## MinEngineBase + engineValueChanged() + engineBankChanged() + engineMidiTransmit() Min + Min() + ~Min() + initialize() + poll() + hardwareSwitchChanged() + hardwareSwitchHeld() + hardwareAnalogueControlChanged()

+ hardwareMidiReceived()+ hardwareMidiError()+ engineValueChanged()+ engineBankChanged()+ engineMidiTransmit()