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Volume Env Attack	Volume Env Decay	Volume Env Sustain	Volume Env Release	Filter Env Attack	Filter Env Decay	Filter Env Sustain	Filter Env Release
							
							

Microwave 1-2 (Oscillators)

Osc 1 Detune		Osc 1 Mod1 amount	Osc1 Mod2 amount	Osc2 Detune		Osc2 Mod1 amount	Osc2 Mod2 amount
							
Osc1 octave	Osc1 Bendrange	Osc1 Mod 1 source	Osc1 Mod2 source	Osc2 octave	Osc2 Bendrange	Osc2 Mod1 source	Osc2 Mod2 source
							
Lfo1 Rate	Lfo1 shape	Osc1 Mod 1 control	Osc1 Mod2 quantise	Lfo2 Rate	Lfo2 Shape	Osc2 Mod 1 control	Osc2 Mod 2 quantise
							
Osc1 Semitone	Osc1 Pitchmode	Osc1 Volume		Osc2 Semitone	Osc2 Pitchmode	Osc2 Volume	Osc2 Link
							

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MW1-3 (WAVE parameter)

















Wavetable	Wave 1 wave-position	Wave 1 wave start	Wave 1 Env amount	Wave 1 Env velocity	Wave 1 key-track amount	Wave 1 Mod1 amount	Wave 1 Mod2 amount
							
Wave 1 position	Wave 1 mode				Wave 1 Mod1 control	Wave 1 Mod1 source	Wave 1 Mod2 source
							
	Wave 2 wave-position	Wave 2 wave start	Wave 2 Env amount	Wave 2 Env velocity	Wave 2 key-track amount	Wave 2 Mod1 amount	Wave 2 Mod2 amount
							
Wave 2 position	Wave 2 mode	Wave 2 link mode			Wave 2 Mod1 control	Wave 2 Mod1 source	Wave 2 Mod2 source
							
<hr/>							
Vol Env Attack	Vol Env Decay	Vol Env Sustain	Vol Env Release	Filter Env Attack	Filter Env Decay	Filter Env Sustain	Filter Env Release
							
							

MW 1-4 (Volume, Mixer, Filter, Panning)

































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MW 1-5 (Envelope Mods, LFO's)

V Env attack Mod amount	V Env decay Mod amount	V Env sustain Mod amount	V Env release Mod amount	F Env attack Mod amount	F Env decay Mod amount	F Env sustain Mod amount	F Env release Mod amount
							
V Env attack Mod source	V Env decay Mod source	V Env sustain Mod source	V Env release Mod source	F Env attack Mod source	F Env decay Mod source	F Env sustain Mod source	F Env release Mod source
							
Lfo1 rate	Lfo1 symmetrie	Lfo1 rate Mod amount	Lfo1 delay	Filter Env Delay	Lfo1 attack	Lfo1 decay	Lfo2 rate
							
Lfo1 shape	Lfo1 humanize	Lfo1 rate Mod source	Lfo1 level Mod source			Lfo2 symmetrie	Lfo2 shape
							

Volume Env Attack	Volume Env Decay	Volume Env Sustain	Volume Env Release	Filter Env Attack	Filter Env Decay	Filter Env Sustain	Filter Env Release
							
							

MW 1-6 (Wave envelope, Glide, Tuning)

Wave Env time 1	Wave Env time 2	Wave Env time 3	Wave Env time 4	Wave Env time 5	Wave Env time 6	Wave Env time 7	Wave Env time 8
							
							
Wave Env level 1	Wave Env level 2	Wave Env level 3	Wave Env level 4	Wave Env level 5	Wave Env level 6	Wave Env level 7	Wave Env level 8
							
Wave Env Keyoff point	Wave Env Loop startpoi	Wave Env Loopmode					
							

W Env time mod amount

W Env level mod amount

Glide rate

Glide type

Glide mode

Tuning table

W Env time mod source

W Env level mod source