MinHardwareBase + hardwareSwitchChanged() + hardwareSwitchHeld() + hardwareAnalogueControlChanged() + hardwareMidiReceived() + hardwareMidiError() Min + Min() + ~Min() + initialize() + poll() + hardwareSwitchChanged() + hardwareSwitchHeld() + hardwareAnalogueControlChanged() + hardwareMidiReceived() + hardwareMidiError() + engineValueChanged() + engineBankChanged() + engineMidiTransmit()