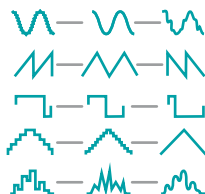
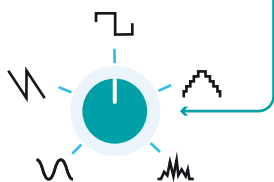


































ADRS	ADRS-Split	LFO	LFO-Split
Attack	Attack	Frequency	Freq
Decay	Decay	Wave	Wave
Sustain	Attack	Wave var	Freq
Release	Decay	Init phase	Wave



TAP	TAP-Split	DRUM	DRUM-Split
Amplitude	Wave	Frequency	BD Tone
Wave	Wave var	BD Punch SD Tone	BD Decay
Wave var	Wave	BD Tone SD Snappy	SD Tone
Init phase	Wave var	Decay	SD Snappy

4-Step SEQ (ADSR)	4-Steps-Split	Trig Delay (LF0)	Trig Delay Split
 Step 1	 Step 1	 Pre-delay	 Delay
 Step 2	 Step 2	 Gate dur	 Repeats
 Step 3	 Step 1	 Delay	 Delay
 Step 4	 Step 2	 Repeats	 Repeats

Trig Random (TAP)	Trig Random Split	Alt DRUM	Alt DRUM-Split
 Trig prob	 Trig+rep probability	 Frequency	 BD presets morphing
 Repeat prob	 Delay	 FM intens	 BD presets variations
 Delay	 Trig+rep probability	 AM+FM Decay time	 SD presets morphing
 Jitter	 Delay	 Colour	 SD presets variations