Waveseq.sqt update

Most of the gadgets have now Transmit Macros.

New gadgets added to template :
1. Wave Seq Bank select (gadget #25)
2. Mod Source (gadget #19) : the WS A/D responds here to a set of 13 controllers and not to the 122 controllers defined in the old gadget #19 labelled « Controller # » which may be associated with the SR series. Check it out.
3. Compand Scale Ratio (gadget #28)
4. Wave selection (A/B/C/D) with muting switch (gadgets #22, 23 & 24)
5. Wave Bank source select : ROM or PCM Data CARD (gadget #100). Former gadget #100 wasn't selecting anything !
6. Wave lists (Card) : gadgets # 120 thru 124. « Generic » can be used with any PCM Data Card with up to a 101 waves stored on it. They are displayed as 32 ***** thru 132 *****. The remaining 3 gadgets are related to the 3 specific data cards I have acquired. Selection can be made via the 4 buttons located at the far right. The editor defaults to the « generic » display when the window is first opened.
7. Memory protect/unprotect switches for both the instrument (Internal) and data cards (gadgets # 40 & 41)
8. Sequence Timing information (not editable) : gadget #113, 114 & 115. Feedback only !

I do not know exactly what is expected of Modulation Index gadget #104. WS_Mod_Index has no parameter change address, hence cannot be modified in real time. SysX examination shows that this byte is almost always set to 127D (07 0F). The gadget's display offset was -72. I have made it 0. If I have missed something here, kindly let me know.

Coarse / Fine Tune gadgets must be able to accept both positive and negative values. This is now implemented.
More importantly, ROM waves 397 and above store as waves 32, 33, 34 ... 152 while 72 is being added to the Coarse tune parameter. Hence the updated Retrieve/Store macros for gadget # 101.

That should cover everything. Best wishes to the Sound Quest company !