

# Evolver Operation Manual

*Preliminary*



This manual assumes a reasonable knowledge of synthesis; there is no attempt to explain basic functions. There are plenty of information sources for learning the basics. This is meant to explain the specific operation of Evolver. There is also a signal flow diagram, and an initial MIDI implementation spec included.

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# Quick Start

First, plug in the power supply. If you need to use one of the alternate AC prongs, use the tool that came in the power supply box to first remove the installed prongs by pushing the button and sliding the off the prongs. Then slide the desired prongs on, and you're ready to go.

Next, plug Evolver's signal outputs to your mixer/sound system – of course you've likely already done this.

Hit the Start switch in the lower left corner to play a sequence. Listen to other Programs by spinning the Program knob—keep the sequencer running if you want. In general, Bank 1 has sequencer oriented Programs, Bank 2 has keyboard-based sounds (see notes below), and Bank 3 Programs are for using Evolver as a signal processor (see notes below).

At any time, you can play around with the sounds of the current Program by simply selecting a parameter in the programming matrix. Normal example – hit the switch to select the third row, and grab the first knob to adjust the Filter Cutoff Frequency. Note that you can grab eight knobs in the selected row for quick access. To get to the second set of parameters in any row, simply hold the Shift switch down while turning the knob.

To change Sequence steps, hit the Sequencer switch. The programming matrix now changes to Sequencer mode to adjust the 16 x 4 sequencer. Row 1 controls steps 1 – 8 and Row 2 steps 9 – 16 for Sequence 1. Likewise Rows 3 and 4 control Sequence 2, etc. The Shift switch has no effect in Sequence mode.

NOTE: Though the sequences are named 1-4, there is really only one sequence that has four different controls, each of which can be routed to a different destination via the four Sequence Destination parameters. In other words, one (up to) 16 step sequencer with four individual outputs that act in parallel. Also, Sequence 1 (Rows 1 and 2) controls the length of the sequence and whether a step acts as a rest (by not triggering the envelopes).

## Using Evolver with a MIDI Keyboard

Evolver is quite often used without a keyboard, just using the internal sequencer. Other times, it is used solely from a keyboard. It can also be used in combination, with the keyboard gating the sequencer, for example. To accommodate these different uses, there are a couple Program parameters to select triggering modes and oscillator frequency ranges.

The Trigger Select parameter selects the source for triggering the envelopes. It is usually set to ALL to allow triggers from either the Sequencer or from MIDI. The Key Off/Transpose parameter provides an easy way to turn off the MIDI notes for use with the sequencer only. So, to use a MIDI source, you must make sure this parameter is not OFF! The same parameter provides MIDI transposing plus/minus three octaves.

Most of the sounds in Bank 1 have the MIDI notes turned off, and most sounds in Bank 2 have MIDI notes enabled.

## Using Evolver as a Signal Processor

Simply plug your sound source into the External Inputs. If you are using a mono signal, you will need to select single channel operation with the External Input Mode parameter (Row8, knob 7). You may also need to adjust the input gain – select the second Main row by hitting the Main switch once, and select 0 to 12 db of gain using the Input Gain knob. Note that the row and column lights act as a very simply VU meter when adjusting the gain; this helps set the best levels. Ideally you want the clip light to come on occasionally.

You should be up and running now; for more operation information, read on. Or, just look up specific parameters for detailed notes, or to figure some of the more convoluted displays. At some point you should read through the manual to discover all the little features that you might not notice at first.

Have fun!

# Main Parameters

There are two rows of Main, or global, parameters. Hitting the MAIN switch repeatedly will toggle between the first row and the second.

If you hold the MAIN switch, it will start blinking – this indicates that it is ready to store a program. Hitting the MAIN switch a second time will store the program. Hitting any other switch will stop the blinking and abort the save. You can change the Bank and Program number while it's blinking to move programs between locations and banks.

## Row 1

<b>Program</b>	Select Program 1-128 in the currently selected bank.
<b>Bank Select</b>	Select Bank 1, 2, or 3. Each bank has 128 Programs, for a total of 384 Programs.
<b>Volume</b>	Master Volume control, 0 to 100.
<b>Transpose</b>	Master Transpose control, -36 to + 36; 0 centered. Steps in semitones.
<b>BPM</b>	Basic speed for the sequencer, 30 to 250 BPM. Actual speed also depends on the Clock Divide setting.
<b>Clock Div</b>	Used as a clock divider to provide a wider range of sequencer speeds. When set to $4n$ (quarter notes), the BPM setting is exact, i.e. 120 BPM = 120 BPM. If set to $2n$ (half note), the actual speed is half, so a setting of 120 BPM will actually play at 60 BPM. Here are all the possible settings: $2n$ half note $4n$ quarter note $8n$ Eighth note $8H$ Eighth note, half swing timing $8S$ Eighth note, full swing timing $8t$ Eighth note triplets $16n$ Sixteenth note $16H$ Sixteenth note, half swing timing $16S$ Sixteenth note, full swing timing $16t$ Sixteenth note triplets $32n$ Thirty-second note $32n$ Thirty-second note triplets $64n$ Sixty Fourth note triplets
<b>Use Pre Tempo</b>	Use Preset Tempo – when set to $OFF$ , changing a Program will not change the tempo- this is useful for keeping a constant tempo but using different sounds. If set to $On$ , a Program change will change the tempo to the BPM/Clock Divide values saved with the Program. Whenever you save a Program, the current tempo is saved also as part of the Program.
<b>MIDI Clock</b>	$OFF$ – MIDI clock is neither saved or received $Out$ – MIDI clock is sent $In$ – MIDI clock is received $In-Out$ – MIDI clock is received and transmitted $Ext$ – External Input is used to clock the sequencer. When the signal goes above the a fixed threshold, the sequencer steps once. Note that internal functions do not sync up when this mode is used, and the Clock Divide and BPM knob are ignored.

## Row 2

<b>Lock Seq</b>	When set to $OFF$ , sequencer operation is normal, and each Program plays its own sequence. If set to $On$ , the sequence does not change when changing a Program. This provides an easy way to hear the same sequence with different sounds. Note that Lock Sequence can be used to copy a sequence from one Program to another.
<b>Poly Chain</b>	Poly Chain is used to link multiple Evolvers into a polyphonic system by selectively passing MIDI data through to the MIDI out jack where it can be routed to another Evolver. Note that MIDI clocks are handled separately per the MIDI Clock parameter. $OFF$ MIDI operation is normal. $All$ All MIDI information is passed through to the MIDI out jack

	<i>noE</i>	Only MIDI note data is passed through to the MIDI out jack.
<b>Input Gain</b>		Provides extra gain on the Left and Right External Inputs. You can select no gain ( <i>0db</i> ), or a gain in steps of 3 db up to 12db. Note that when the Input Gain knob is active, the row and column lights become a simple VU meter, with the rows showing the left channel, and the columns showing the right. The Clip light is always active. The Clip light has a dual purpose – it lights when either the left or right External Inputs clip, and it also lights when there is a clip on the internal A/D, which follows the analog circuitry. This helps set internal levels and prevent clipping and distortion (unless of course you want it to clip/distort!).
<b>Fine Tune</b>		Master Fine Tune control, -50 to + 50; 0 centered. Steps in cents (50 cents = ½ semitone).
<b>MIDI Rec</b>		MIDI Receive – determines what MIDI data to receive. <i>0FF</i> – No MIDI data received <i>ALL</i> – All MIDI data received <i>PR0</i> – Only MIDI program changes received (along with note/controller data) <i>PRr</i> – Only MIDI parameters received (along with note/controller data)
<b>MIDI Xmit</b>		MIDI transmits – determines what MIDI data to send <i>0FF</i> – No MIDI data sent <i>ALL</i> – All MIDI data sent <i>PR0</i> – Only MIDI program changes sent <i>PRr</i> – Only MIDI parameters received
<b>MIDI Channel</b>		Select which MIDI channel to send/receive data, 1 to 16. <i>ALL</i> receives on any channel.
<b>MIDI Dump</b>		Allows transmission off either a single Program <i>0nE</i> or an entire bank <i>ALL</i> . When this knob is active, the Sequencer START/STOP light will start blinking. If you hit the START/STOP switch, the transmission will start.

## Sequencer Operation

Evolver has a 4 x 16 “analog” style step sequencer. To program the sequencer, hit the SEQUENCER switch, and the program matrix is now active for editing the sequences. Row 1 has positions 1-8 of Sequence 1, and Row 2 has positions 9-16 of Sequence 1. Likewise the remaining rows cover Sequences 2 – 4.

You can easily switch the matrix back and forth between normal Program edit mode and Sequence mode by hitting the SEQUENCER switch. Assuming you have the Sequence destinations set, you can simply start a sequence (hit the START/STOP switch), and hear the result as you change the sequence step values, which range from 0 to 100. Note that when routing a sequencer to an oscillator, a sequence value of 24 corresponds to one octave, i.e. each step is one half a semitone.

Sequence 1 (Rows 1 and 2) also control rests and resets. If set to *0FF*, there will not be a trigger to the envelopes on that step. If set to *r5E*, the sequencer will reset to step zero when it reaches this step. For example, if you want a four step sequence, simply set step 5 to *r5E*. Using rests, resets, and different Clock Divides (half swing, swing, etc.) you can achieve more complex sequences.

For easy programming of sequences, first connect a MIDI keyboard. Hold the SEQUENCER switch, and it will start blinking, indicating that the currently selected sequence will accept key information over MIDI. Each MIDI note-on will be saved in the current sequence location, and will automatically step to the next. It will loop around from step 16 to 1 if you keep playing notes. MIDI notes below C2 (48) act as rests. Note C2 will program a zero, C#2 a 2, etc.

Note that it does not remember the timing when programmed from a keyboard; it is simply a convenience feature.

Besides that, START/STOP obviously starts and stops the sequencer; the RESET switch will reset the sequence to step one if the sequencer is running or not running.

NOTE – the RESET switch also acts as a MIDI all-notes-off, and resets all MIDI controllers when hit while the sequencer is not running.

# Program Parameters

There are eight rows of Program parameters. In addition, holding the SHIFT switch gives access to an additional 64 parameters. The Shift key must be held while modifying the parameter – it is not a toggle function. Note that sometimes the shifted parameter is related to the unshifted, but other times they are unrelated. The panel artwork shows the grouping to make it more obvious.

To select a row to edit, simply hit the desired Row switch, and you can any of the eight knobs to change a parameter in that row. NOTE! When you first grab a knob and turn it one click, it selects that column but does not change the programmed parameter value. Any further turning will then modify the value up or down. This makes it easy to check the value of a parameter without changing it.

The following parameter details are grouped by function, with row placement secondary. An (S) denotes the shift key is held down for this parameter.

**Oscillator 1** Analog, left channel  
**Frequency** Selects base frequency over a 10 octave range. Steps in semitones. C3 is middle C, the first octave has no number (c , db , d ...), the second octave is -1(c -1, db-1, d -1...), the third is zero (c 0, db0, d 0...), etc.  
**Fine** Fine Tune control, -50 to +50; 0 centered. Steps in cents (50 cents = ½ semitone).  
**Shape/PW** Selects the analog waveshape as follows:  
S#t Sawtooth  
t r , Triangle  
S-t Sawtooth – triangle mix  
P 0 to P99 Pulse Wave, with pulse width ranging to minimum (0) to maximum (99). The pulse width will turn off at the two extremes.  
**Level** Sets the volume of oscillator 1, 0 – 100.  
**Glide (S)** The Glide amount, from 0 – 100. Low numbers are faster.  
**Sync 2->1 (S)** Turns oscillator hard sync on or off. Whenever oscillator 2 resets, it will also reset oscillator 1 for the classic hard sync sound.

**Oscillator 2** Analog, right channel  
**Frequency** Selects base frequency over a 10 octave range. Steps in semitones. C3 is middle C, the first octave has no number (c , db , d ...), the second octave is -1(c -1, db-1, d -1...), the third is zero (c 0, db0, d 0...), etc.  
**Fine** Fine Tune control, -50 to +50; 0 centered. Steps in cents (50 cents = ½ semitone).  
**Shape/PW** Selects the analog waveshape as follows:  
S#t Sawtooth  
t r , Triangle  
S-t Sawtooth – triangle mix  
P 0 to P99 Pulse Wave, with pulse width ranging to minimum (0) to maximum (99). The pulse width will turn off at the two extremes.  
**Level** Sets the volume of oscillator 1, 0 – 100.  
**Glide (S)** The Glide amount, from 0 – 100. Low numbers are faster.

**Oscillator 3** Digital, Left channel  
**Frequency** Selects base frequency over a 10 octave range. Steps in semitones. C3 is middle C, the first octave has no number (c , db , d ...), the second octave is -1(c -1, db-1, d -1...), the third is zero (c 0, db0, d 0...), etc.  
**Fine** Fine Tune control, -50 to +50; 0 centered. Steps in cents (50 cents = ½ semitone).  
**Shape** Selects a digital waveshape, 1 - 128. Waveshapes 1 - 95 correspond to ROM (preset) Waveshapes 32 – 125 in the Prophet-VS. Waveshapes 96 – 128 are user programmable in Evolver via MIDI, assuming someone builds an editor of some sort some day. In the VS, the user waves were 0 - 31, and wave 127 was noise, which is not included on Evolver since the noise source is separate from the oscillators. Wave 95 (126 on the VS) is a “blank” wave, which can give some options while sequencing waves. Evolver is shipped with waves 96 – 128 the same as 1 – 31.  
**Level** Sets the volume of oscillator 1, 0 – 100.

- Glide (S)** The Glide amount, from 0 – 100. Low numbers are faster.
- FM 4->3 (S)** The amount of Frequency Modulation of Oscillator 3 from Oscillator 4, 0 – 100. Note that both digital oscillators can FM the other at the same time for some wild results.
- Shape Seq (S)** This parameter allows sequencing Waveshapes. Off if not in use, otherwise select one of the four sequences *5E1*, *5E2*, *5E3*, or *5E4* to change the waveshape on every sequence step. In other words, if sequence 1 is selected, with step 1 = 10 and step 2 = 5, then waveshape 10 will play in the first step, and waveshape 5 will play in the second.
- Ring Mod 4->3 (S)** The amount of Ring (Amplitude) Modulation of Oscillator 3 from Oscillator 4, 0 – 100. Note that both digital oscillators can modulate the other at the same time.

Oscillator 4 Digital, Right channel

**Frequency** Selects base frequency over a 10 octave range. Steps in semitones. C3 is middle C, the first octave has no number (c, db, d ...), the second octave is -1 (c-1, db-1, d-1...), the third is zero (c0, db0, d0...), etc.

**Fine** Fine Tune control, -50 to + 50; 0 centered. Steps in cents (50 cents = ½ semitone).

**Shape** Selects a digital waveshape, 1 - 128. Waveshapes 1 - 95 correspond to ROM (preset) Waveshapes 32 – 125 in the Prophet-VS. Waveshapes 96 – 128 are user programmable in Evolver via MIDI, assuming someone builds an editor of some sort some day. In the VS, the user waves were 0 - 31, and wave 127 was noise, which is not included on Evolver since the noise source is separate from the oscillators. Wave 95 (126 on the VS) is a “blank” wave, which can give some options while sequencing waves. Evolver is shipped with waves 96 – 128 the same as 1 – 31.

**Level** Sets the volume of oscillator 1, 0 – 100.

**Glide (S)** The Glide amount, from 0 – 100. Low numbers are faster.

**FM 3->4 (S)** The amount of Frequency Modulation of Oscillator 4 from Oscillator 3, 0 – 100. Note that both digital oscillators can FM the other at the same time for some wild results.

**Shape Seq (S)** This parameter allows sequencing Waveshapes. Off if not in use, otherwise select one of the four sequences *5E1*, *5E2*, *5E3*, or *5E4* to change the waveshape on every sequence step. In other words, if sequence 1 is selected, with step 1 = 10 and step 2 = 5, then waveshape 10 will play in the first step, and waveshape 5 will play in the second.

**Ring Mod 3->4 (S)** The amount of Ring (Amplitude) Modulation of Oscillator 4 from Oscillator 3, 0 – 100. Note that both digital oscillators can modulate the other at the same time.

Filter

**Frequency** Selects base filter cutoff frequency over more than 13 octaves.

**Env Amt** Amount of filter envelope to the cutoff frequency.

**Attack** Attack time of the filter ADSR envelope generator

**Decay** Decay time

**Sustain** Sustain Level

**Release** Release time

**Resonance** Sets the Resonance level of the filter from 0-100; at high settings the filter will self-oscillate in 4-pole mode. IF the filter does not oscillate, make sure that 4 pole mode is selected.

**Key Amt** Amount of keyboard (MIDI note) to the filter cutoff.

**2/4 Pole (S)** Selects either 2 or 4 pole operation for the filter.

**Velocity (S)** Amount of MIDI velocity controlling the level of the filter envelope.

**Audio Mod (S)** Amount of audio modulation from the analog oscillator to the filter, separate in left and right channels.

**Split (S)** Split separates the cutoff of the left and right filters by raising the left and lowering the right. Normally the filters track in both channels; this allows a way to unlock them.

VCA

**VCA Level** Sets a base level for the VCA (Voltage controlled Amplifier).

**Env Amt** Amount of VCA envelope to the VCA level.

**Attack** Attack time of the VCA ADSR envelope generator

**Decay** Decay time

**Sustain** Sustain Level

**Release** Release time

**Velocity (S)** Amount of MIDI velocity controlling the level of the VCA envelope.

**Output Pan** Selects from 7 different pan settings as below. This affects the feedback; it allows signal from one channel to feedback into the other, for example.

*5L1* Stereo 1 – Left channel panned fully left, Right fully to the right  
*5L2* Stereo 2 – Left channel panned mostly left, Right mostly to the right  
*5L3* Stereo 3 – Left channel panned somewhat left, Right somewhat to the right  
*MON* Mono – Both channels mixed to the center – also useful when only using one output  
*rS1* Reverse Stereo 1 – Right channel panned somewhat left, Left somewhat to the right  
*rS2* Reverse Stereo 2 – Right channel panned mostly left, Left mostly to the right  
*rS3* Reverse Stereo 3 – Right channel panned fully left, Left fully to the right  
**Volume** Sets the voice volume; usually used for matching volumes between Programs.

Feedback

**Frequency** Sets the base frequency of the main feedback loop. It steps roughly in semitones from 0 – 43 for about a 3 ½ octave range. Actual frequency is dependent on other factors, such as the filter frequency and number of poles.  
**Level** Level of feedback. As the level goes up the feedback will eventually oscillate at the set Frequency.  
**Grunge** When on, it enables nastier feedback at higher levels – it will not have any effect at lower levels.

Delay

**Time 1** Sets the delay time of the first delay tap.  
**Level 1** Sets the delay amount of the first delay tap.  
**Feedback 1** Amount of feedback from the summed output of all the delay taps to the input of the delay.  
**Feedback 2** Amount of feedback from the summed output of all the delay taps to the input of the filter for more extreme effects.  
**Time 2 (S)** Sets the delay time of the second delay tap.  
**Level 2 (S)** Sets the delay amount of the second delay tap.  
**Time 3 (S)** Sets the delay time of the third delay tap.  
**Level 4 (S)** Sets the delay amount of the third delay tap.

LFO 1

**Frequency** Selects the frequency of LFO 1 (Low Frequency Oscillator). Range 0 – 150 for unsynced LFO; speed ranges from slow (20 seconds) to very fast – at 90 and above the speed steps in semitones, up to 150 which is middle C. Note that some of the voltage controlled functions can't respond very well to the fastest LFO speeds, but it will certainly generate some interesting sounds. Above 150 are the sync speeds as follows:

*532* Sequence speed divided by 32; i.e. one cycle takes 32 steps  
*516* Sequence speed divided by 16  
*58* Sequence speed divided by 8  
*54* Sequence speed divided by 4  
*52* Sequence speed divided by 2  
*51* One cycle per step  
*5L2* Two cycles per step  
*5L4* Four cycles per step  
*5L8* Eight cycles per step  
*516* Sixteen cycles per step

**Shape** Selects the LFO waveshape:

*Lr1* Triangle  
*rSA* Reverse Sawtooth  
*SAE* Sawtooth  
*PUL* Pulse (square wave)  
*rnd* Random – changes once per cycle for sample-and-hold effects

**Amount** Sets the amount of LFO 1, 0 – 100.

**Destination** LFO 1 destination - see the last page for a list of possible destinations.

LFOs 2, 3, 4

Same as LFO 1; LFOs 3 and 4 require the Shift key.

Envelope 3

**Amount** Amount of envelope 3

<b>Destination</b>	Envelope 3 destination - see the last page for a list of possible destinations.
<b>Attack</b>	Attack time of ADSR envelope generator 3
<b>Decay</b>	Decay time
<b>Sustain</b>	Sustain Level
<b>Release</b>	Release time
<b>Delay (S)</b>	Delay time of Envelope 3, prior to Attack
<b>Velocity (S)</b>	Amount of MIDI velocity controlling the level envelope 3.

#### Miscellaneous Parameters

<b>Output Hack</b>	Trashes the output signal, quite rudely, 0 – 14.
<b>Trigger Sel</b>	Selects the source of triggers/gates for the envelope generators. <i>ALL</i> The envelopes will be triggered by either the sequencer <i>or</i> MIDI notes. When triggered by the sequencer, the gates are on for half the step time. Simply adjust the envelope parameters (ADSR) for the desired effect. <i>SEQ</i> The envelopes will be triggered by the sequencer only. <i>MIDI</i> The envelopes will be triggered by MIDI notes only. <i>MIDr</i> The envelopes will be triggered by MIDI, and the sequencer will be reset on every note. The sequencer will not trigger the envelopes. <i>MIS</i> Combo mode – the envelopes will only be triggered with both a MIDI note and the sequencer is running; in other words the MIDI notes will gate the sequencer <i>MISr</i> Combo mode 2 – same as Combo, except every time a MIDI note is hit, the sequencer is reset to step 1. <i>E i</i> The envelopes are gated by the external input signal level, in other words, when the signal gets above a fixed threshold, the envelopes start, and they go into release when the signal level drops below a second threshold. <i>E ir</i> Same as external in, but also resets the sequencer to step 1. <i>E is</i> External In signal will gate the sequencer (Sequencer must be on). <i>ESr</i> External In signal will gate the sequencer (Sequencer must be on). And also resets the sequencer to step 1 on each new gate.
<b>Key Off/Xpose</b>	Enables and transposes MIDI notes. If <i>OFF</i> , MIDI notes are ignored. Otherwise, it transposes midi notes from –36 to +36 semitones (+/- 3 octaves).

<b>Seq 1 Dest</b>	Sequence 1 Destination - see the last page for a list of possible destinations.
<b>Seq 2 Dest</b>	Sequence 2 Destination
<b>Seq 3 Dest</b>	Sequence 3 Destination
<b>Seq 4 Dest</b>	Sequence 4 Destination

<b>Noise Vol</b>	The volume of white noise mixed into the filter. The same amount goes into both channels.
<b>Ext In Vol</b>	The volume of external input connected to Left In and Right In.
<b>Ext In Mode</b>	Selects the external input mode

	<i>St</i> Stereo – the left channel in goes to the left filter, right to right. <i>L</i> Left – the left channel in goes to both filters (mono in). <i>r</i> Right – the right channel in goes to both filters (mono in).
<b>Input Hack</b>	Trashes the external input signal, quite rudely, 0 – 14. But, the analog filter tames it nicely. A good way to mess up a clean stereo signal.

<b>Osc Slop (S)</b>	The amount of random oscillator frequency slop, 0 to 5. The analog and digital oscillators in Evolver are very accurate, and will not drift. This works great for accurate sounds, and allows precise de-tuning. This parameter allows subtle amounts of frequency drift. For larger amounts, use a random LFO or white noise mod.
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<b>P Bend Range (S)</b>	Pitch bend range, from 0 to 12 semitones.
<b>Key Mode (S)</b>	Selects the key mode when playing from MIDI: <i>LI</i> Low note priority <i>LIR</i> Low note priority, retrigger envelopes <i>hi</i> High note priority <i>hir</i> High note priority, retrigger envelopes <i>LR</i> Last note hit priority <i>LIR</i> Last note hit priority, retrigger envelopes

**Mod 1 Source(S)** General purpose modulation source select – see list on last page for possible sources. Since all mod sources in Evolver have a single destination, the four general purpose mods allow a method to send a mod source (like a sequence or LFO) to another destination, with a different amount. Also, there are some additional mod sources such as noise and the digital oscillators available, allowing audio-rate modulation. As mentioned above, there are some destinations that are not able to keep up with audio mod, but it's fun anyway.

These mod sources are not filtered, so a MIDI controller going through this route will react quicker, but may produce stepping noise, depending on the controller. For filtered (smoothed) MIDI controller operation, use the direct Pressure, Mod Wheel, Breath Control, or Foot Control parameters.

**Mod 1 Amt (S)** Amount of Mod 1 modulation.

**M1 Destination (S)** Mod 1 Destination - see the last page for a list of possible destinations.

**Mods 2 – 4 (S)** Same as Mod 1

**Exp/Lin Env (S)** Selects whether all three envelopes have a linear (straight line) shape, or exponential. Exponential is the more natural of the two.

**Distortion (S)** Amount of distortion. If set to **.00** to **.99**, the distortion is before the analog filter, and only affects external input, the digital oscillators, and noise. If set to **0.00** to **0.99**, the distortion is after the analog filter and VCA, before the Delay. There are two separate distortions, one for each channel.

**In Peak Amt (S)** Amount of Peak modulation. Takes the momentary peaks of the external audio inputs, and uses them as a modulation signal. If the Input Mode is set to Stereo or Left, the left channel is used. If set to Right, then the right channel is used.

**Destination (S)** Peak Mod Destination - see the last page for a list of possible destinations.

**Env Fol Amt (S)** Amount of Envelope Follower modulation. Generates an envelope from the external audio input, and uses it as a modulation signal. If the Input Mode is set to Stereo or Left, the left channel is used. If set to Right, then the right channel is used.

**Destination (S)** Envelope Follower Destination - see the last page for a list of possible destinations.

**Velocity Amt (S)** Amount of MIDI Velocity modulation.

**Destination (S)** Velocity Destination - see the last page for a list of possible destinations.

**Mod Wheel Amt (S)** Amount of MIDI Mod Wheel modulation. This parameter has a smoothing filter, which will clean up messy MIDI controller data into a clean response. If you want to bypass the filtering, use one of the four General Purpose Modulation sets, which are unfiltered.

**Destination (S)** Mod Wheel Destination - see the last page for a list of possible destinations.

**Pressure Amt (S)** Amount of MIDI Pressure modulation, either poly or channel pressure. This parameter has a smoothing filter, which will clean up messy MIDI controller data into a clean response. If you want to bypass the filtering, use one of the four General Purpose Modulation sets, which are unfiltered.

**Destination (S)** Pressure Destination - see the last page for a list of possible destinations.

**Breath Amt (S)** Amount of MIDI Breath controller modulation. This parameter has a smoothing filter, which will clean up messy MIDI controller data into a clean response. If you want to bypass the filtering, use one of the four General Purpose Modulation sets, which are unfiltered.

**Destination (S)** Breath controller Destination - see the last page for a list of possible destinations.

**Foot Amt (S)** Amount of MIDI Foot controller modulation. This parameter has a smoothing filter, which will clean up messy MIDI controller data into a clean response. If you want to bypass the filtering, use one of the four General Purpose Modulation sets, which are unfiltered.

**Destination (S)** Foot controller Destination - see the last page for a list of possible destinations.

## Modulation Destinations

<i>OFF</i>	No destination selected
<i>O1F</i>	Oscillator 1 Frequency
<i>O2F</i>	Oscillator 2 Frequency
<i>O3F</i>	Oscillator 3 Frequency
<i>O4F</i>	Oscillator 4 Frequency
<i>OAF</i>	Oscillator All Frequency – goes to all four
<i>O1L</i>	Oscillator 1 Level
<i>O2L</i>	Oscillator 2 Level
<i>O3L</i>	Oscillator 3 Level
<i>O4L</i>	Oscillator 4 Level
<i>OAL</i>	Oscillator All Level
<i>noL</i>	Noise Level
<i>E1L</i>	External In Level
<i>O1P</i>	Oscillator 1 Pulse width
<i>O2P</i>	Oscillator 2 Pulse width
<i>OAP</i>	Oscillator All Pulse width
<i>F43</i>	Frequency Mod (FM) Amount; Osc 4 -> 3
<i>F34</i>	Frequency Mod (FM) Amount; Osc 3 -> 4
<i>r43</i>	Ring Mod (Amplitude) Amount; Osc 4 -> 3
<i>r34</i>	Ring Mod (Amplitude) Amount; Osc 3 -> 4
<i>F1L</i>	Filter frequency
<i>FLS</i>	Filter Split –separation between left / right
<i>rES</i>	Resonance
<i>UcA</i>	VCA amount
<i>FbF</i>	Feedback frequency
<i>FbA</i>	Filter Amount
<i>dLt</i>	Delay Time
<i>dLA</i>	Delay Amount
<i>L1F</i>	LFO 1 Frequency
<i>L2F</i>	LFO 2 Frequency
<i>L3F</i>	LFO 3 Frequency
<i>L4F</i>	LFO 4 Frequency
<i>LAF</i>	LFO All Frequency
<i>L1A</i>	LFO 1 Amount
<i>L2A</i>	LFO 2 Amount
<i>L3A</i>	LFO 3 Amount
<i>L4A</i>	LFO 4 Amount
<i>LAA</i>	LFO A Amount
<i>E1A</i>	Envelope 1 Amount
<i>E2A</i>	Envelope 2 Amount
<i>E3A</i>	Envelope 3 Amount
<i>EAA</i>	Envelope A Amount
<i>E1r</i>	Envelope 1 Rate
<i>E2r</i>	Envelope 2 Rate
<i>E3r</i>	Envelope 3 Rate
<i>EAr</i>	Envelope A Rate
<i>PA<sub>n</sub></i>	Pan

## Modulation Sources

<i>OFF</i>	No Source selected
<i>SE1</i>	Sequence 1
<i>SE2</i>	Sequence 2
<i>SE3</i>	Sequence 3
<i>SE4</i>	Sequence 4
<i>LF1</i>	LFO 1
<i>LF2</i>	LFO 2
<i>LF3</i>	LFO 3
<i>LF4</i>	LFO 4
<i>FE<sub>n</sub></i>	Filter Envelope
<i>AE<sub>n</sub></i>	Amp (VCA) Envelope
<i>En3</i>	Envelope 3
<i>E1P</i>	External Audio Input Peak
<i>E1E</i>	External Audio Envelope Follower
<i>NPb</i>	Midi - Pitch Bend
<i>NPW</i>	Midi - Mod Wheel
<i>NP<sub>r</sub></i>	Midi - Pressure
<i>Nbr</i>	Midi - Breath Controller
<i>NFt</i>	Midi - Foot Controller
<i>NVE</i>	Midi – Note Velocity
<i>Nno</i>	Midi – Note Number
<i>NEP</i>	Midi – Expression
<i>no1</i>	Noise
<i>O53</i>	Oscillator 3
<i>O54</i>	Oscillator 4



# MIDI Implementation

Evolver Receives MIDI data according to the mode controls in the Main Section. There is interaction between some of the controls to determine the overall response of Evolver to MIDI data.

**MIDI Channel** Select which MIDI channel to send/receive data, 1 to 16. *ALL* receives on any channel.

**MIDI Rec** MIDI Receive – determines what MIDI data to receive.  
*OFF* – No MIDI data received  
*ALL* – All MIDI data received  
*PRO* – Only MIDI program changes received (along with note/controller data)  
*PAR* – Only MIDI parameters received (along with note/controller data)

**MIDI Xmit** MIDI transmit – determines what MIDI data to send  
*OFF* – No MIDI data sent  
*ALL* – All MIDI data sent  
*PRO* – Only MIDI program changes sent  
*PAR* – Only MIDI parameters received

**Poly Chain** Poly Chain is used to link multiple Evolvers into a polyphonic system by selectively passing MIDI data through to the MIDI out jack where it can be routed to another Evolver.  
*OFF* MIDI operation is normal.  
*ALL* All MIDI information is passed through to the MIDI out jack  
*note* Only MIDI note data is passed through to the MIDI out jack.

**MIDI Clock** *OFF* – MIDI clock is neither saved or received  
*OUT* – MIDI clock is sent  
*IN* – MIDI clock is received  
*IN-OUT* – MIDI clock is received and retransmitted

NOTE – the RESET switch also acts as a MIDI all-notes-off, and resets all MIDI controllers when hit while the sequencer is not running.

## Received Channel Messages

Status	Second	Third	Description
<b>1000 nnnn</b>	0kkkkkkk	0vvvvvvv	Note Off. Velocity is ignored
<b>1001 nnnn</b>	0kkkkkkk	0vvvvvvv	Note On. Note off if vvvvvvv = 0
<b>1010 nnnn</b>	0kkkkkkk	0vvvvvvv	Polyphonic Key Pressure
<b>1011 nnnn</b>	0vvvvvvv	0vvvvvvv	Control Change; see following table
<b>1100 nnnn</b>	0ppppppp		Program change, 0 – 127 for Programs 1 – 128 within current Bank
<b>1101 nnnn</b>	0vvvvvvv		Channel Pressure
<b>1110 nnnn</b>	0vvvvvvv	0vvvvvvv	Pitch Bend LSBByte then MSByte

Notes: 0kkkkkkk Note number 0 - 127  
 nnnn Channel number 0 to 15 (MIDI channel 1-16). Ignored if MIDI channel set to ALL  
 0vvvvvvv Value

## Recognized Controller Messages

Status	Second	Third	Description
1011 nnnn	0000 0001	0vvvvvvv	Mod Wheel – directly assignable controller
1011 nnnn	0000 0010	0vvvvvvv	Breath Controller – directly assignable controller
1011 nnnn	0000 0100	0vvvvvvv	Foot Controller – directly assignable controller
1011 nnnn	0000 0111	0vvvvvvv	Volume – Combined with Master Volume and Program Volume
1011 nnnn	0000 1101	0vvvvvvv	Expression Controller – directly assignable controller
1011 nnnn	0010 0000	0vvvvvvv	Bank Select – selects banks 1, 2, or 3 – others ignored
1011 nnnn	0100 0000	0vvvvvvv	Damper pedal – holds envelopes in Sustain if > 0100 0000
1011 nnnn	0111 1101	0vvvvvvv	All Notes Off – clear all MIDI notes
1011 nnnn	0111 1011	0vvvvvvv	Reset All Controllers – clears all MIDI controllers to 0, MIDI volume to maximum

## System Common Messages

Status	Second	Third	Description
1111 0010	0vvvvvvv	0vvvvvvv	Song Position Pointer – LSByte then MSByte. Positions depends on Clock Divide. For example, if Clock Divide is set to $\frac{1}{4}$ (quarter note), then the sequence is 4 measures of 4/4 in length. The Song Position will calculate correctly within the four bars.

## System Realtime Messages

Status	Description
1111 1000	Timing Clock
1111 1010	Start – starts the sequencer from Step 1
1111 1011	Continue – re-starts the sequencer from the current Step
1111 1100	Stop – Stops the Sequencer

## Universal System Exclusive Message (Device Inquiry)

Status	Description
<b>1111 0000</b>	System Exclusive (SysEx)
<b>0111 0111</b>	Non-realtime message
<b>0vvv vvvv</b>	If MIDI channel is set to 1-16, 0vvvvvvv must match (unless MIDI Channel = ALL); always responds if 0vvvvvvv = 0111 1111.
<b>0000 0110</b>	Inquiry Message
<b>0000 0001</b>	Inquiry Request
<b>1111 0111</b>	End of Exclusive (EOX)

Evolver responds with:

Status	Description
<b>1111 0000</b>	System Exclusive (SysEx)
<b>0111 0111</b>	Non-realtime message
<b>0vvv vvvv</b>	If MIDI Channel = ALL, 0vvvvvvv = 0111 1111. Otherwise 0vvvvvvv = Channel Number 0-15.
<b>0000 0110</b>	Inquiry Message
<b>0000 0010</b>	Inquiry Reply
<b>0000 0001</b>	DSI ID
<b>0010 0000</b>	Evolver ID (Family LS)
<b>0000 0000</b>	Family MS
<b>0000 0000</b>	Family Member LS
<b>0000 0000</b>	Family Member MS
<b>0vvv vvvv</b>	PIC Software version
<b>0000 0000</b>	
<b>0vvv vvvv</b>	DSP Software version
<b>0000 0000</b>	
<b>1111 0111</b>	End of Exclusive (EOX)

# System Exclusive Messages

## Program Parameter

Status	Description
1111 0000	System Exclusive (SysEx)
0000 0001	DSI ID
0010 0000	Evolver ID
0000 0001	File Version
0000 0001	Program Parameter
0vvv vvvv	Parameter Number 0 – 127. Parameters are in the order of the front panel, with the 64 shift parameters following the non-shift parameters. See table in two pages.
0000 vvvv	Parameter value, LS Nibble
0000 vvvv	Parameter value, MS Nibble
1111 0111	End of Exclusive (EOX)

## Sequence Parameter

Status	Description
1111 0000	System Exclusive (SysEx)
0000 0001	DSI ID
0010 0000	Evolver ID
0000 0001	File Version
0000 1000	Sequence Parameter
00vv vvvv	Sequence Step 0 – 63. 0 – 15 are Sequence 1 Steps, 16- 31 for sequence 2, etc.
0000 vvvv	Step value, LS Nibble
0000 vvvv	Step value, MS Nibble
1111 0111	End of Exclusive (EOX)

## Main Parameter

Status	Description
1111 0000	System Exclusive (SysEx)
0000 0001	DSI ID
0010 0000	Evolver ID
0000 0001	File Version
0000 1001	Main Parameter
0000 vvvv	Main Parameter Number 0 – 14. See table on next page.
0000 vvvv	Parameter value, LS Nibble
0000 vvvv	Parameter value, MS Nibble
1111 0111	End of Exclusive (EOX)

## Program Data

Status	Description
1111 0000	System Exclusive (SysEx)
0000 0001	DSI ID
0010 0000	Evolver ID
0000 0001	File Version
0000 0010	Program Data
0000 00vv	Bank Number, 0 - 2
0vvv vvvv	Program Number, 0 - 127
0vvv vvvv	220 bytes in “packed MS bit” format (see below). Includes 128 bytes of Program parameters and 64 bytes of Sequence data.
1111 0111	End of Exclusive (EOX)

## Edit Buffer Data

Status	Description
1111 0000	System Exclusive (SysEx)
0000 0001	DSI ID
0010 0000	Evolver ID
0000 0001	File Version
0000 0011	Edit Buffer Data
0vvv vvvv	220 bytes in “packed MS bit” format (see below). Includes 128 bytes of Program parameters and 64 bytes of Sequence data.
1111 0111	End of Exclusive (EOX)

## Waveshape Data

Status	Description
1111 0000	System Exclusive (SysEx)
0000 0001	DSI ID
0010 0000	Evolver ID
0000 0001	File Version
0000 1010	Waveshape Data
0vvv vvvv	Waveshape number, 0 – 127, corresponds to Waveshapes 1 – 128. Only Waveshapes 96 – 127 can be sent to Evolver and saved as user programmable; others will be ignored.
0vvv vvvv	293 bytes in “packed MS bit” format (see below). The 293 bytes = 256 data bytes, in the format of MS byte/LS byte, for the 128 16-bit words that make up a waveshape. The ROM Waveshapes are 12 bit two’s complement (to match the VS), but the User Waveshapes (97 – 128) can be a full 16 bits.
1111 0111	End of Exclusive (EOX)

## Packed Data Format

Data is packed in 8 byte “packets”, with the MS bit stripped from 7 parameter bytes, and packed into an eighth byte, which is sent at the start of the 8 byte packet.

Example:

### Input Data

<b>1</b>	A7	A6	A5	A4	A3	A2	A1	A0
<b>2</b>	B7	B6	B5	B4	B3	B2	B1	B0
<b>3</b>	C7	C6	C5	C4	C3	C2	C1	C0
<b>4</b>	D7	D6	D5	D4	D3	D2	D1	D0
<b>5</b>	E7	E6	E5	E4	E3	E2	E1	E0
<b>6</b>	F7	E6	E5	E4	E3	E2	E1	E0
<b>7</b>	G7	G6	G5	G4	G3	G2	G1	G0

### Packed MIDI data

<b>1</b>	00	G7	F7	E7	D7	C7	B7	A7
<b>2</b>	00	A6	A5	A4	A3	A2	A1	A0
<b>3</b>	00	B6	B5	B4	B3	B2	B1	B0
<b>4</b>	00	C6	C5	C4	C3	C2	C1	C0
<b>5</b>	00	D6	D5	D4	D3	D2	D1	D0
<b>6</b>	00	E6	E5	E4	E3	E2	E1	E0
<b>7</b>	00	E6	E5	E4	E3	E2	E1	E0
<b>8</b>	00	G6	G5	G4	G3	G2	G1	G0

This is why it takes 220 MIDI bytes to transmit 192 Program/Sequence data bytes, and 293 bytes to send 256 Waveshape bytes.

## Request Program Transmit

Status	Description
1111 0000	System Exclusive (SysEx)
0000 0001	DSI ID
0010 0000	Evolver ID
0000 0001	File Version
0000 0101	Request Program Transmit
0000 00vv	Bank Number, 0 - 2
0vvv vvvv	Program Number, 0 - 128
1111 0111	End of Exclusive (EOX)

Evolver will respond by sending out the Program Data as described on the previous page.

## Request Edit Buffer Transmit

Status	Description
1111 0000	System Exclusive (SysEx)
0000 0001	DSI ID
0010 0000	Evolver ID
0000 0001	File Version
0000 0101	Request Program Transmit
1111 0111	End of Exclusive (EOX)

Evolver will respond by sending out the current edit buffer as described on the previous page.

## Request Waveshape

Status	Description
1111 0000	System Exclusive (SysEx)
0000 0001	DSI ID
0010 0000	Evolver ID
0000 0001	File Version
0000 1011	Request Waveshape Transmit
0vvv vvvv	Waveshape number, 0 - 127
1111 0111	End of Exclusive (EOX)

Evolver will respond by sending out the requested Waveshape data, 128 words packed.

## Main Parameter Data

Parameter	Range	Description
0	0 - 127	Program Number 1 - 128
1	0 - 2	Bank Number 1 - 3
2	0 - 100	Master Volume 0 - 100
3	0 - 72	Master Transpose; 0 = -36 semitones (- 3 octaves), 36 = 0 (no transpose), and 72 = +36 semitones.
4	20 - 250	BPM
5	0 - 12	Clock Divide: 0 Half Note 1 Quarter Note 2 Eighth Note 3 Eighth Note half swing 4 Eighth Note full swing 5 Eighth Note triplets 6 Sixteenth Note 7 Sixteenth Note half swing 8 Sixteenth Note full swing 9 Sixteenth Note triplets 10 Thirty-second Notes 11 Thirty-second Notes triplets 12 Sixty-Fourth Notes triplets
6	0 - 1	Use Program tempo; 0 = Off, 1 = On
7	0 - 3	MIDI clock select 0 Use Internal clock, don't send MIDI clock 1 Use Internal clock, send MIDI clock 2 Use MIDI clock In 3 Use MIDI clock In, and retransmit MIDI clock out 4 External In signal steps the sequencer
8	0 - 1	Lock Sequence; 0 = Off, 1 = On
9	0 - 2	Poly Chain 0 Normal MIDI operation 1 All MIDI control data is echoed 2 Only MIDI note data is echoed
10	0 - 4	Input Gain 0 No gain 1 + 3 db 2 + 6 db 3 + 9 db 4 + 12 db
11	0 - 100	Master Fine Tune; 0 = -50 cents, 50 = 0 (centered), 100 = + 50 cents
12	0 - 3	MIDI Receive 0 Off; no MIDI is received 1 All MIDI received 2 Only MIDI program changes received (along with note/controller data) 3 Only parameters received (along with note/controller data)
13	0 - 3	MIDI Transmit 0 Off; no MIDI is transmitted 1 All MIDI is transmitted 2 Only Program Changes transmitted 3 Only parameters are transmitted
14	0 - 16	MIDI Channel; if = 0, data received on all MIDI channels. Otherwise = channel number 1 - 16.

## Program Parameter Data

Parameter	Range	Description
0	0 - 120	Oscillator 1 Frequency, 0 – 120 in semitones (10 octave range)
1	0 - 100	Oscillator 1 Fine Tune; 0 = -50 cents, 50 = 0 (centered), 100 = + 50 cents
2	0 - 102	Oscillator 1 Shape 0 Sawtooth 1 Triangle 2 Sawtooth/triangle mix 3 – 102 Pulse Wave, Pulse width 0 - 99
3	0 - 100	Oscillator 1 Level
4	0 - 120	Oscillator 2 Frequency, 0 – 120 in semitones (10 octave range)
5	0 - 100	Oscillator 2 Fine Tune; 0 = -50 cents, 50 = 0 (centered), 100 = + 50 cents
6	0 - 102	Oscillator 2 Shape 0 Sawtooth 1 Triangle 2 Sawtooth/triangle mix 3 – 102 Pulse Wave, Pulse width 0 - 99
7	0 - 100	Oscillator 2 Level

Parameter	Range	Description
8	0 - 120	Oscillator 3 Frequency, 0 – 120 in semitones (10 octave range)
9	0 - 100	Oscillator 3 Fine Tune; 0 = -50 cents, 50 = 0 (centered), 100 = + 50 cents
10	0 - 127	Oscillator 3 Shape 1 - 128
11	0 - 100	Oscillator 3 Level
12	0 - 120	Oscillator 4 Frequency, 0 – 120 in semitones (10 octave range)
13	0 - 100	Oscillator 4 Fine Tune; 0 = -50 cents, 50 = 0 (centered), 100 = + 50 cents
14	0 - 127	Oscillator 4 Shape 1 - 128
15	0 - 100	Oscillator 4 Level

Parameter	Range	Description
16	0 - 164	Filter Frequency, steps in semitones
17	0 - 100	Filter Envelope Amount
18	0 - 100	Filter Envelope Attack
19	0 - 100	Filter Envelope Decay
20	0 - 100	Filter Envelope Sustain
21	0 - 100	Filter Envelope Release
22	0 - 100	Resonance
23	0 - 100	Filter Keyboard Amount

Parameter	Range	Description
24	0 - 100	VCA Level
25	0 - 100	VCA Envelope Amount
26	0 - 100	VCA Envelope Attack
27	0 - 100	VCA Envelope Decay
28	0 - 100	VCA Envelope Sustain
29	0 - 100	VCA Envelope Release
30	0 - 6	Output Pan 0 Left channel panned fully left, Right fully to the right 1 Left channel panned mostly left, Right mostly to the right 2 Left channel panned somewhat left, Right somewhat to the right 3 Mono 4 Right channel panned somewhat left, Left somewhat to the right 5 Right channel panned mostly left, Left mostly to the right 6 Right channel panned fully left, Left fully to the right
31	0 - 100	Program Volume

Parameter	Range	Description
32	0 - 43	Feedback Frequency – steps in semitones
33	0 - 100	Feedback Amount
34	0 - 1	Grunge; 0 = off, 1 = on
35	0 - 100	Delay 1 Time
36	0 - 100	Delay 1 Level
37	0 - 100	Delay sum feedback to Delay input
38	0 - 6	Delay sum feedback to filter input
39	0 - 14	Output hack amount

Parameter	Range	Description
40	0 - 160	LFO 1 Frequency; 0 – 150 unsynced frequency 151 Sequence speed divided by 32 152 Sequence speed divided by 16 153 Sequence speed divided by 8 154 Sequence speed divided by 4 155 Sequence speed divided by 2 156 One cycle per step 157 Two cycles per step 158 Four cycles per step 159 Eight cycles per step 160 Sixteen cycles per step
41	0 - 4	LFO 1 Shape 0 Triangle 1 Reverse Sawtooth 2 Sawtooth 3 Pulse (square) 4 Random
42	0 - 100	LFO 1 Amount
43	0 - 36	LFO 1 Destination (see destination table)
44	0 - 160	LFO 1 Frequency (same as LFO 1)
45	0 - 4	LFO 1 Shape (same as LFO 1)
46	0 - 100	LFO 2 Amount
47	0 - 36	LFO 2 Destination (see destination table)

Parameter	Range	Description
48	0 - 100	Envelope 3 Amount
49	0 - 46	Envelope 3 Destination (see destination table)
50	0 - 100	Envelope 3 Envelope Attack
51	0 - 100	Envelope 3 Envelope Decay
52	0 - 100	Envelope 3 Envelope Sustain
53	0 - 100	Envelope 3 Envelope Release
54	0 - 5	Trigger Select 0 All - The envelopes will be triggered by either the sequencer <i>or</i> MIDI notes 1 Seq – The envelopes will be triggered by the sequencer only. 2 MIDI – The envelopes will be triggered by MIDI notes only. 3 Combo - Envelopes will only be triggered with both a MIDI note and the sequencer is running 4 Combo mode 2 – same as Combo, with sequencer reset on Note On 5 External Input gates the envelopes 6 External Input gates the envelopes and resets the sequencer 7 External Input gates the sequencer 8 External Input gates the sequencer and resets the sequencer
55	0 - 73	Key Off / Transpose – 0 = MIDI notes ignored. 1 = -36 semitones MIDI transpose, 37 = no transposing, 73 = +36 semitones

Parameter	Range	Description
56	0 - 100	Sequencer 1 Destination (see destination table)
57	0 - 100	Sequencer 2 Destination (see destination table)
58	0 - 100	Sequencer 3 Destination (see destination table)
59	0 - 100	Sequencer 4 Destination (see destination table)
60	0 - 100	Noise Volume
61	0 - 100	External Input Volume
62	0 - 2	External Input Mode 0 Stereo 1 Left Input channel goes to both channels 2 Right Input channel goes to both channels
63	0 - 14	Input Hack Amount

Parameter	Range	Description
64	0 - 100	Glide, Oscillator 1
65	0 - 1	Sync; 0 = off, 1 = on
66	30 - 250	Program tempo
67	0 - 12	Program Clock Divide (see Master Clock Divide for selections)
68	0 - 100	Glide, Oscillator 2
69	0 - 5	Oscillator Slop
70	0 - 12	Pitch Bend Range, in semitones
71	0 - 5	Key Mode 0 Low note priority 1 Low note priority with retrigger 2 High note priority 3 High note priority with retrigger 4 Last note hit priority 5 Last note hit priority with retrigger

Parameter	Range	Description
72	0 - 100	Glide, Oscillator 3
73	0 - 100	FM, Oscillator 4 to Oscillator 3
74	0 - 4	Shape Mod Oscillator 3; 0 = Off, 1 = Sequence 1, etc.
75	0 - 100	Ring Mod, Oscillator 4 to Oscillator 3
76	0 - 100	Glide, Oscillator 4
77	0 - 100	FM, Oscillator 3 to Oscillator 4
78	0 - 4	Shape Mod Oscillator 3; 0 = Off, 1 = Sequence 1, etc.
79	0 - 100	Ring Mod, Oscillator 3 to Oscillator 4

Parameter	Range	Description
80	0 - 1	2/4 Pole Select; 0 = 2 Pole, 1 = 4 Pole
81	0 - 100	Filter Envelope Velocity
82	0 - 100	Filter Audio Modulation
83	0 - 100	Filter Split
84		
85	0 - 24	Modulation 1 Source (see Source Table)
86	0 - 100	Modulation 1 Amount
87	0 - 46	Modulation 1 Destination (see Destination Table)

Parameter	Range	Description
88	0 - 1	Linear/Exponential envelopes 0 = Exponential, 1 = Linear
89	0 - 100	VCA Envelope Velocity
90	0 - 24	Modulation 2 Source (see Source Table)
91	0 - 100	Modulation 2 Amount
92	0 - 46	Modulation 2 Destination (see Destination Table)
93	0 - 24	Modulation 3 Source (see Source Table)
94	0 - 100	Modulation 3 Amount
95	0 - 46	Modulation 3 Destination (see Destination Table)

Parameter	Range	Description
96	0 - 24	Modulation 4 Source (see Source Table)
97	0 - 100	Modulation 4 Amount
98	0 - 46	Modulation 4 Destination (see Destination Table)
99	0 - 100	Delay 2 Time
100	0 - 100	Delay 2 Level
101	0 - 100	Delay 2 Time
102	0 - 100	Delay 2 Level
103	0 - 100	Distortion

<b>Parameter</b>	<b>Range</b>	<b>Description</b>
104	0 - 160	LFO 3 Frequency (same as LFO 1)
105	0 - 4	LFO 3 Shape (same as LFO 1)
106	0 - 100	LFO 3 Amount
107	0 - 36	LFO 3 Destination (see destination table)
108	0 - 160	LFO 4 Frequency (same as LFO 1)
109	0 - 4	LFO 4 Shape (same as LFO 1)
110	0 - 100	LFO 4 Amount
111	0 - 36	LFO 4 Destination (see destination table)

<b>Parameter</b>	<b>Range</b>	<b>Description</b>
112	0 - 100	Envelope 3 Delay
113	0 - 100	Envelope 3 Velocity
114	0 - 100	External Input Peak Amount
115	0 - 46	External Input Peak Destination (see Destination Table)
116	0 - 100	External Input Envelope Follower Amount
117	0 - 46	External Input Envelope Follower Destination (see Destination Table)
118	0 - 100	Velocity Amount
119	0 - 46	Velocity Destination (see Destination Table)

<b>Parameter</b>	<b>Range</b>	<b>Description</b>
120	0 - 100	Mod Wheel Amount
121	0 - 46	Mod Wheel Destination (see Destination Table)
122	0 - 100	Pressure Amount
123	0 - 46	Pressure Destination (see Destination Table)
124	0 - 100	Breath Controller Amount
125	0 - 46	Breath Controller Destination (see Destination Table)
126	0 - 100	Foor Controller Amount
127	0 - 46	Foor Controller Destination (see Destination Table)

## Modulation Destinations

0	No destination selected
1	Oscillator 1 Frequency
2	Oscillator 2 Frequency
3	Oscillator 3 Frequency
4	Oscillator 4 Frequency
5	Oscillator All Frequency – goes to all four
6	Oscillator 1 Level
7	Oscillator 2 Level
8	Oscillator 3 Level
9	Oscillator 4 Level
10	Oscillator All Level
11	Noise Level
12	External In Level
13	Oscillator 1 Pulse width
14	Oscillator 2 Pulse width
15	Oscillator All Pulse width
16	Frequency Mod (FM) Amount; Osc 4 -> 3
17	Frequency Mod (FM) Amount; Osc 3 -> 4
18	Ring Mod (Amplitude) Amount; Osc 4 -> 3
19	Ring Mod (Amplitude) Amount; Osc 3 -> 4
20	Filter frequency
21	Filter Split –separation between left / right
22	Resonance
23	VCA amount
24	Feedback frequency
25	Filter Amount
26	Delay Time
27	Delay Amount
28	LFO 1 Frequency
29	LFO 2 Frequency
30	LFO 3 Frequency
31	LFO 4 Frequency
32	LFO All Frequency
33	LFO 1 Amount
34	LFO 2 Amount
35	LFO 3 Amount
36	LFO 4 Amount
37	LFO A Amount
38	Envelope 1 Amount
39	Envelope 2 Amount
40	Envelope 3 Amount
41	Envelope A Amount
42	Envelope 1 Rate
43	Envelope 2 Rate
44	Envelope 3 Rate
45	Envelope A Rate
46	Pan

## Modulation Sources

0	No Source selected
1	Sequence 1
2	Sequence 2
3	Sequence 3
4	Sequence 4
5	LFO 1
6	LFO 2
7	LFO 3
8	LFO 4
9	Filter Envelope
10	Amp (VCA) Envelope
11	Envelope 3
12	External Audio Input Peak
13	External Audio Envelope Follower
14	Midi - Pitch Bend
15	Midi - Mod Wheel
16	Midi - Pressure
17	Midi - Breath Controller
18	Midi - Foot Controller
19	Midi – Note Velocity
20	Midi – Note Number
21	Midi – Expression
22	Noise
23	Oscillator 3
24	Oscillator 4