

1: Bass-ic Square (Bass - House)

1: Osc1Cents / Osc2Cents	3: FiltEnv2toFreq / FiltDecay / FiltAttack	5: Osc2Semi	7: NoiseLevel
2: FiltFreq	4: FiltRes	6: Lfo1Half>FiltFreq / Lfo1Rate	8: ChorusLevel / ChorusFdbk

2: Bouncy Bass (Bass - Dubstep)

1: Osc1Level / Osc2Level	3: FiltFreq	5: FiltEnv2toFreq / FiltDecay	7: Env3>Osc12Pitch / Env3Decay
2: AmpDecay	4: FiltRes	6: DistLevel	8: ChorusLevel / ChorusFdbk / ChorusDelay

3: Flat Bass (Bass - Techno)

1: Osc2VSync	3: FiltAttack / FiltDecay	5: FiltFreq	7: Env3>Osc12Pitch
2: Osc1Density / Osc1Detune	4: Lfo1Half>FiltFreq / FiltEnv2toFreq / Lfo1Rate / FiltFreq	6: Osc1Pitch / ChorusFdbk	8: DistLevel / ChorusFdbk / ChorusRate

4: Funk Bass (Bass - Jazz)

1: Osc1PWInd	3: FiltEnv2toFreq / FiltFreq / FiltRes / Velocity>FiltFreq	5: FiltFreq	7: PortaRate
2: Osc2Level	4: Lfo2Full>Osc12Pitch / LFO2Rate	6: FiltRes	8: DistLevel / Lfo1Half>Osc2Pitch

5: Organ Bass (Bass - House)

1: Env3Decay	3: Osc1Density / Osc1Detune	5: Osc2Semi / Osc2Density / Osc2Detune	7: DistLevel
2: FiltDrive / Osc2Level	4: Env3Attack / AmpRelease	6: FiltFreq / FiltEnv2toFreq / FiltRes	8: Lfo2Half>Osc1Pitch / Lfo2Rate

6: Dirty Sine (Bass - D&B/Breaks)

1: Lfo1Half>Osc12Pitch	3: Osc2Level	5: RingModLevel	7: PortaRate
2: DistLevel	4: Osc1VSync	6: Env3>NoiseLvl	8: ChorusLevel / ChorusRate

7: Vocalogue (Bass - Jazz)

1: Osc1PWIdx	3: FiltFreq	5: FiltRes / PostFxLevel	7: DistLevel
2: Osc2PWIdx	4: FiltEnv2toFreq / FiltDecay	6: FiltDrive / PostFxLevel	8: PortaRate

8: Dinky (Lead - D&B/Breaks)

1: Osc2Density / Osc2Detune / Osc2Level / Osc1Level	3: FiltFreq	5: Env3>FiltFreq / Env3>NoiseLvl	7: ChorusLevel
2: Osc1PWInd	4: FiltRes	6: Lfo2Rate / Lfo2Full>FiltDrive / PostFxLevel	8: DistLevel

9: Book of Bass (Bass - Classic)

1: Osc2Level	3: FiltFreq	5: FiltRes	7: PortaRate
2: Osc2Pitch / Osc2Pitch	4: FiltEnv2toFreq / FiltFreq / FiltDecay	6: Env3>Osc1PWidx / Env3>Osc2Vsync	8: Lfo2Full>FiltFreq / FiltFreq / Lfo2Half>Osc1Vsync

10: Acid Square (Lead - Techno)

1: Lfo1Half>FiltFreq / LFO1Rate	3: FiltDecay	5: FiltFreq	7: PortaRate
2: FiltDrive	4: FiltSustain	6: FiltRes	8: ChorusLevel / ChorusRate

11: Analogue Keys (Poly - R&B/HHop)

1: Osc2Level	3: AmpSustain / AmpRelease / FiltAttack	5: LFO1Rate	7: FiltFreq / Velocity>FiltFreq
2: ChorusLevel	4: Lfo1Full>Osc1Lvl / Lfo1Full>Osc2Lvl	6: Osc2Cents / Osc1Cents / RingModLevel	8: Lfo2Half>FiltFreq

12: Morph Poly (Poly - House)

1: Osc2PWInd	3: Env3>FiltFreq / FiltFreq	5: Lfo1Half>Osc1Lvl / Lfo1Half>Osc2Lvl / LFO1Rate	7: FiltFreq / Env3Attack
2: Osc1Pitch / ChorusLevel / ChorusRate	4: AmpRelease	6: AmpAttack / AmpDecay / PostFxLevel	8: Lfo2Half>Osc2Pitch / Lfo2Rate / Osc2Level / RingModLevel

13: Organ Donut (Poly - Classic)

1: Osc2PWInd / Osc2WavInter / Osc1PWInd / Osc1WavInter	3: Osc2Semi / Osc2Semi / Osc1Semi	5: FiltFreq / FiltDrive / FiltRes	7: Lfo2Half>Osc1Lvl / Lfo2Half>Osc2Lvl / LFO2Rate
2: Osc1Cents / Osc2Cents	4: AmpSustain / AmpDecay	6: ChorusLevel / ChorusFdbk / ChorusRate	8: DistLevel

14: Glisten Poly (Movement - Rock/Pop)

1: Velocity>Osc1PWidx / Osc2PWidx	3: Lfo1Full>Osc2Lvl	5: FiltFreq	7: PortaRate
2: Lfo1Full>Osc12Pitch	4: FiltAttack	6: FiltRes	8: ChorusLevel

15: Simply (Poly - Classic)

1: Lfo1Half>FiltFreq / LFO1Rate	3: FiltDecay	5: FiltFreq	7: PortaRate
2: Osc1PWInd	4: FiltSustain	6: FiltRes	8: ChorusLevel / ChorusRate

16: Marimvibes (Poly - Jazz)

1: Osc1Density / Osc1Detune	3: FiltRelease	5: Env3>NoiseLvl	7: PortaRate
2: Env3>Osc2Lvl	4: Lfo1Full>Osc2Lvl	6: DistLevel	8: ChorusLevel

17: Bending (Lead - Jazz)

1: Osc2Level / ChorusLevel / ChorusRate / ChorusFdbk	3: FiltAttack / FiltSustain / FiltRelease	5: FiltFreq	7: PortaRate
2: Lfo2Half>Osc1Vsync / LFO2Rate / Env3>NoiseLvl / Osc2VSync	4: Osc1PWInd	6: Lfo2Full>FiltFreq	8: DistLevel / FiltDrive / PostFxLevel

18: WaveMachine (Poly - House)

1: Osc1PWInd / Osc2Level	3: AmpRelease / Env3Delay	5: FiltFreq / FiltRes	7: PortaRate
2: Osc1VSync / Osc1Semi / ChorusLevel / ChorusRate	4: Env3>Osc1Vsync / Env3Release	6: ChorusLevel / ChorusRate / FiltRelease	8: Lfo2Full>Osc12Pitch / Osc2VSync / Osc1Semi

19: Lucky Keyz (Keyboard - House)

1: Osc1Level	3: Lfo1Rate	5: Env3>Osc1Vsync / Env3Attack	7: Osc2VSync
2: Osc2PWInd	4: AmpDecay / AmpSustain / AmpRelease / PostFxLevel	6: ChorusLevel	8: Lfo2Half>FiltFreq / Lfo2Rate

20: PolySEQ (Arp - Classic)

1: AmpDecay	3: FiltEnv2toFreq	5: Osc1Cents / Osc2Cents	7: PortaRate
2: FiltFreq	4: FiltAttack / FiltEnv2toFreq / FiltFreq	6: Env3>NoiseLvl / Env3Decay / AmpRelease	8: Lfo2Half>Osc1Vsync / Lfo2Half>Osc2Vsync

21: String Theory (Pad - Rock/Pop)

1: Osc1Cents / Osc2Cents	3: Osc2PWInd	5: ChorusLevel / ChorusRate / ChorusFdbk / FiltFreq	7: PortaRate
2: AmpAttack / AmpRelease	4: AmpAttack / AmpSustain / AmpDecay	6: Lfo2Half>FiltFreq / Lfo2Rate	8: Env3>Osc12Pitch / Env3Decay / Osc2Semi

22: Wonky Pad (Pad - House)

1: Osc1Lvl / Osc2Lvl	3: FiltAttack	5: FiltFreq	7: ChorusModDepth
2: Osc2PWIdx	4: Lfo1Full>FiltFreq	6: PortaRate	8: ChorusLevel

23: Drone Bass (Bass - Techno)

1: Osc1PWInd	3: FiltEnv2toFreq	5: Osc2VSync	7: Lfo1Rate / Lfo2Rate
2: FiltFreq	4: Lfo1Half>FiltFreq	6: Lfo2Half>Osc1Vsync	8: DistLevel

24: 3rd Lead (Lead - Classic)

1: Osc2Pitch	3: AmpRelease / FiltRelease	5: FiltFreq / FiltEnv2toFreq	7: ChorusLevel
2: Env3>NoiseLvl	4: Lfo1Full>Osc1PWIdx	6: FiltRes	8: ChorusRate

25: Drunk Trumpet (Lead - R&B/HHop)

1: Osc1Level / RingModLevel	3: Osc1PWInd	5: FiltFreq	7: Lfo1Full>Osc12Pitch
2: Osc2Cents	4: Env2Filt>Osc12Pitch	6: Lfo2Full>FiltFreq	8: DistLevel / PostFxLevel

26: Whistle Rez (Lead - D&B/Breaks)

1: Osc1PWIdx	3: Lfo2Half>Osc1Pitch / Lfo2Half>Osc1Pitch / Lfo2Rate / Lfo2Rate	5: NoiseLvl / Lfo1Full>FiltFreq	7: PortaRate
2: Lfo1Full>Osc1Pitch	4: Osc2Lvl	6: ChorusLevel	8: RingModLevel / Osc1Level / FiltFreq / Osc1Semi

27: Formant Vel (Voc/Tune - R&B/HHop)

1: Lfo1Half>FiltFreq / LFO1Rate	3: FiltDecay	5: FiltFreq	7: PortaRate
2: Osc1PWInd	4: FiltSustain	6: FiltRes	8: ChorusLevel / ChorusRate

28: System Bass (Bass - D&B/Breaks)

1: Osc1Density / Osc1Detune	3: FiltFreq	5: FiltEnv2toFreq	7: Lfo2Full>FiltFreq
2: Osc2Level / Osc2Pitch	4: Lfo1Full>FiltFreq	6: Lfo1Rate	8: Lfo2Rate

29: Blip (Keyboard - Rock/Pop)

1: Lfo2Full>Osc1PWIdx / Osc1Density / Osc1Detune	3: AmpDecay / AmpSustain / FiltRes / PostFxLevel	5: FiltFreq / FiltRes	7: PortaRate / Osc2Semi / Osc1Semi
2: Osc2PWInd / Osc2Level / Osc1Density / Osc1Detune	4: AmpRelease / FiltSustain / AmpAttack	6: FiltDrive / FiltRes / FiltSustain / ChorusLevel	8: DistLevel / Lfo2Half>FiltDrive

30: Blissed Bell (Bell - House)

1: Osc2Level / ChorusLevel / ChorusRate	3: AmpSustain / FiltSustain / FiltRelease / AmpRelease	5: FiltFreq	7: PortaRate
2: Lfo2Half>Osc1Vsync / LFO2Rate	4: Osc2VSync / Osc1PWInd / Osc2PWInd	6: Lfo2Full>FiltFreq / FiltRes	8: Lfo1Half>Osc1Pitch / Lfo1Half>Osc2Pitch / Lfo1Rate

31: Dirty Keys (Keyboard - Jazz)

1: Osc1PWIdx	3: Lfo1Rate	5: FiltFreq	7: NoiseLevel
2: Env2Filt>Osc2PWIdx	4: Lfo1Full>FiltDrive	6: AmpRelease / Lfo2Full>Osc2Lvl	8: Lfo2Half>Osc2Pitch

32: Talky Bass (Bass - Jazz)

1: Osc1PWInd	3: Lfo2Half>Osc1PWIdx / Lfo2Rate	5: FiltFreq	7: PortaRate
2: Osc1VSync	4: FiltSustain	6: FiltDrive / FiltRes	8: DistLevel / PostFxLevel

33: Simpleton (Poly - Classic)

1: Osc1Lvl / Osc2Lvl	3: Osc1Density / Osc1Detune / Osc2Density / Osc2Detune	5: FiltFreq / FiltRes	7: ChorusLevel
2: Osc1Semi / Osc2Semi	4: AmpRelease / AmpDecay	6: DistLevel	8: Env2Filt>FiltFreq

34: Noise Lead (Lead - Industrial)

1: Lfo1Rate	3: NoiseLevel / Osc1Level / Osc2Level / RingModLevel	5: FiltFreq	7: DistLevel
2: Lfo2Full>Osc2Lvl / Osc1Lvl	4: Lfo2Half>NoiseLvl / Lfo2Rate	6: FiltRes	8: AmpRelease

35: Clav Lead (Keyboard - Classic)

1: Lfo2Half>FiltFreq / Lfo2Half>FiltFreq	3: Lfo2Rate	5: AmpDecay / AmpRelease / PostFxLevel	7: PortaRate
2: Osc1PWInd / Osc2VSync / Osc2PWInd	4: Lfo1Half>Osc1Lvl / Lfo1Half>Osc2Lvl	6: Osc1Cents / Osc2Cents	8: Lfo1Half>Osc12Pitch / Lfo1Rate

36: Crossover Lead (Lead - Techno)

1: Osc2Density / Osc2Detune	3: Lfo1Rate / Lfo1Half>Osc1Lvl	5: FiltFreq	7: FiltEnv2toFreq / FiltEnv2toFreq / FiltEnv2toFreq / FiltEnv2toFreq
2: Osc1PWIdx	4: RingModLvl	6: FiltDrive	8: Lfo2Full>FiltFreq / Lfo2Rate

37: Zapper (SFX - Classic)

1: Osc1PWInd / Osc1PWInd	3: Lfo1Rate	5: FiltFreq	7: PortaRate
2: Osc2PWInd / Osc1VSync	4: LFO1SlewRt / FiltRes	6: ChorusFdbk / Env3>Osc2Vsync / ChorusRate / ChorusLevel	8: Osc12Pitch

38: Kick Designer (Drum - Techno)

1: Osc1VSync	3: AmpDecay / AmpRelease	5: DistLevel / Osc1Level / Osc2Level / Env2Filt>NoiseLvl	7: Osc12Pitch
2: Env3Decay / Env3Attack / AmpDecay	4: Env3>Osc12Pitch	6: Osc1Density	8: Env2Filt>NoiseLvl

39: Snare Designer (Drum - Classic)

1: Osc1Level	3: AmpDecay / AmpRelease	5: DistLevel / Osc1Level / Osc2Level / Env2Filt>NoiseLvl	7: Lfo1Half>FiltFreq
2: FiltFreq	4: Osc12Pitch	6: Osc1VSync	8:

40: Tuned Afrika (Bell - House)

1: Env3Decay	3: Lfo2Half>Osc2Vsync / Osc12Pitch	5: FiltFreq / FiltRes	7: DistLevel
2: Env3>Osc12Pitch	4: AmpAttack	6: FiltEnv2toFreq / FiltDecay	8: ChorusLevel / ChorusFdbk / ChorusDelay

41: Swirling (Pad - Techno)

1: Osc2Level / ChorusLevel / ChorusRate	3: FiltAttack / FiltSustain / FiltRelease	5: FiltFreq	7: PortaRate
2: Lfo2Half>Osc1Vsync / LFO2Rate	4: Osc1PWInd	6: Lfo2Full>FiltFreq	8: Osc2Semi / Osc1Semi / Osc2Semi

42: House Arrest Pad (Pad - House)

1: FiltRelease / ChorusLevel / ChorusRate / FiltDecay	3: FiltAttack / FiltSustain / FiltRelease	5: FiltFreq	7: PortaRate
2: Lfo2Half>Osc1Vsync / Osc2Pitch / Osc2Pitch / Osc2Pitch	4: Osc1PWInd / Lfo2Half>Osc12Pitch / LFO2Rate	6: Lfo2Full>FiltFreq	8: ChorusLevel / ChorusRate / ChorusFdbk / PostFxLevel

43: Cheap Organ (Keyboard - Rock/Pop)

1: Lfo1Half>Osc1PWidx	3: Lfo1Full>FiltFreq	5: FiltFreq	7: Lfo2Half>FiltFreq
2: Lfo1Full>Osc12Pitch	4: Lfo1Rate	6: FiltRes	8: LFO2SlewRt / Lfo2Rate

44: Chill Waves (Pad - Classic)

1: Osc1Pitch / Osc1Pitch	3: Env3>Osc1Lvl	5: FiltFreq	7: ChorusLevel
2: Env2Filt>RingModLvl / FiltAttack / Osc2Level	4: AmpAttack / AmpRelease	6: FiltDrive / PostFxLevel	8: Lfo1Half>Osc2Vsync

45: Dual Resonances (Lead - Techno)

1: Osc2PWInd / Osc1PWInd	3: AmpDecay / AmpAttack	5: FiltDrive / FiltFreq	7: PortaRate
2: RingModLevel	4: Lfo1Full>Osc12Pitch / Lfo1Rate	6: Lfo2Half>FiltFreq / FiltRes / Lfo2Rate	8: Env3>Osc12Pitch / ChorusLevel

46: Syncing Feeling (Bass - House)

1: Osc1PWInd / Osc1VSync	3: FiltRelease / FiltDecay	5: FiltFreq	7: PortaRate
2: Osc1VSync / Lfo1Half>Osc2PWidx / Osc2Level / Osc1Level	4: Lfo1Half>FiltFreq / Lfo1Rate / FiltFreq	6: FiltRes / DistLevel	8: Lfo2Half>RingModLvl / Env3>RingModLvl / Osc2Pitch / Osc1Level

47: Circuit Bent (SFX - Classic)

1: Osc1Lvl / Osc2Lvl / RingModLevel / RingModLevel	3: Lfo2Half>Osc12Pitch	5: FiltDrive	7: AmpRelease
2: Lfo1Rate	4: LFO2Rate	6: Osc12Pitch	8: DistLevel

48: RiseFX (SFX - Classic)

1: Lfo1Rate	3: Lfo1Half>NoiseLvl / Lfo1Half>NoiseLvl / NoiseLevel	5: Lfo2Half>FiltFreq / Lfo2Rate	7: Lfo2Half>Osc12Pitch
2: FiltFreq	4: FiltRes	6: Osc1Level	8: Osc12Pitch / Env3Attack / FiltDecay / Env3Sustain

49: Glitch Bass (Bass - Classic)

1: Osc1PWInd	3: FiltEnv2toFreq	5: Env3>Osc2Vsync	7: Lfo2Half>Osc12Pitch
2: Osc2Density / Osc2Detune	4: Lfo1Full>Osc1PWidx / Lfo1Rate	6: FiltRes	8: DistLevel

50: Swirl Bass (Bass - House)

1: Osc1PWInd / Osc1VSync	3: FiltRelease / FiltDecay	5: FiltEnv2toFreq	7: PortaRate
2: Osc1VSync / Lfo1Half>Osc1PWidx / Osc2Level / Osc1Level	4: Lfo1Half>FiltFreq / LFO1Rate	6: FiltRes	8: Lfo2Half>Osc12Pitch / Lfo2Rate / Lfo2Rate / Osc1Semi

51: Fifth-10th Lead (Lead - D&B/Breaks)

1: Osc2Semi / Osc2Pitch / Osc1Semi	3: Lfo1Half>FiltFreq / FiltFreq	5: FiltRes	7: DistLevel
2: AmpRelease / AmpSustain / AmpDecay / Env2Filt>NoiseLvl	4: Env2Filt>FiltFreq	6: FiltDecay	8: Env3>Osc2Pitch / Env3>Osc1Pitch / Osc1Semi / Osc2Semi

52: Bass2Lead Cutta (Keyboard - Classic)

1: Osc1PWInd / Osc1Semi / Osc1PWInd	3: Lfo2Full>FiltFreq	5: FiltFreq	7: Env3>NoiseLvl
2: Lfo1Half>Osc1Vsync / Osc2Semi / Lfo1Half>Osc1Vsync	4: Lfo2Rate / LFO1SlewRt / Lfo2Rate	6: FiltDrive / PostFxLevel	8: AmpRelease

53: Drifter (Movement - Techno)

1: Lfo1Full>Osc1Pitch / Lfo1Rate	3: Osc1VSync	5: FiltFreq	7: Lfo2Half>Osc2Vsync
2: Lfo1Rate	4: AmpRelease	6: FiltEnv2toFreq / FiltDecay / FiltAttack	8: RingModLevel / Osc2Level / Osc1Level / FiltDrive

54: Sawble (Bass - Dubstep)

1: Osc2Density / Osc2Detune	3: FiltFreq / FiltEnv2toFreq	5: Lfo2Half>FiltFreq / FiltFreq	7: Env3>Osc2Pitch / Env3Decay
2: Osc2VSync	4: Lfo1Half>FiltFreq / FiltFreq / Lfo1Rate	6: FiltRes	8: RingModLevel / Osc2Semi

55: DeTuna (Pad - Jazz)

1: Env3>Osc1Pitch	3: AmpRelease	5: Lfo1Full>FiltFreq	7: ChorusLevel
2: Osc1Cents / Osc2Cents	4: FiltFreq / RingModLevel / FiltDrive	6: Lfo1Rate	8: ChorusModDepth

56: Rhythmic Lead (Lead - Classic)

1: Lfo1Rate	3: FiltFreq	5: Lfo2Half>Osc1Vsync / Osc2Level	7: PortaRate
2: Osc2Level	4: FiltRes	6: DistLevel	8: RingModLevel / Osc1Semi / Osc2Semi / Osc2Level

57: Chicago Stab (Keyboard - D&B/Breaks)

1: Osc2Pitch / Osc2Pitch	3: AmpRelease	5: FiltRes	7: FiltDecay / Lfo2Full>FiltFreq
2: Osc1VSync	4: FiltFreq	6: FiltDecay	8: ChorusLevel

58: DnB Bass (Bass - D&B/Breaks)

1: Lfo1Rate	3: Env3>Osc2Vsync / Osc2Level	5: Lfo2Full>FiltFreq / Lfo2Rate / Lfo2Full>FiltFreq / Lfo2Rate	7: PortaRate
2: Osc2Level	4: FiltFreq	6: Lfo2Half>Osc2Pitch / Osc2Level	8: DistLevel

59: Arp Pad (Pad - House)

1: Lfo1Rate	3: Lfo1Half>Osc1Vsync	5: Env3>NoiseLvl	7:
2: FiltAttack / AmpAttack / AmpRelease	4: FiltFreq	6:	8: Lfo2Half>Lfo1Rate / LFO2Rate / Osc12Pitch

60: Soft Bass (Bass - House)

1: Osc2VSync	3: FiltFreq	5: Env3>Osc1Vsync / Env3Attack	7: Lfo2Half>FiltFreq
2: Osc2Pitch	4: FiltEnv2toFreq	6: Lfo1Full>FiltRes / DistLevel	8: Env2Filt>Osc2Pitch

61: Mainroom Lead (Lead - D&B/Breaks)

1: Osc1Cents / Osc2Cents	3: Lfo1Half>Osc12Pitch	5: Env3>Osc2Vsync	7: PortaRate
2: Osc2VSync	4: FiltFreq	6: FiltEnv2toFreq	8: Lfo2Half>Osc2Lvl / Lfo2Rate

62: Sine Tines (Pad - Classic)

1: Osc2Lvl	3: AmpAttack / AmpRelease	5: FiltFreq / FiltRes	7: Env2Filt>RingModLvl
2: Env3>Osc1Vsync / Env3Attack	4: FiltDrive / PostFxLevel	6: DistLevel	8: Osc2Cents

63: Bit Bass (Bass - Dubstep)

1: Osc1PWInd	3: Lfo2Half>Osc1PWidx / Lfo2Rate	5: FiltFreq / Lfo2Full>FiltFreq	7: PortaRate
2: Osc1VSync	4: FiltSustain	6: FiltDrive / FiltRes	8: DistLevel / PostFxLevel

64: PolyAnna (Poly - Jazz)

1: Osc2Lvl / PostFxLevel	3: AmpRelease	5: FiltFreq	7: PortaRate
2: Osc2Pitch / Osc1Pitch	4: FiltAttack	6: Env3>Osc12Pitch / Env3>Osc12Pitch	8: ChorusLevel / ChorusDelay / PostFxLevel