

/Analog/

Bank 1: Oscillators

- 1: OSC 1 Level
- 2: OSC 1 Octave
- 3: OSC 1 Semi
- 4: OSC 1 Shape
- 5: OSC 2 Level
- 6: OSC 2 Octave
- 7: OSC 2 Semi
- 8: OSC 2 Shape

Bank 2: Filters

- 1: F1/F2 Mix for OSC 1
- 2: F1 Freq
- 3: F1 Reso
- 4: F1 Type
- 5: F1/F2 Mix for OSC 2
- 6: F2 Freq
- 7: F2 Reso
- 8: F2 Type

Bank 3: Filter Envelope

- 1: F1 Attack
- 2: F1 Decay
- 3: F1 Sustain
- 4: F1 Release
- 5: F2 Attack
- 6: F2 Decay
- 7: F2 Sustain
- 8: F2 Release

Bank 4: Filter Modulation

- 1: F1 On/Off
- 2: F1 Frequency < LFO1
- 3: F1 Frequency < Env
- 4: F1 Resonance < LFO1
- 5: F2 On/Off
- 6: F2 Frequency < LFO2
- 7: F2 Frequency < Env
- 8: F2 Resonance < LFO2

Bank 5: Volume Envelopes

- 1: AMP1 Attack
- 2: AMP1 Decay
- 3: AMP1 Sustain
- 4: AMP1 Release
- 5: AMP2 Attack
- 6: AMP2 Decay
- 7: AMP2 Sustain
- 8: AMP2 Release

Bank 6: Mix

- 1: AMP1 Level
- 2: AMP1 Pan
- 4: LFO1 Shape
- 5: LFO1 Rate
- 5: AMP2 Level
- 6: AMP2 Pan
- 7: LFO2 Level
- 8: LFO2 Rate

Bank 7: Output

- 1: Volume
- 2: Noise On/Off
- 3: Noise Volume
- 4: Noise Color
- 5: Uni On/Off
- 6: Uni Detune
- 7: Vib On/Off
- 8: Vib Amount

Best-of Bank

- 1: Filter Frequency
- 2: Filter Resonance
- 3: OSC1 Octave
- 4: Vib On/Off
- 5: AMP1 Attack
- 6: AMP1 Release
- 7: Uni On/Off
- 8: Volume

/Collision/

Bank 1: Mallet

- 1: Mallet On/Off
- 2: Mallet Volume
- 3: Mallet Noise Amount
- 4: Mallet Stiffness
- 5: Mallet Noise Color

Bank 2: Noise

- 1: Noise Volume
- 2: Noise Filter Type
- 3: Noise Filter Freq
- 4: Noise Filter Q
- 5: Noise Attack
- 6: Noise Decay
- 7: Noise Sustain
- 8: Noise Release

Bank 3: Resonator 1, Set A

- 1: Res 1 Decay
- 2: Res 1 Material
- 3: Res 1 Type
- 4: Res 1 Quality
- 5: Res 1 Tune
- 6: Res 1 Fine Tune
- 7: Res 1 Pitch Env.
- 8: Res 1 Pitch Env. Time

Bank 4: Resonator 1, Set B

- 1: Res 1 Listening L
- 2: Res 1 Listening R
- 3: Res 1 Hit
- 4: Res 1 Brightness
- 5: Res 1 Inharmonics
- 6: Res 1 Radius
- 7: Res 1 Opening
- 8: Res 1 Ratio

Bank 5: Resonator 2, Set A

- 1: Res 2 Decay
- 2: Res 2 Material
- 3: Res 2 Type
- 4: Res 2 Quality
- 5: Res 2 Tune
- 6: Res 2 Fine Tune
- 7: Res 2 Pitch Env.
- 8: Res 2 Pitch Env. Time

Bank 6: Resonator 2, Set B

- 1: Res 2 Listening L
- 2: Res 2 Listening R
- 3: Res 2 Hit
- 4: Res 2 Brightness
- 5: Res 2 Inharmonics
- 6: Res 2 Radius
- 7: Res 2 Opening
- 8: Res 2 Ratio

Best-of Bank

- 1: Res 1 Decay
- 2: Res 1 Material
- 3: Res 1 Brightness
- 4: Res 1 Inharmonics
- 5: Res 1 Type
- 6: Res 1 Tune
- 7: Mallet Stiffness
- 8: Volume

/Electric/

Bank 1: Mallet and Tine

- 1: Mallet Stiffness
- 2: Mallet Strength
- 3: Noise Pitch
- 4: Noise Decay
- 5: Noise Level
- 6: Fork Tine Color
- 7: Fork Tine Decay
- 8: Fork Tine Level

Bank 2: Tone and Damper

- 1: Fork Tone Decay
- 2: Fork Tone Level
- 3: Fork Release
- 4: Damper Tone
- 5: Damper Att/Rel
- 6: Damper Level

Bank 3: Pickup

- 1: Symmetry
- 2: Distance
- 3: Input
- 4: Output
- 5: Pickup Type

Bank 4: Modulation

- 1: Mallet Stiffness < Velocity
- 2: Mallet Stiffness < Key
- 3: Mallet Strength < Velocity
- 4: Mallet Strength < Key
- 5: Noise < Key
- 6: Fork Tine < Key
- 7: Pickup Output < Key

Bank 5: Global

- 1: Volume
- 2: Polyphony
- 3: Semitone
- 4: Detune
- 5: Keyboard Stretch
- 6: Pitchbend Range

Best-of Bank

- 1: Mallet Stiffness
- 2: Mallet Force
- 3: Noise Level
- 4: Fork Tine Level
- 5: Fork Tone Level
- 6: Fork Release
- 7: Damper Level
- 8: Volume

/Impulse/

Banks 1-8: Pads 1-8

- 1: Start
- 2: Transp (Transposition)
- 3: Stretch
- 4: Drive
- 5: Freq (Filter cutoff frequency)
- 6: Res (Filter resonance)
- 7: Pan
- 8: Pad Volume

Best-of Bank

- 1: Global Time
- 2: Global Transpose
- 3: Transpose Pad 1
- 4: Transpose Pad 2
- 5: Transpose Pad 3
- 6: Transpose Pad 4
- 7: Transpose Pad 5
- 8: Transpose Pad 6

/Operator/

Banks 1-4: Oscillators 1-4

- 1: Attack
- 2: Decay
- 3: Sustain
- 4: Release
- 5: Coarse
- 6: Fine
- 7: Level<Vel
- 8: Level

Bank 5: LFO

- 1: Attack
- 2: Decay
- 3: Sustain
- 4: Release
- 5: Rate
- 6: Mod (Modulation amount)
- 7: Waveform
- 8: Rate<Key

Bank 6: Filter

- 1: Attack
- 2: Decay
- 3: Sustain
- 4: Release
- 5: Freq (Filter cutoff frequency)
- 6: Res (Filter resonance)
- 7: Freq<Vel
- 8: Envelope

Bank 7: Pitch Mod

- 1: Attack
- 2: Decay
- 3: Sustain
- 4: Release
- 5: Initial
- 6: Time (Glide Time)
- 7: Pitch Env (Pitch envelope amount)
- 8: Spread

Bank 8: Routing

- 1: Time<Key
- 2: Pan
- 3: Key (Key<Pan)
- 4: Rnd (Rnd<Pan)
- 5: Algorithm
- 6: Time
- 7: Tone
- 8: Volume

Best-of Bank

- 1: Coarse Osc A
- 2: Level Osc B
- 3: Coarse Osc B
- 4: Fine Osc B
- 5: Filter Freq (Filter cutoff frequency)
- 6: Filter Res (Filter resonance)
- 7: Time
- 8: Tone

/Simpler/

Bank 1: Volume Envelope | Loop

- 1: Attack
- 2: Decay
- 3: Sustain
- 4: Release
- 5: Start (Sample start)
- 6: Loop (Loop length)
- 7: Length (Sample length)
- 8: Fade (Loop crossfade amount)

Bank 2: Filter

- 1: Attack
- 2: Decay
- 3: Sustain
- 4: Release
- 5: Freq (Filter cutoff frequency)
- 6: Res (Filter resonance)
- 7: Vel (Filter cutoff < Velocity)
- 8: Env (Filter envelope amount)

Bank 3: LFO

- 1: Attack (LFO attack time)
- 2: Rate
- 3: Key (LFO rate < Key)
- 4: Type
- 5: Volume < LFO
- 6: Filter cutoff < LFO
- 7: Pitch < LFO
- 8: Pan < LFO

Bank 4: Pitch Envelope | Global

- 1: Attack
- 2: Decay
- 3: Sustain
- 4: Release
- 5: Glide (Glide time)
- 6: Spread
- 7: Pan
- 8: Volume

Best-of Bank

- 1: Start (Sample start)
- 2: Loop (Loop length)
- 3: Length (Sample length)
- 4: Volume envelope Attack
- 5: Volume envelope Decay
- 6: Volume envelope Release
- 7: Filter Freq (Filter cutoff frequency)
- 8: Filter Res (Filter resonance)

/Sampler/

Bank 1: Volume

- 1: Volume
- 2: Attack
- 3: Decay
- 4: Sustain
- 5: Release
- 6: Volume<Vel
- 7: Global Time<Vel
- 8: Global Time

Bank 2: Filter

- 1: Filter Type
- 2: Filter Morph
- 3: Filter Freq
- 4: Filter Res
- 5: Filter Vel
- 6: Filter Key
- 7: Filter Env
- 8: Shaper Amount

Bank 3: Filter Envelope

- 1: FE Attack
- 2: FE Decay
- 3: FE Sustain
- 4: FE Release
- 5: FE End
- 6: FE Loop Mode
- 7: FE Loop Time
- 8: FE Loop Beats

Bank 4: LFO 1

- 1: LFO 1 Wave
- 2: LFO 1 Sync
- 3: LFO 1 Rate
- 4: LFO 1 Freq
- 5: Volume < LFO 1
- 6: Filter < LFO 1
- 7: Pan < LFO 1
- 8: Pitch < LFO 1

Bank 5: LFO 2

- 1: LFO 2 Wave
- 2: LFO 2 Sync
- 3: LFO 2 Rate
- 4: LFO 2 Freq
- 5: LFO 2 < Key
- 6: LFO 2 Stereo Mode
- 7: LFO 2 Spin
- 8: LFO 2 Phase

Bank 6: LFO 3

- 1: LFO 3 Wave
- 2: LFO 3 Sync
- 3: LFO 3 Rate
- 4: LFO 3 Freq
- 5: LFO 3 < Key
- 6: LFO 3 Stereo Mode
- 7: LFO 3 Spin
- 8: LFO 3 Phase

Bank 7: Oscillator

- 1: OSC Mode
- 2: OSC Volume
- 3: OSC Coarse
- 4: OSC Fine
- 5: OSC Attack
- 6: OSC Decay
- 7: OSC Sustain
- 8: OSC Release

Bank 8: Pitch

- 1: Global Transpose
- 2: Global Spread
- 3: P Env Amount
- 4: P Env Attack
- 5: P Env Peak
- 6: P Env Decay
- 7: P Env Sustain
- 8: P Env Release

Best-of Bank

- 1: Volume Attack
- 2: Volume Decay
- 3: Volume Release
- 4: Filter Freq
- 5: Filter Res
- 6: Filter Morph
- 7: OSC Volume
- 8: OSC Coarse

/Tension/

Bank 1: Excitator and String

- 1: Excitator Type
- 2: String Decay Time
- 3: String Inharmonicity
- 4: String Damping Amount
- 5: Mass/Protrusion/Force
- 6: Friction/Stiffness
- 7: Excitator Velocity
- 8: Excitator Position

Bank 2: Damper

- 1: Damper On/Off
- 2: Damper Mass
- 3: Damper Stiffness
- 4: Damper Velocity
- 5: Damper Position
- 6: Damper Damping
- 7: Damper Position < Velocity
- 8: Fix. Position On/off

Bank 3: Termination and Pickup

- 1: Termination On/Off
- 2: Finger Mass
- 3: Finger Stiffness
- 4: Fret Stiffness
- 5: Pickup On/Off
- 6: Pickup Position
- 7: Finger Mass < Vel.
- 8: Finger Mass < Key

Bank 4: Body

- 1: Body On/Off
- 2: Body Type
- 3: Body Size
- 4: Body Decay
- 5: Body Low Cut
- 6: Body high Cut
- 7: String/Body Balance
- 8: Global Vol.

Bank 5: Vibrato

- 1: Vibrato On/Off
- 2: Vib Delay
- 3: Vib Attack
- 4: Vib Rate
- 5: Vib Amount
- 6: Vib > Mod Wheel Amount
- 7: Vib Error
- 8: Global Volume

Bank 6: Filter

- 1: Filter On/Off
- 2: Filter Type
- 3: Freq
- 4: Reso
- 5: Env < Cutoff
- 6: Cutoff < LFO
- 7: Env < Reso
- 8: Reso < LFO

Bank 7: Envelope and LFO

- 1: Env On/Off
- 2: Attack
- 3: Decay
- 4: Sustain
- 5: Release
- 6: LFO On/Off
- 7: LFO Type
- 8: LFO Rate

Bank 8: Global

- 1: Unison On/Off
- 2: Fine Tuning (Detune)
- 3: Portamento On/Off
- 4: Portamento Time
- 5: Voices (Polyphony)
- 6: Keyboard Octave
- 7: Keyboard Semitone
- 8: Volume

Best-of Bank

- 1: Excitator Type
- 2: Excitator Position
- 3: String Decay
- 4: String Damping
- 5: Vibrato Amount
- 6: Filter Frequency
- 7: Filter Reso
- 8: Volume

/Arpeggiator/

Bank 1: Style

- 1: Style
- 2: Groove
- 3: Offset
- 4: Rate
- 5: Retrigger Source
- 6: Retrigger Number
- 7: Repeat
- 8: Gate

Bank 2: Pitch/Velocity

- 1: Transpose
- 2: Key
- 3: Steps
- 4: Distance
- 5: Velocity Decay
- 6: Target
- 7: Velocity On/Off
- 8: Velocity Retrigger

Best-of Bank

- 1: Sync Rate
- 2: Free Rate
- 3: Steps
- 4: Distance
- 5: Gate
- 6: Key
- 7: Decay
- 8: Target

/Chord/

Bank 1: Shift

- 1: Shift 1
- 2: Shift 2
- 3: Shift 3
- 4: Shift 4
- 5: Shift 5
- 6: Shift 6
- 7: not assigned
- 8: not assigned

Bank 2: Shift %

- 1: Shift % 1
- 2: Shift % 2
- 3: Shift % 3
- 4: Shift % 4
- 5: Shift % 5
- 6: Shift % 6
- 7: not assigned
- 8: not assigned

Best-of Bank

- 1: Shift 1
- 2: Shift 2
- 3: Shift 3
- 4: Shift 4
- 5: Shift 5
- 6: Vel 5
- 7: Shift 6
- 8: Vel 6

/Note Length/

- 1: Mode
- 2: Length (Time Mode)
- 3: Length (Sync Mode)
- 4: Gate
- 5: Decay Time
- 6: On/Off Balance
- 7: Key Scale
- 8: not assigned

/Pitch/

- 1: Pitch
- 2: Range
- 3: Lowest
- 4: not assigned
- 5: not assigned
- 6: not assigned
- 7: not assigned
- 8: not assigned

/Random/

- 1: Chance
- 2: Choices
- 3: Scale
- 4: Sign
- 5: not assigned
- 6: not assigned
- 7: not assigned
- 8: not assigned

/Scale/

- 1: Base
- 2: Transpose
- 3: Range
- 4: Lowest
- 5: not assigned
- 6: not assigned
- 7: not assigned
- 8: not assigned

/Velocity/

- 1: Drive
- 2: Comp. (Compand)
- 3: Random
- 4: Mode
- 5: Out Hi
- 6: Out Low
- 7: Range
- 8: Lowest

/Amp/

Bank 1:

- 1: Gain
- 2: Bass
- 3: Middle
- 4: Treble
- 5: Presence
- 6: Volume
- 7: Dry/Wet
- 8: Amp Type

Bank 2:

- 1: Dual/Mono

Best-of Bank

- 1: Gain
- 2: Bass
- 3: Middle
- 4: Treble
- 5: Presence
- 6: Volume
- 7: Dry/Wet
- 8: Amp Type

/Auto Filter/

- 1: Frequency
 - 2: Q
 - 3: Attack
 - 4: Release
- Filter
- 5: Envelope Amount
 - 6: LFO Amount
 - 7: Rate
 - 8: Phase

/Auto Pan/

- 1: Amount
- 2: Rate (Hz)
- 3: Phase
- 4: Shape
- 5: Shape Select
- 6: Rate (Beat-time)
- 7: Offset
- 8: Width

/Beat Repeat/

Bank 1: Repeat Rate

- 1: Interval
- 2: Offset
- 3: Grid
- 4: Variation
- 5: Filter Frequency
- 6: Filter Resonance
- 7: Volume
- 8: Decay

Bank 2: Gate/Pitch

- 1: Chance
- 2: Gate
- 3: Pitch
- 4: Pitch Decay
- 5: Filter Frequency
- 6: Filter Resonance
- 7: Volume
- 8: Decay

Best-of Bank

- 1: Interval
- 2: Offset
- 3: Gate
- 4: Chance
- 5: Grid
- 6: Variation
- 7: Pitch
- 8: Filter Frequency

/Cabinet/

- 1: Cabinet Type
- 2: Mic Position
- 3: Mic Type
- 4: Dual/Mono
- 5: Dry/Wet

/Chorus/

- 1: Delay 1 Time
- 2: Delay 2 Time
- 3: Mod Amount
- 4: Dry/Wet
- 5: Delay 1 HP
- 6: Delay 2 Mode
- 7: Mod Rate
- 8: Feedback

/Compressor/

Bank 1: Compression

1. Threshold
2. Ratio
3. Attack
4. Release
5. Knee
6. EF Mode
7. Look Ahead
8. Model

Bank 2: Side Chain

1. External In On/Off
2. External In Gain
3. External In Mix
4. Side Listen
5. EQ On
6. EQ Frequency
7. EQ Q
8. EQ Mode

Bank 3: Output

1. EQ Gain
2. Makeup Gain
3. Output Gain

Best-of Bank

1. Threshold
2. Ratio
3. Attack
4. Release
5. External In Gain
6. External In Mix
7. EQ Frequency
8. Output Gain

/Corpus/

***Bank 1: ***

- 1: Decay
- 2: Material
- 3: Mid Freq
- 4: Width
- 5: Bleed
- 6: Width
- 7: Gain
- 8: Dry Wet

Bank 2:

- 1: Listening L
- 2: Listening R
- 3: Hit
- 4: Brightness
- 5: Inharmonics
- 6: Radius
- 7: Opening
- 8: Ratio

Bank 3:

- 1: Resonance Type
- 2: Tune
- 3: Transpose
- 4: Fine
- 5: Spread
- 6: Resonator Quality
- 7: Note Off
- 8: Off Decay

Best-of Bank

- 1: Decay
- 2: Material
- 3: Brightness
- 4: Inharmonics
- 5: Resonance Type
- 6: Tune
- 7: Gain
- 8: Dry Wet

/Dynamic Tube/

- 1: Drive
- 2: Bias
- 3: Tone
- 4: Envelope
- 5: Attack
- 6: Release
- 7: Dry/Wet
- 8: Output

/EQ Eight/

Bank 1: Band On/Off

- 1: EQ 1 On/Off
- 2: EQ 2 On/Off
- 3: EQ 3 On/Off
- 4: EQ 4 On/Off
- 5: EQ 5 On/Off
- 6: EQ 6 On/Off
- 7: EQ 7 On/Off
- 8: EQ 8 On/Off

Bank 2: Frequency

- 1: Freq EQ 1
- 2: Freq EQ 2
- 3: Freq EQ 3
- 4: Freq EQ 4
- 5: Freq EQ 5
- 6: Freq EQ 6
- 7: Freq EQ 7
- 8: Freq EQ 8

Bank 3: Gain

- 1: Gain EQ 1
- 2: Gain EQ 2
- 3: Gain EQ 3
- 4: Gain EQ 4
- 5: Gain EQ 5
- 6: Gain EQ 6
- 7: Gain EQ 7
- 8: Gain EQ 8

Bank 4: Resonance

- 1: Res EQ 1
- 2: Res EQ 2
- 3: Res EQ 3
- 4: Res EQ 4
- 5: Res EQ 5
- 6: Res EQ 6
- 7: Res EQ 7
- 8: Res EQ 8

Bank 5: Filter Type

- 1: FilterType EQ 1
- 2: FilterType EQ 2
- 3: FilterType EQ 3
- 4: FilterType EQ 4
- 5: FilterType EQ 5
- 6: FilterType EQ 6
- 7: FilterType EQ 7
- 8: FilterType EQ 8

Bank 6: General

- 1: Output Gain
- 2: Scale
- 3: not assigned
- 4: not assigned
- 5: not assigned
- 6: not assigned
- 7: not assigned
- 8: not assigned

Bank 7: EQs 1-3

- 1: Gain EQ 1
- 2: Freq EQ 1
- 3: Res EQ 1
- 4: Gain EQ 2
- 5: Freq EQ 2
- 6: Res EQ 2
- 7: Gain EQ 3
- 8: Freq EQ 3

Best-of Bank

- 1: Freq EQ 1
- 2: Gain EQ 1
- 3: Freq EQ 2
- 4: Gain EQ 2
- 5: Freq EQ 3
- 6: Gain EQ 3
- 7: Freq EQ 4
- 8: Gain EQ 4

/EQ Three/

- 1: Gain Low
- 2: Gain Mid
- 3: Gain High
- 4: not assigned
- 5: Frequency Low
- 6: Frequency High
- 7: Slope
- 8: not assigned

/Erosion/

- 1: Freq
- 2: Width
- 3: Amount
- 4: Noise | Wide Noise | Sine
- 5: not assigned
- 6: not assigned
- 7: not assigned
- 8: not assigned

/Filter Delay/

Bank 1: Input L Filter

- 1: Frequency
- 2: Resonance
- 3: Delay Time
- 4: Sync %
- 5: Feedback
- 6: Pan
- 7: Volume
- 8: Overall

Bank 2: Input L+R Filter

- 1: Frequency
- 2: Resonance
- 3: Delay Time
- 4: Sync %
- 5: Feedback
- 6: Pan
- 7: Volume
- 8: Overall

Bank 3: Input R Filter

- 1: Frequency
- 2: Resonance
- 3: Delay Time
- 4: Sync %
- 5: Feedback
- 6: Pan
- 7: Volume
- 8: Overall

Best-of Bank

- 1: Frequency L
- 2: Beat Delay L
- 3: Feedback L
- 4: Volume L
- 5: Frequency R
- 6: Beat Delay R
- 7: Feedback R
- 8: Volume R

/Flanger/

Bank 1: Frequency Controls

- 1: High Pass
- 2: Dry/Wet
- 3: Delay Time
- 4: Feedback
- 5: Envelope
- 6: Attack
- 7: Release
- 8: not assigned

Bank 2: LFO/S&H

- 1: Amount
- 2: Rate
- 3: Phase
- 4: Hz/Beat-time
- 5: Offset
- 6: Note Rate
- 7: Width
- 8: Shape

Best-of Bank

- 1: High Pass
- 2: Delay Time
- 3: Feedback
- 4: LFO Amount
- 5: LFO Rate (Hz)
- 6: LFO (Beat-time)
- 7: Envelope
- 8: Dry/Wet

/Frequency Shifter/

- 1: Coarse
- 2: Fine
- 3: Mode
- 4: Ring Mod Frequency
- 5: Drive On/Off
- 6: Drive
- 7: Wide
- 8: Dry/Wet

/Gate/

- 1: Threshold
- 2: Gain
- 3: not assigned
- 4: not assigned
- 5: Attack
- 6: Hold
- 7: Release
- 8: not assigned

/Grain Delay/

- 1: Spray
- 2: Frequency
- 3: Pitch
- 4: Random Pitch
- 5: Feedback
- 6: Dry/Wet
- 7: Sync %
- 8: Time

/Looper/

- 1: State
- 2: Speed
- 3: Reverse
- 4: Quantization
- 5: Monitor
- 6: Song Control
- 7: Tempo Control
- 8: Feedback

/Multiband Dynamics/

****Bank 1: Global Controls****

- 1: Output Gain
- 2: Amount
- 3: Time
- 4: Soft Knee
- 5: RMS/Peak
- 6: High On
- 7: Mid On
- 8: Low On

****Bank 2: Low Band****

- 1: Pre Gain Low
- 2: Threshold Below Low
- 3: Ratio Below Low
- 4: Threshold Above Low
- 5: Ratio Above Low
- 6: Attack Low
- 7: Release Low
- 8: Post Gain Low

****Bank 3: Mid Band****

- 1: Pre Gain Mid
- 2: Threshold Below Mid
- 3: Ratio Below Mid
- 4: Threshold Above Mid
- 5: Ratio Above Mid
- 6: Attack Mid
- 7: Release Mid
- 8: Post Gain Mid

****Bank 4: High Band****

- 1: Pre Gain High
- 2: Threshold Below High
- 3: Ratio Below High
- 4: Threshold Above High
- 5: Ratio Above High
- 6: Attack High
- 7: Release High
- 8: Post Gain High

****Bank 5: Split Frequencies****

- 1: Low/Mid Split Freq
- 2: Mid/High Split Freq
- 3: not assigned
- 4: not assigned
- 5: not assigned
- 6: not assigned
- 7: not assigned
- 8: not assigned

****Best-of Bank****

- 1: Threshold Below Low
- 2: Ratio Below Low
- 3: Threshold Below Mid
- 4: Ratio Below Mid
- 5: Threshold Below High
- 6: Ratio Below High
- 7: Output Gain
- 8: Amount

/Overdrive/

- 1: Filter Freq
- 2: Filter Width
- 3: Drive
- 4: Tone
- 5: Dry/Wet
- 6: Preserve Dynamics

/Phaser/

Bank 1: Frequency Controls

- 1: Poles
- 2: Color
- 3: Dry/Wet
- 4: Frequency
- 5: Envelope Amount
- 6: Attack
- 7: Release
- 8: Feedback

Bank 2: LFO/S&H

- 1: Amount
- 2: Rate (Hz)
- 3: Phase
- 4: Hz/Beat-time
- 5: Offset
- 6: Rate (Beat-time)
- 7: Spin
- 8: Shape

Best-of Bank

- 1: Poles
- 2: Color
- 3: Frequency
- 4: Feedback
- 5: LFO Amount
- 6: LFO Rate
- 7: Envelope Amount
- 8: Dry/Wet

/Ping Pong Delay/

- 1: Frequency
- 2: Width
- 3: Time (ms)
- 4: Synced Delay Time (1-16)
- 5: Swing
- 6: Mode (Sync/Time)
- 7: Feedback
- 8: Dry/Wet

/Redux/

- 1: Bit Reduction
- 2: Hard/Soft
- 3: Downsample Hard
- 4: Downsample Soft
- 5: Bit Reduction On
- 6: not assigned
- 7: not assigned
- 8: not assigned

/Saturator/

Bank 1: General Controls

- 1: Drive
- 2: Base
- 3: Frequency
- 4: Width
- 5: Depth
- 6: Output
- 7: Dry/Wet
- 8: Curve Select

Bank 2: Waveshaper Controls

- 1: WS Drive
- 2: WS Lin
- 3: WS Curve
- 4: WS Damp
- 5: WS Depth
- 6: WS Period
- 7: Dry/Wet
- 8: not assigned

Best-of Bank

- 1: Drive
- 2: Base
- 3: Frequency
- 4: Depth
- 5: WS Curve
- 6: WS Depth
- 7: WS Period
- 8: WS Damp

/Resonators/

Bank 1: General/Mode I

- Resonators
- 1: Filter Frequency
- 2: Width
- 3: Global Gain
- 4: Dry/Wet
- 5: Decay
- 6: Note
- 7: Color
- 8: I Gain

Bank 2: Mode II - V

- 1: II Gain
- 2: III Gain
- 3: IV Gain
- 4: V Gain
- 5: II Pitch
- 6: III Pitch
- 7: IV Pitch
- 8: V Pitch

Best-of Bank

- 1: Decay
- 2: Note
- 3: II Pitch
- 4: III Pitch
- 5: IV Pitch
- 6: V Pitch
- 7: Global Gain
- 8: Dry/Wet

/Simple Delay/

- 1: Delay Time L
- 2: Sync % L
- 3: Time (ms) L
- 4: Dry/Wet
- 5: Delay Time R
- 6: Sync % R
- 7: Time (ms) R
- 8: Feedback

/Utility/

- 1: Width
- 2: Panorama
- 3: Mute
- 4: Block DC
- 5: Mode
- 6: Gain
- 7: Phz-L
- 8: Phz-R

/Reverb/

Bank 1: Reflections

- 1: Filter Frequency
- 2: Filter Resonance
- 3: Predelay
- 4: Spin
- 5: Early ref. Frequency
- 6: Early ref. Resonance
- 7: Early ref. Shape
- 8: Diff. Net. Decay

Bank 2: Diffusion Network

- 1: High Frequency
- 2: Low Frequency
- 3: Chorus Frequency
- 4: Density
- 5: High Resonance
- 6: Low Resonance
- 7: Chorus Amount
- 8: Scale

Bank 3: Global

- 1: Decay Time
- 2: Freeze
- 3: Room Size
- 4: Stereo Image
- 5: Reflect Level
- 6: Diffuse Level
- 7: Dry/Wet
- 8: Global Select

Best-of Bank

- 1: Decay Time
- 2: Room Size
- 3: Chorus Amount
- 4: In Frequency
- 5: High Frequency
- 6: High Gain
- 7: Stereo Image
- 8: Dry/Wet

/Vinyl Distortion/

- 1: Tracing Frequency
- 2: Tracing B
- 3: Tracing Amount
- 4: Crackle Density
- 5: Pinch Frequency
- 6: Pinch B
- 7: Pinch Amount
- 8: Crackle Volume

/Vocoder/

****Bank 1: Global Controls****

- 1: Formant Shift
- 2: Attack
- 3: Release
- 4: Mono/Stereo
- 5: Output Gain
- 6: Gate Level
- 7: Depth
- 8: Dry/Wet

****Bank 2: Filters/Voicing****

- 1: Bandwidth
- 2: High Frequency
- 3: Low Frequency
- 4: Retro
- 5: Unvoiced Level
- 6: Unvoiced Sensitivity
- 7: Unvoiced Switch Rate
- 8: Enhance Carrier

****Bank 3: Carrier Parameters****

- 1: Noise Rate
- 2: Noise Crackle
- 3: Detection Upper Bound
- 4: Detection Lower Bound
- 5: Oscillator Pitch
- 6: Oscillator Waveform
- 7: Ext. In Gain
- 8: not assigned

****Best-of Bank****

- 1: Formant Shift
- 2: Attack
- 3: Release
- 4: Unvoiced Level
- 5: Gate Level
- 6: Bandwidth
- 7: Depth
- 8: Dry/Wet