comp_thresh_3			Float	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	gate_thresh			Float	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	comp_knee_1			Int	0	2
/sd/	Group_Outputs	/	*	/	Dynamics	/	comp_knee_2			Int	0	2
/sd/	Group_Outputs	/	*	/	Dynamics	/	comp_knee_3			Int	0	2
/sd/	Group_Outputs	/	*	/	Dynamics	/	comp_knee_4			Int	0	2
/sd/	Group_Outputs	/	*	/	Dynamics	/	comp_ratio_1			Float	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	comp_ratio_2			Float	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	comp_ratio_3			Float	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	comp_ratio_4			Float	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	comp_attack_1			Float	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	comp_attack_2			Float	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	comp_attack_3			Float	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	gate_attack			Float	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	comp_release_1			Float	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	comp_release_2			Float	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	comp_release_3			Float	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	gate_release			Float	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	gate_hold			Float	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	key_solo			Int	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	comp_listen_1			Int	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	comp_listen_2			Int	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	comp_listen_3			Int	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	comp_all_gain			Float	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	comp_all_thresh			Float	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	comp_auto-gain_1			Int	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	comp_auto-gain_2			Int	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	comp_auto-gain_3			Int	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	comp_auto-gain_4			Int	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	desser_centre_freq			Float	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	gate_centre_freq			Float	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	desser_freq_width			Float	0	1
/sd/	Group_Outputs	/	*	/	Dynamics	/	gate_freq_width			Float	0	1
/sd/	Group_Outputs	/	*	/	Insert	/	insert_A_in			Int	0	1
/sd/	Group_Outputs	/	*	/	Insert	/	insert_B_in			Int	0	1
/sd/	Group_Outputs	/	*	/	Channel_Delay	/	delay_on			Int	0	1
/sd/	Group_Outputs	/	*	/	Channel_Delay	/	delay			Float	0	1
/sd/	Group_Outputs	/	*	/	Channel_Delay	/	fine_delay			Float	0	1
/sd/	Group_Outputs	/	*	/	Buss_Trim	/	trim			Float	0	1
/sd/	Group_Outputs	/	*	/	Buss_Trim	/	phase			Int	0	3
/sd/	Group_Outputs	/	*	/	Buss_Trim	/	name			String		
/sd/	Group_Outputs	/	*	/	CGs_level					Float	0	1
/sd/	Group_Outputs	/	*	/	solo					Int	0	1
/sd/	Group_Outputs	/	*	/	CGs_mute					Int	0	1
/sd/	Group_Outputs	/	*	/	fader					Float	0	1
/sd/	Group_Outputs	/	*	/	mute					Int	0	1
/sd/	Control_Groups	/	*	/	solo					Int	0	1
/sd/	Control_Groups	/	*	/	fader					Float	0	1
/sd/	Control_Groups	/	*	/	mute					Int	0	1
/sd/	Control_Groups	/	*	/	name					String		
/sd/	Matrix_Inputs	/	*	/	Matrix_Send	/	*	/	send_level	Float	0	1
/sd/	Matrix_Inputs	/	*	/	Matrix_Send	/	*	/	send_on	Int	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_in			Int	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_on_1			Int	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_on_2			Int	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_on_3			Int	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_on_4			Int	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_on_5			Int	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_on_6			Int	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_on_7			Int	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_on_8			Int	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_curve_1			Int	1	4
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_curve_2			Int	1	4
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_curve_3			Int	1	4
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_curve_4			Int	1	4
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_curve_5			Int	1	4

/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_curve_6			Int	1	4
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_curve_7			Int	1	4
/sd/	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
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_freq_4			Float	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_freq_5			Float	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_freq_6			Float	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_freq_7			Float	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_freq_8			Float	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_Q_1			Float	0	1
/sd/	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
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_Q_7			Float	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_Q_8			Float	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_gain_1			Float	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_gain_2			Float	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_gain_3			Float	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_gain_4			Float	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_gain_5			Float	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_gain_6			Float	0	1
/sd/	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
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_over-under_3			Int	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_over-under_4			Int	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_thresh_1			Float	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_thresh_2			Float	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_thresh_3			Float	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_thresh_4			Float	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_ratio_1			Float	0	1
/sd/	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
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_attack_1			Float	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_attack_2			Float	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_attack_3			Float	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_attack_4			Float	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_release_1			Float	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_release_2			Float	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_release_3			Float	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_release_4			Float	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_pre-ins			Int	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_symm_Q_1			Int	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_symm_Q_2			Int	0	1
/sd/	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
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_symm_Q_7			Int	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	eq_symm_Q_8			Int	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	dynamic_eq_on_1			Int	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	dynamic_eq_on_2			Int	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	dynamic_eq_on_3			Int	0	1
/sd/	Matrix_Outputs	/	*	/	EQ	/	dynamic_eq_on_4			Int	0	1
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	comp_in			Int	0	1
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	gate_in			Int	0	1
/sd/	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
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	comp_LP_crossover			Float	0	1
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	comp_HP_crossover			Float	0	1
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	comp_gain_1			Float	0	1
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	comp_gain_2			Float	0	1
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	comp_gain_3			Float	0	1
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	comp_gain_4			Float	0	1

/sd/	Matrix_Outputs	/	*	/	Dynamics	/	gate_range			Float	0	1
/sd/	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	/	comp_knee_2			Int	0	2
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	comp_knee_3			Int	0	2
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	comp_knee_4			Int	0	2
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	comp_ratio_1			Float	0	1
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	comp_ratio_2			Float	0	1
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	comp_ratio_3			Float	0	1
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	comp_ratio_4			Float	0	1
/sd/	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
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	comp_release_3			Float	0	1
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	gate_release			Float	0	1
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	gate_hold			Float	0	1
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	key_solo			Int	0	1
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	comp_listen_1			Int	0	1
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	comp_listen_2			Int	0	1
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	comp_listen_3			Int	0	1
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	comp_all_gain			Float	0	1
/sd/	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
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	comp_auto-gain_4			Int	0	1
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	desser_centre_freq			Float	0	1
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	gate_centre_freq			Float	0	1
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	desser_freq_width			Float	0	1
/sd/	Matrix_Outputs	/	*	/	Dynamics	/	gate_freq_width			Float	0	1
/sd/	Matrix_Outputs	/	*	/	Insert	/	insert_A_in			Int	0	1
/sd/	Matrix_Outputs	/	*	/	Insert	/	insert_B_in			Int	0	1
/sd/	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		
/sd/	Matrix_Outputs	/	*	/	CGs_level					Float	0	1
/sd/	Matrix_Outputs	/	*	/	solo					Int	0	1
/sd/	Matrix_Outputs	/	*	/	CGs_mute					Int	0	1
/sd/	Matrix_Outputs	/	*	/	fader					Float	0	1
/sd/	Matrix_Outputs	/	*	/	mute					Int	0	1
/sd/	Graphic_EQ	/	*	/	geq_in					Int	0	1
/sd/	Graphic_EQ	/	*	/	geq_gain_1					Float	0	1
/sd/	Graphic_EQ	/	*	/	geq_gain_2					Float	0	1
/sd/	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
/sd/	Graphic_EQ	/	*	/	geq_gain_6					Float	0	1
/sd/	Graphic_EQ	/	*	/	geq_gain_7					Float	0	1
/sd/	Graphic_EQ	/	*	/	geq_gain_8					Float	0	1
/sd/	Graphic_EQ	/	*	/	geq_gain_9					Float	0	1
/sd/	Graphic_EQ	/	*	/	geq_gain_10					Float	0	1
/sd/	Graphic_EQ	/	*	/	geq_gain_11					Float	0	1
/sd/	Graphic_EQ	/	*	/	geq_gain_12					Float	0	1
/sd/	Graphic_EQ	/	*	/	geq_gain_13					Float	0	1
/sd/	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
/sd/	Graphic_EQ	/	*	/	geq_gain_17					Float	0	1
/sd/	Graphic_EQ	/	*	/	geq_gain_18					Float	0	1
/sd/	Graphic_EQ	/	*	/	geq_gain_19					Float	0	1
/sd/	Graphic_EQ	/	*	/	geq_gain_20					Float	0	1
/sd/	Graphic_EQ	/	*	/	geq_gain_21					Float	0	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