Envelope -- Pluck

	Name	Description
A	EV_PLK	Simple Pluck
B	EV_PLK_SUS	Simple Sustain Pluck
C	EV_PLK_STAC	Simple Staccato Pluck
D	EV_PLK_SOFT	Soft Pluck
E	EV_PLK_SOFT_SUS	Soft Sustain Pluck
F	EV_PLK_SOFT_STAC	Soft Staccato Pluck
G	EV_PLK_HARD	Hard Pluck
H	EV_PLK_HARD_SUS	Hard Sustain Pluck
I	EV_PLK_HARD_STAC	Hard Staccato Pluck
J	EV_PLK_SHORT	Short Pluck
K	EV_PLK_SHORT_SUS	Short Sustain Pluck
L	EV_PLK_SHORT_STAC	Short Staccato Pluck
M	EV_PLK_LONG	Long Pluck
N	EV_PLK_LONG_SUS	Long Sustain Pluck
O	EV_PLK_LONG_STAC	Long Staccato Pluck
P	EV_PLK_DBLTAP	Double Tap
Q	EV_PLK_SMOOTH	Smooth Pluck
R	EV_PLK_SMOOTH_SUS	Smooth Sustain Pluck
S	EV_PLK_SMOOTH_STAC	Smooth Staccato Pluck
T	EV_PLK_LONGTAIL	Longtail
U	EV_PLK_LONGTAIL_SUS	Longtail Sustain
V	EV_PLK_LONGTAIL_STAC	Longtail Staccato
W	EV_PLK_SUPER_STAC	Super Staccato
X	EV_PLK_SNAP	Snap
Y	EV_PLK_SNAP_SUS	Snap Sustain
Z	EV_PLK_SNAP_STAC	Snap Staccato

Envelope -- Smooth

Name	Description
EV_SMTH	Simple Smooth
EV_SMTH_SUS	Simple Sustain Smooth
EV_SMTH_STAC	Simple Staccato Smooth
EV_SMTH_SOFT	Soft Smooth
EV_SMTH_SOFT_SUS	Soft Smooth Sustain
EV_SMTH_SOFT_STAC	Soft Smooth Staccato
EV_SMTH_HARD	Hard Smooth
EV_SMTH_HARD_SUS	Hard Smooth Sustain
EV_SMTH_HARD_STAC	Hard Smooth Staccato
EV_SMTH_MUTED	Muted Smooth
EV_SMTH_MUTED_SUS	Muted Smooth Sustain
EV_SMTH_MUTED_STAC	Muted Smooth Staccato
EV_SMTH_ROUND	Roundsmooth
EV_SMTH_ROUND_SUS	Roundsmooth Sustain
EV_SMTH_ROUND_STAC	Roundsmooth Staccato
EV_SMTH_LONGTAIL	Smooth Longtail
EV_SMTH_LONGTAIL_SUS	Smooth Longtail Sustain
EV_SMTH_LONGTAIL_STAC	Smooth Longtail Staccato
EV_SMTH_LEGATO	Smooth Legato
EV_SMTH_SOFT_LEGATO	Soft Smooth Legato
EV_SMTH_HARD_LEGATO	Hard Smooth Legato
EV_SMTH_MAX_LEGATO	Max Smooth Legato
EV_SMTH_ROUND_LEGATO	Roundsmooth Legato
EV_SMTH_SNAP	Smooth Snap
EV_SMTH_SNAP_SUS	Smooth Snap Sustain
EV_SMTH_SNAP_STAC	Smooth Snap Staccato

Envelope -- Bowed

Name	Description
EV_BOW	Simple Bow
EV_BOW_STK	Simple Bow (strike)
EV_BOW_GTL	Simple Bow (gentle)
EV_BOW_SOFT	Soft Bow
EV_BOW_SOFT_STK	Soft Bow (strike)
EV_BOW_SOFT_GTL	Soft Bow (gentle)
EV_BOW_HARD	Hard Bow
EV_BOW_HARD_STK	Hard Bow (strike)
EV_BOW_HARD_GTL	Hard Bow (gentle)
EV_BOW_SLOW	Slow Bow
EV_BOW_SLOW_STK	Slow Bow (strike)
EV_BOW_SLOW_GTL	Slow Bow (gentle)
EV_BOW_CONCAVE	Concave Bow
EV_BOW_CONCAVE_STK	Concave Bow (strike)
EV_BOW_CONCAVE_GTL	Concave Bow (gentle)
EV_BOW_CONVEX	Convex Bow
EV_BOW_CONVEX_STK	Convex Bow (strike)
EV_BOW_CONVEX_GTL	Convex Bow (gentle)
EV_BOW_SMOOTH	Smooth Bow
EV_BOW_SMOOTH_STK	Smooth Bow (strike)
EV_BOW_SMOOTH_STK	Smooth Bow (gentle)
EV_BOW_FADEIN	Fade In
EV_BOW_FADEIN_SUS	Fade In Sustain
EV_BOW_FADEIN_STAC	Fade In Staccato
EV_BOW_FADEIN_SLOW	Slowfade
EV_BOW_DBLFADE	Doublefade

Envelope -- Percussion

Name	Description
EV_PER	Simple Hit
EV_PER_SUS	Simple Hit Sustain
EV_PER_STAC	Simple Hit Staccato
EV_PER_TAP	Tap
EV_PER_TAP_SUS	Tap Sustain
EV_PER_TAP_STAC	Tap Staccato
EV_PER_CLICK	Click
EV_PER_CLICK_SUS	Click Sustain
EV_PER_CLICK_STAC	Click Staccato
EV_PER_SNARE	Snare
EV_PER_SNARE_SUS	Snare Sustain
EV_PER_SNARE_STAC	Snare Staccato
EV_PER_SNARE_BRUSH	Brushed Snare
EV_PER_SNARE_BRUSHDRAG	Brush Drag
EV_PER_CYMBAL	Cymbal
EV_PER_CYMBAL_STAC	Cymbal Short
EV_PER_CYMBAL_SUS	Cymbal Long
EV_PER_KICK	Kick
EV_PER_KICK_STAC	Kick Short
EV_PER_KICK_SUS	Kick Long
EV_PER_TOM	Tom
EV_PER_TOM_STAC	Tom Short
EV_PER_TOM_SUS	Tom Long
EV_PER_SOFT	Soft
EV_PER_SOFT_SUS	Soft Sustain
EV_PER_SOFT_STAC	Soft Staccato

Wave -- Triangle

	Name	Description
A	WV_TRI	Simple Triangle
B	WV_TRI_2_3	2:3 Sloped Triangle
C	WV_TRI_1_2	1:2 Sloped Triangle
D	WV_TRI_1_3	1:3 Sloped Triangle
E	WV_TRI_1_4	1:4 Sloped Triangle
F	WV_TRI_3_2	3:2 Sloped Triangle
G	WV_TRI_2_1	2:1 Sloped Triangle
H	WV_TRI_3_1	3:1 Sloped Triangle
I	WV_TRI_4_1	4:1 Sloped Triangle
J	WV_TRI_FLATTOP	Flat-Top Triangle
K	WV_TRI_FLATGAPS	Flat-Top, Flat-Middle
L	WV_TRI_FLATBASE	1:1 Flat Base Triangle
M	WV_TRI_FLATBASE_2	2:1 Flat Base Triangle
N	WV_TRI_JAGGED	Jagged Tooth
O	WV_TRI_FANGS	Fangs
P	WV_TRI_MOUNTAIN	Mountain
Q	WV_TRI_PEAK	Peak
R	WV_TRI_2_3_JANKY	2:3 Janky Triangle
S	WV_TRI_1_2_JANKY	1:2 Janky Triangle
T	WV_TRI_1_3_JANKY	1:3 Janky Triangle
U	WV_TRI_1_4_JANKY	1:4 Janky Triangle
V	WV_TRI_3_2_JANKY	3:2 Janky Triangle
W	WV_TRI_2_1_JANKY	2:1 Janky Triangle
X	WV_TRI_3_1_JANKY	3:1 Janky Triangle
Y	WV_TRI_4_1_JANKY	4:1 Janky Triangle
Z	WV_TRI_2UP_2DOWN	2 Up, 2 Down (tri)

Wave -- Square

Name	Description
WV_SQR	Basic Square
WV_SQR_4_5	4:5 Pulse Width
WV_SQR_3_4	3:4 Pulse Width
WV_SQR_2_3	2:3 Pulse Width
WV_SQR_1_2	1:2 Pulse Width
WV_SQR_1_3	1:3 Pulse Width
WV_SQR_1_4	1:4 Pulse Width
WV_SQR_5_4	5:4 Pulse Width
WV_SQR_4_3	4:3 Pulse Width
WV_SQR_3_2	3:2 Pulse Width
WV_SQR_2_1	2:1 Pulse Width
WV_SQR_3_1	3:1 Pulse Width
WV_SQR_4_1	4:1 Pulse Width
WV_SQR_UPSTAIRS	Upstairs
WV_SQR_DOWNSTAIRS	Downstairs
WV_SQR_UPDOWNSTAIRS	Updownstairs
WV_SQR_UPSTAIRS_2	Upstairs (x2)
WV_SQR_DOWNSTAIRS_2	Downstairs (x2)
WV_SQR_UPDOWNSTAIRS_2	Updownstairs (x2)
WV_SQR_4_5_JANKY	Janky 4:5 Pulse Width
WV_SQR_3_4_JANKY	Janky 3:4 Pulse Width
WV_SQR_2_3_JANKY	Janky 2:3 Pulse Width
WV_SQR_1_2_JANKY	Janky 1:2 Pulse Width
WV_SQR_1_3_JANKY	Janky 1:3 Pulse Width
WV_SQR_1_4_JANKY	Janky 1:4 Pulse Width
WV_SQR_HEARTBYTES	Heartbytes

Wave -- Saw

Name	Description
WV_SAW	Basic Saw
WV_RAMP	Basic Ramp
WV_SHARP	Sharptooth
WV_SAW_STAIR	Saw-stair
WV_RAMP_STAIR	Ramp-stair
WV_SAW_THORNS	Thorns
WV_SAW_FLAT	Flatsaw
WV_RAMP_FLAT	Flatramp
WV_SAW_EXTRAFLAT	Extra Flatsaw
WV_RAMP_EXTRAFLAT	Extra Flatramp
WV_SAW_4_5	4:5 Alt-saw
WV_SAW_3_4	3:4 Alt-saw
WV_SAW_2_3	2:3 Alt-saw
WV_SAW_1_2	1:2 Alt-saw
WV_RAMP_4_5	4:5 Alt-ramp
WV_RAMP_3_4	3:4 Alt-ramp
WV_RAMP_2_3	2:3 Alt-ramp
WV_RAMP_1_2	1:2 Alt-ramp
WV_SHARP_4_5	4:5 Sharptooth
WV_SHARP_3_4	3:4 Sharptooth
WV_SHARP_2_3	2:3 Sharptooth
WV_SHARP_1_2	1:2 Sharptooth
WV_SHARP_1_3	1:3 Sharptooth
WV_SHARP_1_4	1:4 Sharptooth
WV_SAW_2UP_2DOWN	2-up, 2-down (saw)
WV_SAW_2UP_1DOWN	2-up, 1-down (saw)

Wave -- Sine-Like

Name	Description
WV_SINE	Simple Sine
WV_SINE_DIMPLE	Dimple Sine
WV_SINE_OCEAN	Ocean Wave
WV_SINE_OCEAN_RVS	Reverse Ocean Wave
WV_SINE_POINT	Softpoint (half tri)
WV_SINE_HEART	Heartwave
WV_SINE_ROUND	Roundwave
WV_SINE_SAW	Sinesaw
WV_SINE_RAMP	Sineramp
WV_SAW_CONCAVE	Concave Saw
WV_RAMP_CONCAVE	Concave Ramp
WV_SINE_CONCAVE	Concave Sine
WV_SINE_BOWTIE	Bowtie
WV_SINE_DIMPLE_2	Double Dimple
WV_SINE_ROUND_2	Ultra Round
WV_SINE_WOBBLY	Wobbly
WV_SINE_LEANING	Leaning Wave
WV_SINE_BUMPTAIL	Bumptail
WV_SINE_TAILBUMP	Tailbump
WV_SINE_BUMPTAIL_LONG	Long Bumptail
WV_SINE_TAILBUMP_LONG	Long Tailbump
WV_SINE_ORANGE	Orange Slice
WV_SINE_CALLIG	Calligraphony
WV_SINE_VEXCAVE	Convex Concave
WV_SINE_CAVEX	Concave Convex
WV_SINE_VEXCAVE_ALT	Vex/Cave Alternator

Wave -- Noise

Name	Description
WV_NSE_BLOCK_128	Ultrafine Block Noise
WV_NSE_BLOCK_64	Fine Block Noise
WV_NSE_BLOCK_32	Acceptable Block Noise
WV_NSE_BLOCK_16	Chunky Block Noise
WV_NSE_BLOCK_8	Crunchy Block Noise
WV_NSE_LINE_128	Ultrafine Line Noise
WV_NSE_LINE_64	Fine Line Noise
WV_NSE_LINE_32	Acceptable Line Noise
WV_NSE_LINE_16	Chunky Line Noise
WV_NSE_LINE_8	Crunchy Line Noise
WV_NSE_SMOOTH_128	Ultrafine Smooth Noise
WV_NSE_SMOOTH_64	Fine Smooth Noise
WV_NSE_SMOOTH_32	Acceptable Smooth Noise
WV_NSE_SMOOTH_16	Chunky Smooth Noise
WV_NSE_SMOOTH_8	Crunchy Smooth Noise
WV_NSE_RPULSE_64	Rnd. Freq. Pulsewave (x64)
WV_NSE_RPULSE_16	Rnd. Freq. Pulsewave (x16)
WV_NSE_RPULSE_4	Rnd. Freq. Pulsewave (x4)
WV_NSE_RTRI_64	Rnd. Freq. Triangle (x64)
WV_NSE_RTRI_16	Rnd. Freq. Triangle (x16)
WV_NSE_RTRI_4	Rnd. Freq. Triangle (x4)
WV_NSE_RSINE_64	Rnd. Freq. Sine (x64)
WV_NSE_RSINE_16	Rnd. Freq. Sine (x16)
WV_NSE_RSINE_4	Rnd. Freq. Sine (x4)
WV_NSE_DOUBLEBIT	Double Bitrand
WV_NSE_SUPERCHEAP	Super Cheaprand

Wave -- Chippy

Name	Description
WV_CHP_TRI	Chippy Triangloid
WV_CHP_TRI_2	Fine Chippy Triangloid
WV_CHP_SINE	Chippy Sinusoid
WV_CHP_SINE_2	Fine Sine-ing
WV_CHP_SAW	Chippy Saw
WV_CHP_SAW_2	Fine Chippy Saw
WV_CHP_RAMP	Chippy Ramp
WV_CHP_RAMP_2	Fine Chippy Ramp
WV_CHP_TOOTH	Chippy Tooth
WV_CHP_IMPULSE	Chippy Impulse
WV_CHP_NOISE	Chippy Noise
WV_CHP_NOISE_2	Chippy Doublenoise
WV_CHP_BUBBLEGUM	Chippy Bubblegum
WV_CHP_HOUNDS	Chippy Houndstooth
WV_CHP_NOISE_TRI	Chippy Noise-Tri
WV_CHP_NOISE_TRI_LITE	Chippy Some Noise-Tri
WV_CHP_NOISE_TRI_MINI	Chippy Minor Noise-Tri
WV_CHP_RIBBON	Chippy Ribbon
WV_CHP_SIMPLE	Chippy Too Simple
WV_CHP_INTERLOCK_4_3	Chippy 4:3 Interlock
WV_CHP_INTERLOCK_3_5	Chippy 3:5 Interlock
WV_CHP_MULTLOCK_4_3	Chippy * Interlock
WV_CHP_TRILOCK	Chippy 3x Interlock
WV_CHP_STRANGE	Chippy Strangebeast
WV_CHP_FLUX	Chippy Fluctuator
WV_CHP_PRIMEWAVE	Chippy Primewave