

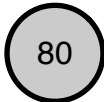
Dark Star Template 1

A	DCO1 <div>78</div> Waveform <div>74</div> Initial Pulse Width <div>70</div> Detune <div>72</div> Pitch Mod <div>76</div> Pulse Width Mod					LFO1 <div>51</div> Speed <div>52</div> Delay <div>53</div> Wave Shape		
	DCO2 <div>79</div> Waveform <div>74</div> Initial Pulse Width <div>71</div> Detune <div>73</div> Pitch Mod <div>77</div> Pulse Width Mod					LFO2 <div>55</div> Speed <div>56</div> Delay <div>57</div> Wave Shape		
C	VCF <div>35</div> Initial Frequency <div>37</div> Cut Amount ("ENV Mod") <div>36</div> Mod by LFO2 <div>38</div> Resonance <div>39</div> Resonance Mod					<div></div>	OSC <div>31</div> Ring Modulation <div>3</div> DCO1 / DCO2 Mix	
D	ENV1 <div>43</div> Attack <div>44</div> Decay <div>45</div> Sustain <div>46</div> Release				ENV2 <div>47</div> Attack <div>48</div> Decay <div>49</div> Sustain <div>50</div> Release			
1	LFO1 Wave Shape <div>53</div> Ramp <div>53</div> Sawtooth <div>53</div> Square <div>53</div> Sine <div>53</div> Pulse <div>53</div> Sample & Hold <div>53</div> Random							<div></div>
	LFO2 Wave Shape <div>57</div> Ramp <div>57</div> Sawtooth <div>57</div> Square <div>57</div> Sine <div>57</div> Pulse <div>57</div> Sample & Hold <div>57</div> Random							

Dark Star Template 2

A

Chorus



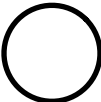
Send



Rate



Depth

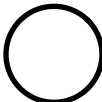


B

LFO1



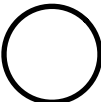
MIDI Clock
Beat



LFO2



MIDI Clock
Beat



Part



Select



Volume



Pan



Tremolo

Etc.

