

The logo for Zebra2:transmission, featuring the text 'ZEBRA2:transmission' in a sans-serif font. 'ZEBRA2' is in all caps and a darker blue, while ':transmission' is in a lighter blue. The text is enclosed in a rounded rectangular border with a thin blue line. A small red vertical bar is positioned to the right of the text, and a thin blue line extends from the top right corner of the border towards the red bar.

## Patch and Template Collection for Zebra 2

A collection of sounds and templates for u-he's Zebra 2 semi-modular software synthesiser.

All presets and templates designed by Ben Hall

For information and demo versions of Zebra, go to [www.zebrasynth.com](http://www.zebrasynth.com)  
Thanks to Urs Heckmann for Zebra

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## Introduction

Thank you for purchasing the **transmission** collection for your copy of Zebra - we hope you'll have lots of fun with it, whether you're a preset user, a patch tweaker, or an experienced synthesist.

Now normally a patch collection wouldn't come with a manual, and if you want you can follow the installation instructions and go and play with all your new patches without reading any further.

However, to get the most out of **transmission**, we recommend you flip through this manual (we'll keep it brief, we promise!) to familiarise yourself with the included content.

## What's Included

**transmission** comes with five types of content for your Zebra.

- 160 brand new patches
- Over 400 XY variation patches
- 32 patch templates
- 50 oscillator templates
- 200 MSEG templates
- A custom designed Zebra Transmission skin
- This PDF manual

Let's look at a brief overview of what each of those are in the next section.

## Transmission Content Overview

### Patches

160 brand new patches, from the simple to the complex, covering pads, leads, basses, synth sounds, ambiences and arpeggiated or rhythmic patches. All have full MIDI controller support programmed in, including the modulation wheel, velocity, aftertouch, and all have full XY support giving you hands on control over multiple sound shaping and performance parameters, without you having to have any programming knowledge whatsoever!

### Variation Patches

As a bonus, we've included a whole bank of over 400 patches which are simply tweaked versions of the main patches, but saved with different XY settings - these can change the sound of a patch in sometimes radical ways - and Zebra makes it easy to save your own customised tweaks as well.

### Patch Templates

Often, starting to program sounds your own sounds on a semi-modular synth such as Zebra can involve quite some work, as you have to wire in the modules you want and decide how to connect them. Instead of starting from scratch, the patch templates section includes a whole range of patches designed to help you in programming your own patches, by offering templates with varying configurations, from a simple 1-oscillator configuration into 4-quad oscillator VA machines, stereo physical modelling synths, FM synths, and lots of combinations in between!

All templates come with full XY mappings, FX and other useful controller modulations already pre-configured, so you can easily get on with the task of creating your own unique patches quickly and easily.

*Note: all patches, variation patches and patch templates are saved in Zebra's "h2p" format, which is fully cross-platform compatible. In addition to the normal patches, there is a "Transmission NoFX" folder - the "NoFX" versions of the patches have been saved without reverbs/delay FX active, for the people that prefer to audition dry versions of patches or use external FX.*

### Oscillator Templates

Oscillator modules have a lot of flexibility, and Zebra offers the ability to load/save oscillator configurations, complete with waveforms, levels, panning, modulation, oscillator FX, sync and phase parameters, and much more.

**transmission** includes a whole range of oscillator presets to aid in quickly getting the sounds you want. Included are single, dual and quad oscillators, various FX settings, and a whole library of waveforms, both unique and synthesised from other instruments, to offer a large range of sound possibilities at your fingertips.

### MSEG Templates

Lastly, the Multistage Envelope Generators (MSEGs) also have a template facility, and **transmission** includes a wide selection of envelopes, from regular LFO and rhythmic settings in a variety of note values, to subtle moving and shifting envelopes for sounds with motion, right up to mental looping madness! You can route MSEGs as modulation sources to all kinds of parameters for great rhythmic or crossfading fun!

### Zebra Transmission Skin

As an extra bonus, we've also created a unique Zebra replacement skin, offering an alternative design style for Zebra, so you won't forget your Zebra is Transmission-powered!

Installation and use of the skin is optional, you don't need to have it installed to enjoy the sonic potential of **transmission**.



## Installation - PC Users

**transmission** requires Zebra2 - it will not work for any Zebra 1.x versions. It works on both the PC and Mac platforms that Zebra runs on.

In addition, a number of patches use the XMF filters which were added in the free 2.1 upgrade, so if you haven't updated to 2.1, get on over to [www.zebrasynth.com](http://www.zebrasynth.com) and download the update before installing **transmission**.

### PC Installation

After you have unpacked the **transmission** archive, you will see this folder structure:

- **Transmission Patches**
  - **Transmission**
  - **Transmission NoFX**
- **Transmission Skin**
  - **Images**
  - **Scripts**
- **Transmission Templates**
  - **Transmission Templates - MSEG Templates**
  - **Transmission Templates - Oscillator Templates**

### Installation Overview

Here's what you need to do to install **transmission**.

- Copy the patch folder to Zebra's presets folder
- Copy the MSEG templates to Zebra's MSEG folder
- Copy the Oscillator templates to Zebra's Oscillator folder
- Copy the two skin folders to Zebra's data directory if you want to install the skin

### Installing the patches

Copy the "Transmission" folder from "Transmission Patches" to:

C:\Program Files\u-he\Presets\Zebra2\

If you want to use the versions of the patches without reverb and delay effects, copy the "Transmission NoFX" folder instead.

Restart Zebra if it is running, and the Transmission folder and all sub-folders of patches and patch templates will now show up in your Zebra patch browser.

### Installing the templates

The oscillator and MSEG templates go to a different place to be seen by Zebra. Go into the "Transmission Templates - MSEG Templates", select all the \*.h2p files, and copy them all to:

C:\Program Files\u-he\Zebra2\Modules\MSEG\

Then go into the "Transmission Templates - Oscillator Templates", select all the \*.h2p files, and copy them to:

C:\Program Files\u-he\Zebra2\Modules\Oscillator\

*Note: Don't copy the whole oscillator or MSEG templates folder itself into these paths, as they won't show up - Zebra will only see template files in the root of the template directories. You need to copy all the template files inside their folders into the template paths above.*

### Installing the skin

Quit Zebra if it is running, and copy the Images and Scripts folders to:

C:\Program Files\u-he\Zebra2\Data\

This will overwrite the original gui, so we recommend you back up the original Images and Scripts folders before installing the Transmission skin.

## Installation - Mac Users

**transmission** requires Zebra2 - it will not work for any Zebra 1.x versions. It works on both the PC and Mac platforms that Zebra runs on.

In addition, a number of patches use the XMF filters which were added in the free 2.1 upgrade, so if you haven't updated to 2.1, get on over to [www.zebrasynth.com](http://www.zebrasynth.com) and download the update before installing **transmission**.

### Mac Installation

After you have unpacked the **transmission** archive, you will see this folder structure:

- **Transmission Patches**
  - **Transmission**
  - **Transmission NoFX**
- **Transmission Skin**
  - **Images**
  - **Scripts**
- **Transmission Templates**
  - **Transmission Templates - MSEG Templates**
  - **Transmission Templates - Oscillator Templates**

### Installation Overview

Here's what you need to do to install **transmission**.

- Copy the patch folder to Zebra's presets folder
- Copy the MSEG templates to Zebra's MSEG folder
- Copy the Oscillator templates to Zebra's Oscillator folder
- Copy the two skin folders to Zebra's plugin if you want to install the skin

The following installation instructions will install the **transmission** content into your user area on your hard disk, instead of the system area. This means you can update and reinstall the factory presets without affecting your **transmission** patches and templates.

### Installing the patches

Copy the "Transmission" folder from "Transmission Patches" to:

**MacHD/Users/\*USERNAME\*/Library/Audio/Presets/u-he/Zebra2/**

If you want to use the versions of the patches without reverb and delay effects, copy the "Transmission NoFX" folder instead.

Restart Zebra if it is running, and the Transmission folder and all sub-folders of patches and patch templates will now show up in your Zebra patch browser.

### Installing the templates

The oscillator and MSEG templates go to a different place to be seen by Zebra. Go into the "Transmission Templates - MSEG Templates", select all the \*.h2p files, and copy them all to:

**MacHD/Users/\*USERNAME\*/Library/Application Support/u-he/Zebra2/Modules/MSEG/**

Then go into the "Transmission Templates - Oscillator Templates", select all the \*.h2p files, and copy them to:

**MacHD/Users/\*USERNAME\*/Library/Application Support/u-he/Zebra2/Modules/Oscillator/**

*Note: Don't copy the whole oscillator or MSEG templates folder itself into these paths, as they won't show up - Zebra will only see template files in the root of the template directories. You need to copy the template files inside their folders into the template paths above.*

*If you prefer to install to the system area instead of your user area, so the content shows up for all users of your computer, use the following installation paths instead:*

**Patches: MacHD/Library/Audio/Presets/u-he/Zebra2/**

*MSEG templates:*

**MacHD/Library/Application Support/u-he/Zebra2/Modules/MSEG/**

*Oscillator templates:*

**MacHD/Library/Application Support/u-he/Zebra2/Modules/Oscillator/**

## Installing the skin - AudioUnit Version

Quit Zebra if it is running, and locate your **Zebra2.component** file in the finder. It will be in one of these two locations:

MacHD/Library/Audio/Plug-ins/Components/

MacHD/Users/\*USERNAME\*/Library/Audio/Plug-ins/Components/

Control-click or right-click on the Zebra2.component file, and select "Show Package Contents". This will open a new window displaying a folder entitled "Contents".

Go into /Contents/Resources/ and you will see Zebra's "Images" and "Scripts" folders. Copy the "Images" and "Scripts" folders from the "Transmission Skin" folder, overwriting the originals.

We recommend you back up the original Images and Scripts folders before installing the Transmission skin.

## Installing the skin - Mac VST Version

Quit Zebra if it is running, and locate your **Zebra2.vst** file in the finder. It will be in one of these two locations:

MacHD/Library/Audio/Plug-ins/VST/

MacHD/Users/\*USERNAME\*/Library/Audio/Plug-ins/VST/

Control-click or right-click on the Zebra2.vst file, and select "Show Package Contents". This will open a new window displaying a folder entitled "Contents".

Go into /Contents/Resources/ and you will see Zebra's "Images" and "Scripts" folders. Copy the "Images" and "Scripts" folders from the "Transmission Skin" folder, overwriting the originals.

We recommend you back up the original Images and Scripts folders before installing the Transmission skin.

## Content Descriptions - Patches

### The Patches

Here follows some brief descriptions and programming notes of all the patches, together with an overview of the control options.

In many cases, the XY controls, the mod wheel and aftertouch controls (where appropriate) modulate multiple parameters at once, so we'll just give a quick summary of roughly what happens - you can dissect the patches of ones that interest you to find out what's going on as a good way to learn some Zebra tricks.

### Ambiences, FX and Soundscapes

#### Acid Burns

<i>patch notes</i>	A burbly FX noise
<i>mod wheel</i>	Controls rate of burbles
<i>aftertouch</i>	Phaser effect
<i>xy controls</i>	Tone/noise, Filter, Formant filter, FX

#### Barren Worlds

<i>patch notes</i>	Slow alien ambience, slightly distorted
<i>mod wheel</i>	Brings the pitch and filters up
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Combs, Phaser, Reverb

#### Battersea Starlight

<i>patch notes</i>	Smooth, interval pad/ambience
<i>mod wheel</i>	Brings up another interval
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Amp envelope, Filter envelope, FX

### Enter The Tardis

<i>patch notes</i>	Synthy Doctor Who style filter rise effect
<i>mod wheel</i>	Adds more resonance
<i>aftertouch</i>	Increases the filter sustain so the sound holds while holding a note, instead of going straight into the decay
<i>xy controls</i>	Filter, Wobblies, Envelopes, Effects

### Eternal Wanderings

<i>patch notes</i>	Moving, filtery ambience
<i>mod wheel</i>	Various tone parameters
<i>aftertouch</i>	Various filter parameters
<i>xy controls</i>	Filter, Env Speed, 8ths & FM, FX

### Floating In Swimming Pools

<i>patch notes</i>	Slow, very wet ambient pad with some atonal clany elements.
<i>mod wheel</i>	Overall filter
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Waves, Wooblies, FX

### Gothica

<i>patch notes</i>	Comb oscillator reverberated cinemetic horror noises
<i>mod wheel</i>	
<i>aftertouch</i>	Adds more sharpness at the top end
<i>xy controls</i>	Filter, Hair, Envelopes, FX

### Ice Drips

<i>patch notes</i>	Synth sound with lots of after reverb and sparkly icicles
<i>mod wheel</i>	Slows the attack down
<i>aftertouch</i>	Brings out the clanginess

<i>xy controls</i>	Filter, Envelopes, Icicles, FX
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## Phrozen Domes

<i>patch notes</i>	Icy ambiances, with lots of reflections
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	A bit less sharp
<i>xy controls</i>	Waves 1, Waves 2, Filter, FX

## Radiowaves

<i>patch notes</i>	Nice resonant digital pad with some movement
<i>mod wheel</i>	Fades in a thick warm pad underneath
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Transmitter, Envelopes, FX

## Robot Birth

<i>patch notes</i>	Comb abuse! Lots of odd, interesting bongs and scrapes. Make sure you check out the extreme ends of the keyboard
<i>mod wheel</i>	Closes down the filter
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Robosity, Envelopes, FX

## Soothing Chalkboard

<i>patch notes</i>	A mellow pad with reverberated chalk scrapings.
<i>mod wheel</i>	Decreases the scrapes
<i>aftertouch</i>	Increases the scrapes
<i>xy controls</i>	Pad Filter, Waves, Chalknails, FX

## The Sentinel

<i>patch notes</i>	Spacey ambience
<i>mod wheel</i>	Reduces some top end

<i>aftertouch</i>	
<i>xy controls</i>	Filter, Hair, Envelopes, FX

## Basses

### Bad Grandma

<i>patch notes</i>	An XFM and speaker abuse bass patch! Lots of sub-bass
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	Gives more gungy top-end tone
<i>xy controls</i>	Filter, Waves, Envelopes, EQ

### Bass Growler

<i>patch notes</i>	Nice formanty bass patch
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	Coses the filter
<i>xy controls</i>	Filter, Waves, Envelopes, EQ

### Bootsie

<i>patch notes</i>	Funky bass patch with some distortion. Likes to be played funkily!
<i>mod wheel</i>	Vibrato
<i>aftertouch</i>	Closes the filter
<i>xy controls</i>	Filter, Tone, Envelopes, EQ

### Derrick

<i>patch notes</i>	House/techno style short bass
<i>mod wheel</i>	Opens the filter
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Waves, Envelopes, EQ

## Detroit Bass

<i>patch notes</i>	Longer, smoother bass
<i>mod wheel</i>	Opens the filter
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Tone, Chorus/Sustain, EQ

## Dexter

<i>patch notes</i>	Another shortish bass with a slight FM character
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Waves, Envelopes, EQ

## Dumbass

<i>patch notes</i>	D'n'B style deep but grungy bass. Lots of usable variations on the XY controls with this.
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	Opens the filter
<i>xy controls</i>	Filter, Tone, EQ Low, EQ Low Mid

## DX One Bass

<i>patch notes</i>	Deep bass, which despite the name, only contains one FM oscillator that handles a sub sine wave
<i>mod wheel</i>	Opens the filter
<i>aftertouch</i>	
<i>xy controls</i>	VCF1, VCF2, Filter Decay, EQ

## Handbags At Dawn Bass

<i>patch notes</i>	Nice bass for funky house lines. Sounds realistic in a fake way, if played right
<i>mod wheel</i>	Changes EQ - lowers bass EQ and raise the MID EQ

<i>aftertouch</i>	Vibrato
<i>xy controls</i>	Filter, Waves, Envelopes, EQ

## Hyper VA Bass XFM

<i>patch notes</i>	More modern VA-style bass patch, with a glitchy attack due to a fast pitch envelope controller by the same envelope that controls the filter
<i>mod wheel</i>	Opens the filter
<i>aftertouch</i>	Vibrato
<i>xy controls</i>	Filter, Overdrivin', Envelopes, EQ

## Hyper VA Bass

<i>patch notes</i>	If you ever wondered what digital bass sounds like, this is as good a patch as any to find out!
<i>mod wheel</i>	OPens the filter
<i>aftertouch</i>	Vibrato
<i>xy controls</i>	Filter, Waves, Envelopes, EQ

## I Feel Lovely Bass

<i>patch notes</i>	Named after the classic Moroder-style bass lines, this has an sixteenth-note echo
<i>mod wheel</i>	Modifies the filter and reduces the echo
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Waves, Tune/Env, EQ

## MaKeS Good Bass

<i>patch notes</i>	Vintage digital bass
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	Opens the filter
<i>xy controls</i>	Filter, Oscillators, Envelopes, EQ



## Nice Twang

<i>patch notes</i>	Nice down low for D'n'B style accents
<i>mod wheel</i>	Turns up filter resonance
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Tone, Envelopes, EQ

## No FM E. Bass

<i>patch notes</i>	A remarkably FM-sounding bass
<i>mod wheel</i>	Opens up the filter
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Waves, Waves 2, EQ

## Norman

<i>patch notes</i>	Nice playable deep bass line
<i>mod wheel</i>	Vibrato
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Waves, Envelopes, EQ

## On The '80 Down Low

<i>patch notes</i>	Another digital bass
<i>mod wheel</i>	Vibrato
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Waves 1, Waves Blend, EQ

## Rack Bass

<i>patch notes</i>	VA-style bass, with quite a lot of filter velocity modulation
<i>mod wheel</i>	OPens up the filter
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Waves, Envelopes, EQ

## Ronald Bass

<i>patch notes</i>	Hard-sync bass, which gets tamed by the filter. Can get nice and funky too if you play the pitch and mod wheels in a bass lick.
<i>mod wheel</i>	Closes the filter down
<i>aftertouch</i>	Opens the filter
<i>xy controls</i>	Filter, Oscillators, Envelopes, EQ

## Roobarb

<i>patch notes</i>	Nasty, widgey bass. But nasty in a nice way!
<i>mod wheel</i>	Closes the filter down
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Waves, Envelopes, EQ

## Solid Basses

<i>patch notes</i>	A Zebra variant on the classic Solid Bass sound, but fatter than a DX100 on twelve McBurger's a day!
<i>mod wheel</i>	Closes the filter down
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Det/Wave, Envelopes, EQ

## Sordid Bass

<i>patch notes</i>	Synthetic short bass patch
<i>mod wheel</i>	Closes the filter down
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Waves, Envelopes, EQ

## Transizta

<i>patch notes</i>	Twin Overloaded XFM filters give this bass much of it's bite
<i>mod wheel</i>	Opens the filter
<i>aftertouch</i>	

<i>xy controls</i>	Filter, Waves, Envelopes, EQ
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## Xtra Funk Machine

<i>patch notes</i>	Digital bass done Zebra style!
<i>mod wheel</i>	Opens up the filter
<i>aftertouch</i>	Overloads the filter
<i>xy controls</i>	Filter, Waves, Envelopes, EQ

## Classic Synth

### Back in the Day

<i>patch notes</i>	Old school lead sound
<i>mod wheel</i>	Vibrato
<i>aftertouch</i>	Opens the filter
<i>xy controls</i>	Filter, Pitch, Filter Envelope, FX

### Blakes' Return

<i>patch notes</i>	Big phasey synth patch, good for riffs or chords
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	Adds more phasey goodness
<i>xy controls</i>	Filter, Waves, Envelopes, FX

### Circuit Bent CS01

<i>patch notes</i>	A cheap one-oscillator synth that sounds slightly broken!
<i>mod wheel</i>	Rolls of the low end and adds more mid
<i>aftertouch</i>	Vibrato
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Dreams of Angels

<i>patch notes</i>	Nice poly patch with most of the tone coming not from the oscillators but from the filter with high resonance
<i>mod wheel</i>	Adds a tremelo shimmer
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Every Nun Breaks a Synthi

<i>patch notes</i>	A quirky lead that sounds like the electronics are drifting
<i>mod wheel</i>	Vibrato
<i>aftertouch</i>	
<i>xy controls</i>	Filter Low, Tone High, Envelopes, FX

## Frontier

<i>patch notes</i>	Soft and wet ambient lead
<i>mod wheel</i>	Opens up the filter and filter envelope sustain
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Waves, Filter Env, FX

## Gartside

<i>patch notes</i>	Thick polysynth patch
<i>mod wheel</i>	Vibrato
<i>aftertouch</i>	Opens the filter
<i>xy controls</i>	Filter, Osc. Waves, Envelopes, FX

## Joop Hit Her Eight

<i>patch notes</i>	Polysynth patch
<i>mod wheel</i>	Opens up the filter
<i>aftertouch</i>	Vibrato

<i>xy controls</i>	Filter, Amp Envelope, Filter Envelope, FX
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## Simple Pulse Synth

<i>patch notes</i>	Faily vanilla synth with a slow PWM effect controlled by a global LFO
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Waves/Detune, Envelopes, FX

## XV Pulse PWM 1

<i>patch notes</i>	PWM Synth patch
<i>mod wheel</i>	Opens the filter
<i>aftertouch</i>	Opens the filter
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## XV Pulse PWM 2 Thick

<i>patch notes</i>	Similar to the previous patch, but features two of them in a layer configuration, and more detune for a bigger sound
<i>mod wheel</i>	Opens the filter
<i>aftertouch</i>	Opens the filter
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Leads

### D'Allibanyeu

<i>patch notes</i>	Short lead with some portamento, nice for little accents. Also works well down the bass end
<i>mod wheel</i>	Adds FM brightness
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Dual Trumpet Tribute

<i>patch notes</i>	Chorused detuned trumpet with lots of reverb
<i>mod wheel</i>	Vibrato, filter
<i>aftertouch</i>	Vibrato rate
<i>xy controls</i>	Filter, Vibrato, Envelopes, FX

## Mini Sync Lead

<i>patch notes</i>	Morphing, feedbacky hard-sync spitty synth lead
<i>mod wheel</i>	Vibrato
<i>aftertouch</i>	Feedback tones
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Orange Sync Lead

<i>patch notes</i>	Grungy lead with some subtle hard sync movement
<i>mod wheel</i>	Vibrato
<i>aftertouch</i>	Opens the filter
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Phase Syncer

<i>patch notes</i>	Interval-tuned synth with some slow sync modulation going on
<i>mod wheel</i>	Vibrato
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Waves, Filter Env, FX

## Plastic Traction

<i>patch notes</i>	Formant-based lead which gives an interesting timbre
<i>mod wheel</i>	Vibrato
<i>aftertouch</i>	Filter vowels
<i>xy controls</i>	Filter, Formants, Envelopes, FX

## Screams Like a Mental Zebra

<i>patch notes</i>	Hard lead patch
<i>mod wheel</i>	Vibrato
<i>aftertouch</i>	Closes the filter down
<i>xy controls</i>	Tune, Filter, Envelopes, FX

## Solo Trumpet Tribute

<i>patch notes</i>	Solo trumpet with lots of reverb
<i>mod wheel</i>	Vibrato
<i>aftertouch</i>	Vibrato rate
<i>xy controls</i>	Filter, Vibrato, Envelopes, FX

## Solo Trumpet

<i>patch notes</i>	Solo trumpet
<i>mod wheel</i>	Vibrato
<i>aftertouch</i>	Vibrato rate
<i>xy controls</i>	Filter, Vibrato, Envelopes, FX

## Willow

<i>patch notes</i>	Square-wave lead with lots of reverb
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	Vibrato
<i>xy controls</i>	Filter, Hair, Envelopes, FX

## Zebra in the Wild

<i>patch notes</i>	Heavy riffy lead
<i>mod wheel</i>	Closes one of the filters
<i>aftertouch</i>	
<i>xy controls</i>	Filter Cutoff, Filter Reson., Filter XFM, FX

## Modern Synth

### Borderline Digital Poly

<i>patch notes</i>	Clicky short digital synth, lots of tones on the XY controls
<i>mod wheel</i>	Vibrato
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Waves, Envelopes, FX

### Brokasaurus

<i>patch notes</i>	Middy lead that breaks up a little bit
<i>mod wheel</i>	Closes the filter down
<i>aftertouch</i>	Adjusts the XFM offset control
<i>xy controls</i>	Filter, Global Filter, Envelopes, FX

### Duality

<i>patch notes</i>	Interval-based digital patch with moving waveshapes.
<i>mod wheel</i>	Closes the filters
<i>aftertouch</i>	Vibrato
<i>xy controls</i>	VCF1, VCF2, Drive/Flange, FX

### Hard Edged

<i>patch notes</i>	Distorted lead that's very velocity sensitive on the filter
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	Vibrato
<i>xy controls</i>	Filters, Distortion, Distortion LFO, FX

### Hard Res Syncer 1

<i>patch notes</i>	Slow sync movement in this lead
<i>mod wheel</i>	Vibrato

<i>aftertouch</i>	Opens the filter
<i>xy controls</i>	LFO Hardsync, Waves, Filter, Sync/Effects

## Hard Res Syncer 2 (Bad cables!)

<i>patch notes</i>	A big nasty lead that varies between being loud and powerful to breaking up in a most attractive way due to intermittent cabling!
<i>mod wheel</i>	Vibrato
<i>aftertouch</i>	Opens the filter
<i>xy controls</i>	LFO Hardsync, Waves, Filter, Sync/Effects

## Juno Refraktor

<i>patch notes</i>	Nice analog style polysynth
<i>mod wheel</i>	Vibrato
<i>aftertouch</i>	Opens the filter
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Magenta

<i>patch notes</i>	Resonancey digital synth
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Massive 1

<i>patch notes</i>	VA synth patch, with lots of velocity to filter modulation
<i>mod wheel</i>	Close the filter down
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Massive 2

<i>patch notes</i>	VA synth patch, using the XFM filters
<i>mod wheel</i>	Closes the filter down
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Quad Nation Pad

<i>patch notes</i>	Thick trance pad, quad oscillators, the works!
<i>mod wheel</i>	Opens up the filter
<i>aftertouch</i>	Delay feedback
<i>xy controls</i>	Main Filter, Band Filter, Envelopes, FX

## Quad Nation+

<i>patch notes</i>	Trance VA patch
<i>mod wheel</i>	Opens up the filter
<i>aftertouch</i>	Delay feedback
<i>xy controls</i>	Main Filter, Band Filter, Envelopes, FX

## Quad Nation

<i>patch notes</i>	Thick trancey patch. Works best when sequenced so the delays are tight, as the patch has quite a pronounced attack.
<i>mod wheel</i>	Opens up the filter
<i>aftertouch</i>	Delay feedback
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Really Really Sore

<i>patch notes</i>	Birght, thick synth patch
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	Reduces oscillator brightness

<i>xy controls</i>	Filter, Waves, Envelopes, FX
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## Sarm West Germany 1

<i>patch notes</i>	Dry bright patch that fades in a thick reverberant wash when you hold the notes.
<i>mod wheel</i>	Closes the filter on the tail
<i>aftertouch</i>	Opens the filter on the tail
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Sarm West Germany 2

<i>patch notes</i>	Similar to the previous patch, but the tail has a large sync bend on it for a different moving texture
<i>mod wheel</i>	Closes the filter on the tail
<i>aftertouch</i>	Opens the filter on the tail
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Serendipity

<i>patch notes</i>	Very velocity sensitive patch - low velocities give a harmonic-like tone, which opens into full sawtooth brightness when you play harder. Lots of reverb too.
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	Opens the filter
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Sore Tooth

<i>patch notes</i>	Bright VA lead
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	Opens the filter with resonance
<i>xy controls</i>	Filter 1, Filter 2, Shaper, FX

## Super Spade

<i>patch notes</i>	Big fat compressed synth
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	
<i>xy controls</i>	Filter, EQ, Envelopes, FX

## SyncSaw

<i>patch notes</i>	Very bright sync supersaw
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	Closes the filter
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Synthzilla

<i>patch notes</i>	Digital synth
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	Lots of resonance
<i>xy controls</i>	Filters, Waves, EnvSpeed, FX

## ThipSaw

<i>patch notes</i>	Another superswa with a "thippy" pitch mod attack.
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	Closes the filter
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## VA Indigo Plucks

<i>patch notes</i>	Digital synth plucks
<i>mod wheel</i>	Increases the sustain
<i>aftertouch</i>	
<i>xy controls</i>	Filters, Vector Mix, Envelopes, FX

## Vintage Dreams

<i>patch notes</i>	Nice ambient digital synth
<i>mod wheel</i>	Different filter tones
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Organic

### Aftermonics

<i>patch notes</i>	Mellow lead/pad
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	Various tone shaping
<i>xy controls</i>	Filter, Tone, EnvSpeed, FX

### Blownophone

<i>patch notes</i>	Synthetic stringy/brass/harmonica lead
<i>mod wheel</i>	Vibrato
<i>aftertouch</i>	Comb parameters
<i>xy controls</i>	Filter, Hair, Envelopes, FX

### Catskulls

<i>patch notes</i>	Digital synth lead
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Hair, Envelopes, FX

### Creall

<i>patch notes</i>	Lead that shifts around the formats. Nice when played legato.
<i>mod wheel</i>	Vibrato
<i>aftertouch</i>	Delay feedback

<i>xy controls</i>	Filter, Waves, Envelopes, FX
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## Distorganics

<i>patch notes</i>	Complex lead or pad
<i>mod wheel</i>	Vibrato
<i>aftertouch</i>	
<i>xy controls</i>	Filter Tone, Tone/Organics, Env Speed, FX

## Future Bow

<i>patch notes</i>	Echoey synth pad
<i>mod wheel</i>	Tone changes
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Hair, Envelopes, FX

## Future Bows

<i>patch notes</i>	Thicker detuned version
<i>mod wheel</i>	Tone changes
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Hair, Envelopes, FX

## Gallayoscopic

<i>patch notes</i>	Very mellow and wet ambient lead or pad
<i>mod wheel</i>	Tone changes
<i>aftertouch</i>	
<i>xy controls</i>	Filter Cutoffs, Envelopes, Twin FM, FX

## Kantoxica

<i>patch notes</i>	Comb synth plucks
<i>mod wheel</i>	Various tone changes

<i>aftertouch</i>	Various tone changes
<i>xy controls</i>	Filter, Hair, Envelopes, FX

## Mellow Smoothey

<i>patch notes</i>	Synth pad
<i>mod wheel</i>	
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Moorloch Shores

<i>patch notes</i>	Melancholy lead or pad
<i>mod wheel</i>	Vibrato
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Hair, Envelopes, FX

## Morning Fire

<i>patch notes</i>	Lovely glitchy ambient pad, with the MSEG's modulating various parameters
<i>mod wheel</i>	Various tone changes
<i>aftertouch</i>	
<i>xy controls</i>	Filter Tone, Tone/Organics, Env Speed, FX

## Mortima

<i>patch notes</i>	Wet lead or pad sound
<i>mod wheel</i>	Vibrato
<i>aftertouch</i>	Closes the filter
<i>xy controls</i>	Filter, Hair, Envelopes, FX

## Some Kind Of Soloist

<i>patch notes</i>	A kind of odd synthetic sax
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<i>mod wheel</i>	Vibrato
<i>aftertouch</i>	Adds more top-end bite
<i>xy controls</i>	Filter, Hair, Envelopes, FX

## Stringophone

<i>patch notes</i>	Breathy pad
<i>mod wheel</i>	Vibrato
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Hair, Envelopes, FX

## Wolf Moon

<i>patch notes</i>	Lead comb patch
<i>mod wheel</i>	Vibrato
<i>aftertouch</i>	Various tone changes
<i>xy controls</i>	Filter, Hair, Envelopes, FX

## Pads

### Arcadia

<i>patch notes</i>	Pad with a high interval texture
<i>mod wheel</i>	Comb brightness
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Waves, Envelopes, FX

### Ascendence

<i>patch notes</i>	Slow attack rising filter pad
<i>mod wheel</i>	Opens the filter
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Waves, Envelopes, FX



## Back Of The Hall

<i>patch notes</i>	A synth pad played totally wet
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	Shifts the pitch up an octave
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Backtide

<i>patch notes</i>	Backwards echoey texture
<i>mod wheel</i>	Delay feedback
<i>aftertouch</i>	Opens the filter
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Crypto Subspace

<i>patch notes</i>	Subtle moving pad
<i>mod wheel</i>	Miscellaneous filter parameters
<i>aftertouch</i>	Grit and distortion
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Empty Bed

<i>patch notes</i>	Birght digital synth with a rising filter
<i>mod wheel</i>	Close the filter
<i>aftertouch</i>	Opens the filter
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Julie's Best Friend

<i>patch notes</i>	Shimmerey FM pad
<i>mod wheel</i>	Reduces FM brightness
<i>aftertouch</i>	Adds FM brightness
<i>xy controls</i>	FM Amount, Envelope 1, Envelope 2, FX

## Junar Surface

<i>patch notes</i>	Smooth pad
<i>mod wheel</i>	Vibrato
<i>aftertouch</i>	Opens the filter
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Just A Nice Pad

<i>patch notes</i>	Just, well, a nice pad, really!
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	Opens the filter
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Just A Nice Synth

<i>patch notes</i>	Synth with a plucky attack with velocity mapped to the filter
<i>mod wheel</i>	Opens the filter
<i>aftertouch</i>	Various tone changes
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Mahogany

<i>patch notes</i>	Thick pad with very slow attack
<i>mod wheel</i>	Opens the filter
<i>aftertouch</i>	Various tone changes
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Modular Life

<i>patch notes</i>	Pad with various LFO sweeping filters
<i>mod wheel</i>	Various filter changes
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Oscillators, Envelopes, FX

## Morphasine

<i>patch notes</i>	Wavestation-esque moving glassy pad
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	Vibrato
<i>xy controls</i>	Filter, Waves, Env/Slurs, FX

## Palmer

<i>patch notes</i>	Thick digital pad
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	Opens the filter
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Phatness

<i>patch notes</i>	Thick synth brass-type patch, quick attacks and releases
<i>mod wheel</i>	Vibrato
<i>aftertouch</i>	Increase filter sustain level
<i>xy controls</i>	Filter, Waves/Detune, Envelopes, FX

## Polly

<i>patch notes</i>	Digital synth
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Propa Slow Pad

<i>patch notes</i>	Smooth warm pad
<i>mod wheel</i>	Opens the filter
<i>aftertouch</i>	Vibrato
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Rich Tea

<i>patch notes</i>	Big detuned pad
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	Opens the filter
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Simon

<i>patch notes</i>	Simple sine pad
<i>mod wheel</i>	Opens the filter
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Sub Ether

<i>patch notes</i>	Thick breathy pad
<i>mod wheel</i>	Vibrato
<i>aftertouch</i>	Closes the filter
<i>xy controls</i>	Filter, Waveforms, Envelopes, Vector Mix

## The Imp Synthpad 1

<i>patch notes</i>	Thick analog synth brass
<i>mod wheel</i>	Vibrato
<i>aftertouch</i>	Opens the filter
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## The Imp Synthpad 2

<i>patch notes</i>	Thick analog synth brass variation
<i>mod wheel</i>	Opens the filter and vibrato
<i>aftertouch</i>	Closes the filter
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## To The Infinte Gate And Beyond

<i>patch notes</i>	A huge reverbed pad that's very wet, with a gate triggered by any key press that lets the reverb through.  Great for interesting tectures - hit a chord, let go, then play staccato notes, which gives you the sound of the reverb tails on each note.
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	Adds a phaser effect
<i>xy controls</i>	Filter, Waves, Waves, FX

## To The Infinte Pad

<i>patch notes</i>	Huge pad with a long release and lots of reverbs.
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	Adds a phaser effect
<i>xy controls</i>	Filter, Waves, Waves, FC

## Treacle

<i>patch notes</i>	My Big Fat Trance Padding
<i>mod wheel</i>	Opens the filter
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Under The Ice

<i>patch notes</i>	Beautiful shimmering digital pad
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Wilde

<i>patch notes</i>	Analog synth pad
<i>mod wheel</i>	Opens the filter
<i>aftertouch</i>	Opens the filter
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Plucked & Struck

### A Quiet Moment

<i>patch notes</i>	Mellow FM synth/piano hybrid with a hint of shimmer
<i>mod wheel</i>	Close the filter
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Waves, Envelopes, FX

### Changing Times

<i>patch notes</i>	Synthy velocity plucks
<i>mod wheel</i>	Close the filter
<i>aftertouch</i>	
<i>xy controls</i>	Filter Cutoff, Filter Reson., Decay/Release, FX

### China Drums

<i>patch notes</i>	Velocity-layered percussivey things
<i>mod wheel</i>	Close the filter
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Hair, Envelopes, FX

### Electrosnare

<i>patch notes</i>	A variety of electronic snarey goodness - use the XY's to tailer your snare to taste
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<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	
<i>xy controls</i>	Filter 1, Filter 2, Dynamics, Envelopes

## Hellsbells

<i>patch notes</i>	Dynamic clangosity with scary bell noises
<i>mod wheel</i>	Various tone changes
<i>aftertouch</i>	
<i>xy controls</i>	Dynamics, Waves, Envelopes, FX

## Kitar

<i>patch notes</i>	More synthetic pluckiness
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	
<i>xy controls</i>	Waves 1, Waves 2, Envelopes, FX

## Lounge Layabout

<i>patch notes</i>	Retro electric piano with phaser
<i>mod wheel</i>	Brightens tone
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Tone, Envelopes, FX

## Port Authority

<i>patch notes</i>	Synthetic interval mellow reverbed muted synth tone
<i>mod wheel</i>	Opens filter and makes the sound more velocity responsive
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Hair, Envelopes, FX

## Smetals

<i>patch notes</i>	Synthetic velocity sensitive digital plucky synth
<i>mod wheel</i>	Closes the filter and makes the sound more plucky
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Tabernacle

<i>patch notes</i>	Droney ethnic percussion. Works best if you liberally beat the keyboard with your fingers
<i>mod wheel</i>	Various comb parameters
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Hair, Envelopes, FX

## Tamponerie

<i>patch notes</i>	Digital percussive interval synth, works nicely in rhythmic chords
<i>mod wheel</i>	Compression and opens the filter
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Whurlllet

<i>patch notes</i>	Phasey mallet sound
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Rhythmic & Arpeggiated

### Black Helicopters

<i>patch notes</i>	16th note repeater pad
<i>mod wheel</i>	Opens up the filter
<i>aftertouch</i>	Closes down the filter
<i>xy controls</i>	Filter, Waves, Envelopes, FX

### Buttmuncher

<i>patch notes</i>	Synth pad that decays into rhythmic filter modulation
<i>mod wheel</i>	Opens the filter
<i>aftertouch</i>	Increases resonance
<i>xy controls</i>	Filter, Oscillators, Envelopes, FX

### Dancing Prophets

<i>patch notes</i>	Digital synth 16th arpeggios
<i>mod wheel</i>	Closes filter 1
<i>aftertouch</i>	Closes filter 2
<i>xy controls</i>	Filter, Waves, Envelopes, FX

### Dinks

<i>patch notes</i>	Echoey arpeggiated plucks
<i>mod wheel</i>	Increases FM brightness
<i>aftertouch</i>	Closes the filter
<i>xy controls</i>	Filter, Waves, Envelopes, FX

### Filtrater

<i>patch notes</i>	Synth with a global filter modulated by a rhythmic MSEG template
<i>mod wheel</i>	Various filter tones

<i>aftertouch</i>	Various filter tones
<i>xy controls</i>	Filter, Oscillators, Envelopes, FX

### Flitting Betsy

<i>patch notes</i>	8th-note smooth filter-modulated pad, with echoes picking up the 16th notes
<i>mod wheel</i>	Adds LFO-offset modulation for the filter for a filter/autopan effect
<i>aftertouch</i>	Adds resonance
<i>xy controls</i>	Filter, Waves, LFO, FX

### Freytag

<i>patch notes</i>	Another global-filter modulated synth patch, this time a different looping pattern that has a quirky rising release when you release all the keys. As quite a lot of wet FX (reverb/delay) appears before the global filter some nice textures can be achieved.
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	Adds filter resonance
<i>xy controls</i>	Filter, Waves, Envelopes, FX

### Kosmeyer

<i>patch notes</i>	An 8th-note twangy filter pattern
<i>mod wheel</i>	Opens the filter for more twang
<i>aftertouch</i>	Close the filter
<i>xy controls</i>	Filter, Waves, LFO, FX

### Mmm... Pegs...

<i>patch notes</i>	Plucky arpeggio with lots of different tones on the XY's. Echoes pick up the off beats.
<i>mod wheel</i>	Add cyclical wave modulation
<i>aftertouch</i>	Closes the filter

<i>xy controls</i>	Filter, Waves, Envelopes, FX
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## Nectarine Dreams

<i>patch notes</i>	Plucky 8th note arpeggiator with echoes
<i>mod wheel</i>	Various comb tone parameters
<i>aftertouch</i>	Closes the filter
<i>xy controls</i>	Filter, Hair, Envelopes, FX

## Nectarine Nightmares

<i>patch notes</i>	Variation on the previous patch with some octaves changing throughout the arpeggios
<i>mod wheel</i>	Various come tone parameters
<i>aftertouch</i>	Closes the filter
<i>xy controls</i>	Filter, Hair, Envelopes, FX

## Octaver

<i>patch notes</i>	Meaty filter-modulated sequence with the pitch modulation handled by a user-defined LFO pattern on LFO2
<i>mod wheel</i>	Adds frequency offset for some panning and separation effects between the two XMF filters
<i>aftertouch</i>	Closes the filter
<i>xy controls</i>	Filter, Tone, Envelopes, FX

## Pley Sum Kords

<i>patch notes</i>	<p>A VA-style fat synth patch with an arpeggiator driving an 8th note patern. As each arpeggiator step is polyphonic with an octave setting of zero you can play three notes at once and they will stay on the same note, rather than cycling up and down as you usually expect with arpeggiators.</p> <p>This makes it easy to play chordal trancey riffs. Also, there is a large reverb on an FX send that slowly fades up and down, with the output being EQ'd with a modulated mid frequency..</p>
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<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	XMF offset
<i>xy controls</i>	Filter, Waves, Envelopes, EQ

## Put On Your Synth Hats

<i>patch notes</i>	16th-note sequencey synthy/filtered hihat with a slow LFO to make it go squelchey over time
<i>mod wheel</i>	Opens the filter
<i>aftertouch</i>	Closes the filter
<i>xy controls</i>	Filter, LFO, Envelopes, FX

## Razorshine

<i>patch notes</i>	Bright synth sound with a filter-gated reverb tail
<i>mod wheel</i>	Turns down the reverb tail
<i>aftertouch</i>	Turns down the filter modulation
<i>xy controls</i>	Filter, Tone, Envelopes, FX

## Super Spade Arp 1

<i>patch notes</i>	Thick synth sequence
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	
<i>xy controls</i>	Filter, EQ, Envelopes, FX

## Super Spade Arp 2

<i>patch notes</i>	Thick synth sequence
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	
<i>xy controls</i>	Filter, EQ, Envelopes, FX

## Super Spade Arp 3

<i>patch notes</i>	Thick synthy sequence
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	
<i>xy controls</i>	Filter, EQ, Envelopes, FX

## SyncSaw Arp 1

<i>patch notes</i>	Bright synth arpeggio
<i>mod wheel</i>	Closes filter 1
<i>aftertouch</i>	Closes filter 2
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## SyncSaw Arp 2

<i>patch notes</i>	Bright synth arpeggio
<i>mod wheel</i>	Closes filter 1
<i>aftertouch</i>	Closes filter 2
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## The Power of One

<i>patch notes</i>	One lone oscillator doing a thick tone with a variety of filter, phase, sync, pan and oscillator FX modulations.
<i>mod wheel</i>	Vibrato
<i>aftertouch</i>	Various tone changes
<i>xy controls</i>	Tone, Tone, Envelopes, FX

## Twenty Minutes Into The Past

<i>patch notes</i>	8th-note synth octave arpeggio with some notch filter modulation.
<i>mod wheel</i>	Turns down the resonance
<i>aftertouch</i>	Adds extreme oscillator sync

<i>xy controls</i>	EQ, Waves, Envelopes, FX
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## Vangelis on Smack

<i>patch notes</i>	Metallic synthy 16-note arpeggio
<i>mod wheel</i>	Various filter changes
<i>aftertouch</i>	Close the filter down
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Vorteks

<i>patch notes</i>	Nice upper smooth synth arpeggio
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	Increases the resonance
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Wavesyncer

<i>patch notes</i>	Wave and oscillator FX-modulated synth pad
<i>mod wheel</i>	Increase band pass filter
<i>aftertouch</i>	Opens the filter
<i>xy controls</i>	Filter, Filter 2, LFO / Env, FX

## Wavewarpegiator

<i>patch notes</i>	Classic arpeggiator with echoes and wave modulation for tonal changes
<i>mod wheel</i>	Various tonal changes
<i>aftertouch</i>	Various tonal changes
<i>xy controls</i>	Filter, Oscillators, Envelopes, FX

## Welease Bwian

<i>patch notes</i>	Thick warm pad with subtle 8th filter modulation that triggers a little echoed octave-jump sequence when you release a key
--------------------	----------------------------------------------------------------------------------------------------------------------------

<i>mod wheel</i>	Opens the filter
<i>aftertouch</i>	Increases the resonance
<i>xy controls</i>	Filter, Oscillators, Envelopes, FX

## Westbound

<i>patch notes</i>	Little sequence that sounds nice when playing chords
<i>mod wheel</i>	Various tonal changes
<i>aftertouch</i>	Various tonal and pitch changes
<i>xy controls</i>	Filter, Tone, Envelopes, FX

## White Lines & Cats Eyes

<i>patch notes</i>	16th-note arpeggiator blips
<i>mod wheel</i>	Increases the filter
<i>aftertouch</i>	Closes the filter
<i>xy controls</i>	Filter, Waves, Envelopes, FX

## Xpanders In Flight

<i>patch notes</i>	Bandpass filtered synth patch with a swung arpeggiator pattern
<i>mod wheel</i>	Closes the filter
<i>aftertouch</i>	Increases the resonance
<i>xy controls</i>	Filter, EQ, Envelopes, FX

## The Variation Patches

Inside the Variation folder, you will find a large collection of patches all starting with “XY” - over 400 of them!

Every patch in the main library has at least one XY variation patch, and some have up to 6 variations, and they have been made using the original patches’ XY assignments. In some cases, the volumes have been balanced out on patches with extreme settings, for your convenience.

They are not organised into categories as the sounds can vary wildly from the original patch - a pad sound can become a bass, a bass can become a lead, and a lead can become a huge dark distorted sound effect from hell!

We like to think of it as a well of inspiration for you to nose through - do check them out, because there’s some really great patches in here!



## Content Descriptions - Patch Templates

### The Patch Templates

The Patch Templates have been designed to give you a jump start for sound design.

Traditionally, what most people do is to either start tweaking an existing preset, or you start from a totally blank initialised patch.

Tweaking an existing preset is a worthwhile experience, but can often be a little confusing, especially for new Zebra users, as a patch can have wildly varying architectures and modulation routings.

Starting from an initialised patch gives you a wider start canvas, but does require a fair amount of work to get to a useful point, and it's easy to forget about things like setting up XY controls and having to keep reinventing the wheel for every patch.

The patch templates included with **transmission** are complete useful patches in their own right, but they are intended to get you in the ballpark for a particular type of sound quickly, freeing you from building the architecture and letting you concentrate on the character you want.

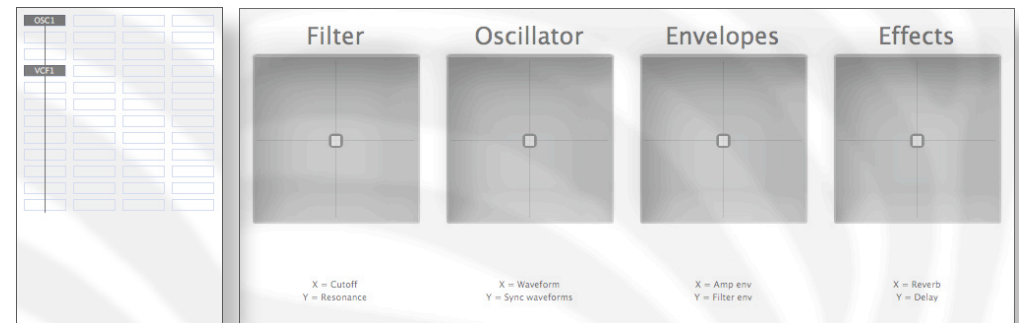
In addition, the XY controls are set up to provide quick and useful character changes, so even if you are a novice at synth-programming and class yourself as more of a preset-user or tweaker, then loading up a template and tweaking the XY controls, and using them in conjunction with the oscillator templates, will give you the ability to make sounds to your taste quickly and easily.

Let's have a look at the included templates:

### - Clear All

This is just a reset template that clears and resets everything in Zebra, included for your convenience when you do want to start from scratch.

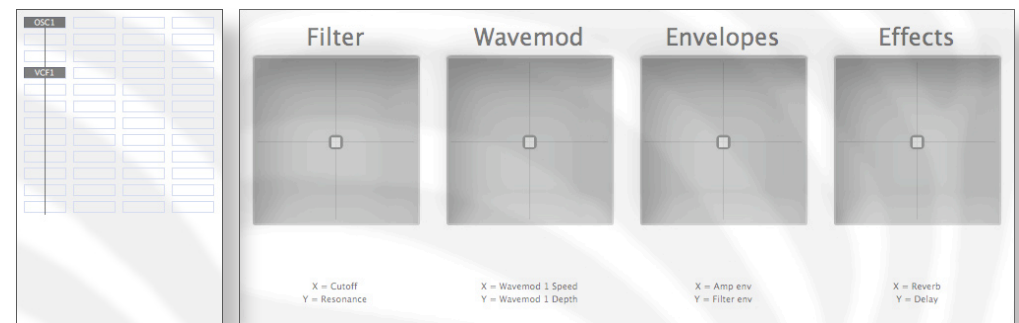
### 1 osc -> 1 filter



Here we have a simple one-oscillator, one-filter synth, with an envelope for each.

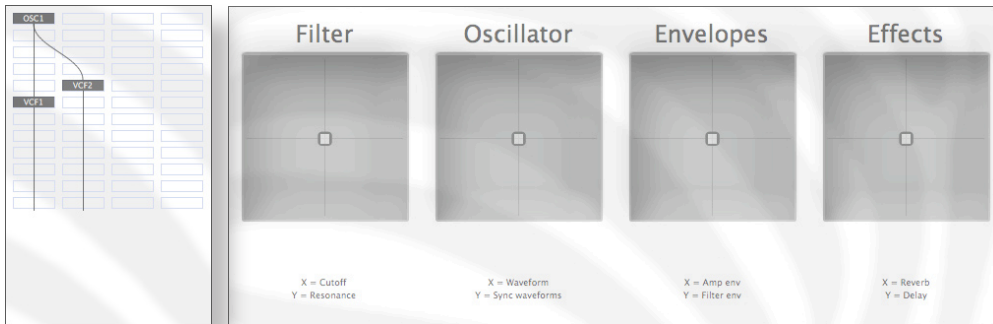
This is a good starting point for simple sounds, and for learning Zebra. The XY controls give you hands-on access to the filter, oscillator waveforms, envelopes and effects.

### 1 osc -> 1 filter Wavemod



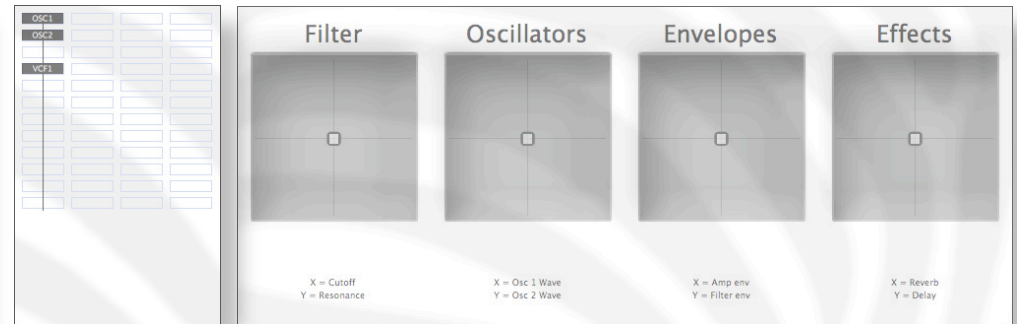
This is based on the "1 osc -> filter" template, with a one-oscillator (this time in dual-mode) and one filter, but it includes Wavemod functionality - that is, LFO2 is routed to the oscillator's Wavemod control, meaning the oscillator slowly morphs through its waveforms.

## 1 osc -> 2 filter Parallel



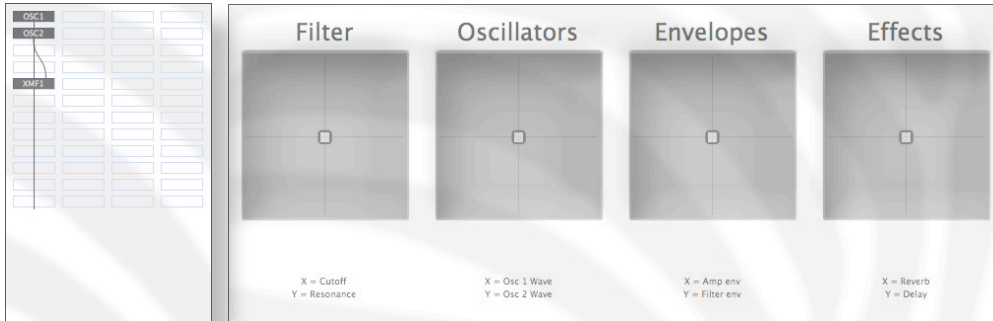
Here we have one oscillator feeding into two filters in parallel. This is a nice way to get varying timbres as you can set each filter to different filter types and blend the volumes of them. Both filters are controller with the same filter envelope.

## 2 osc -> 1 filter (XMF)



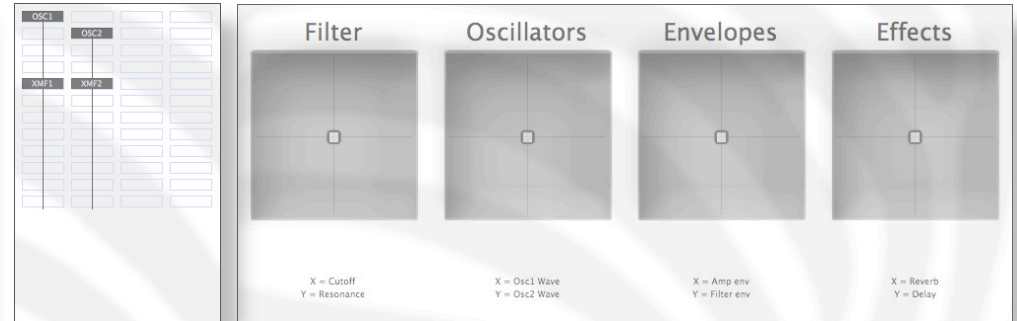
The same as the "2 osc -> 1 filter" template, but this time with the XMF filter, which tends to sound fatter - a good start for analog-type sounds.

## 2 osc -> 1 filter



Moving up from one-oscillator architectures, we now have the standard two oscillators into a filter architecture that's a synth staple.

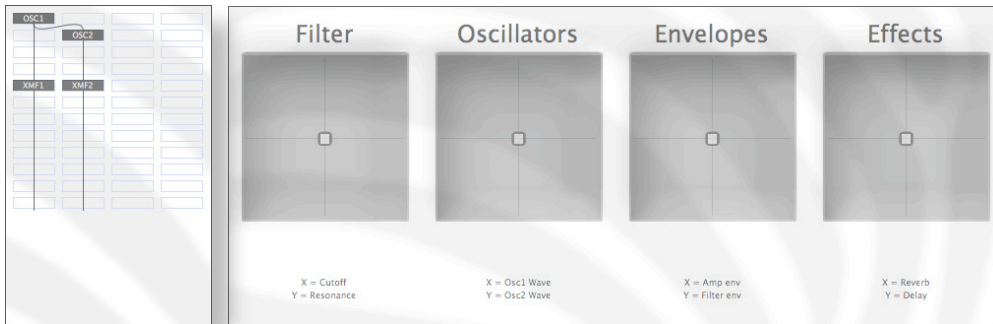
## 2 osc -> 2 filter Layer (XMF)



The "layer" patches are designed with parallel paths - here we have one oscillator feeding into an XMF filter, and a second oscillator feeding into a second XMF filter.

Our synth ingredients are still fairly simple, and we are still using one envelope to control both filters, but the sounds can be more complex as you have a range of oscillator and filter choices available.

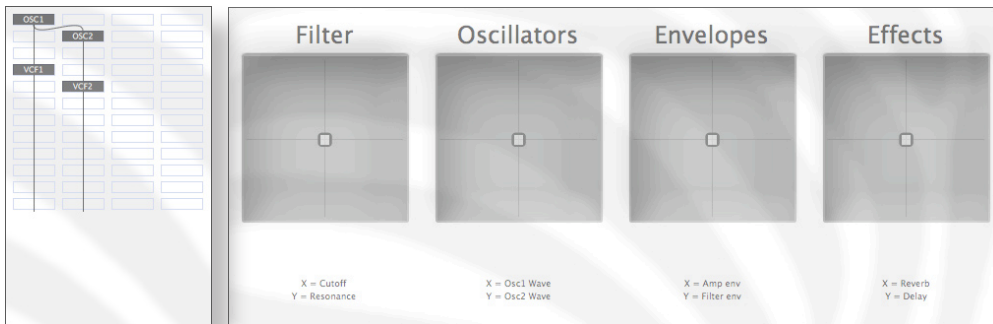
## 2 osc -> 2 filter Layer Chain (XMF)



The patches with “Chain” in them show a useful technique where you can feed the outputs of modules down more than one path.

Here, each oscillator feeds it’s own XMF filter, but Osc1 \*also\* gets passed through Osc2 and into XMF2, so you get the output of Osc1 going through both filters.

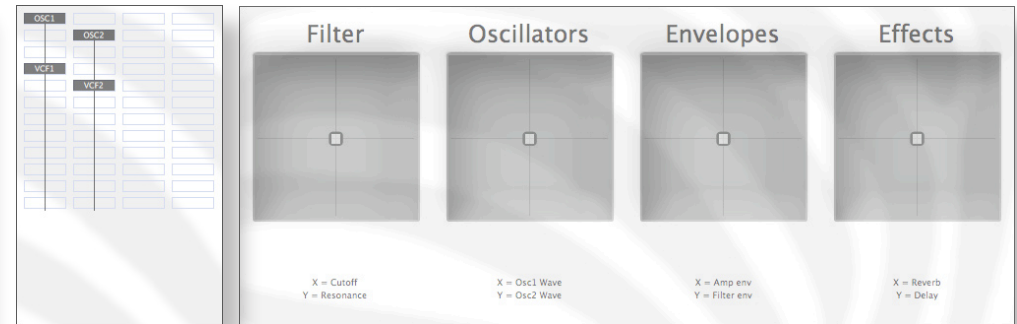
## 2 osc -> 2 filter Layer Chain



As the previous template, with the lighter regular filters. Don’t overlook these, because they are great for modern VA sounds with more bite, and often cut through better than the more “expensive” XMF filters.

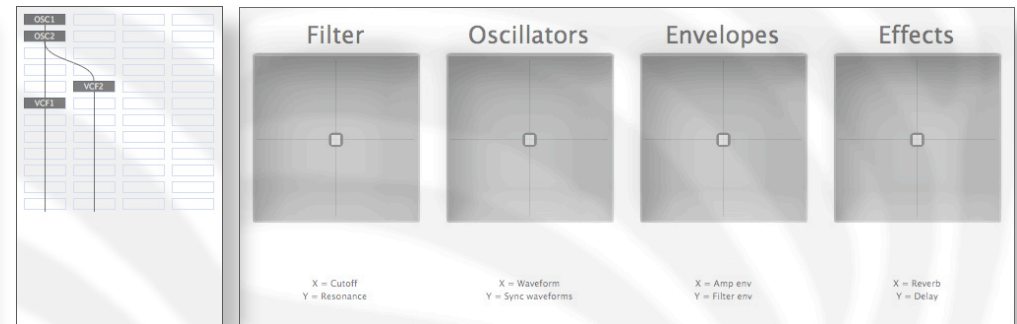
There’s also a wide range of filter types to explore as well.

## 2 osc -> 2 filter Layer



This is like the “2 osc -> 2 filter Layer” template, but using the regular filters instead of the XMF.

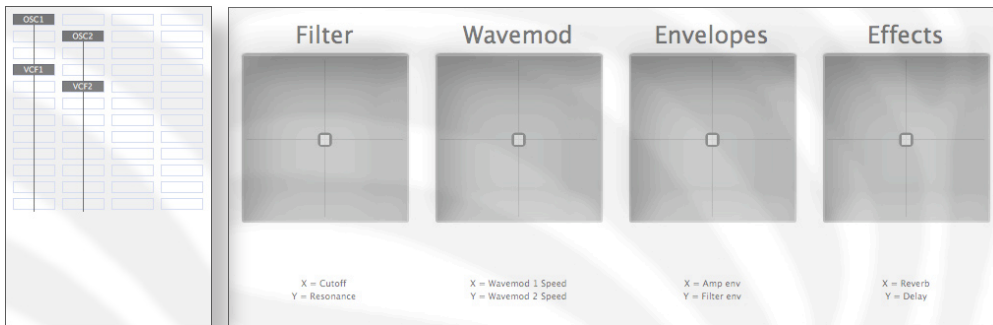
## 2 osc -> 2 filter Parallel



This is like the one-oscillator parallel template, but here we have two oscillators feeding into two parallel filters.

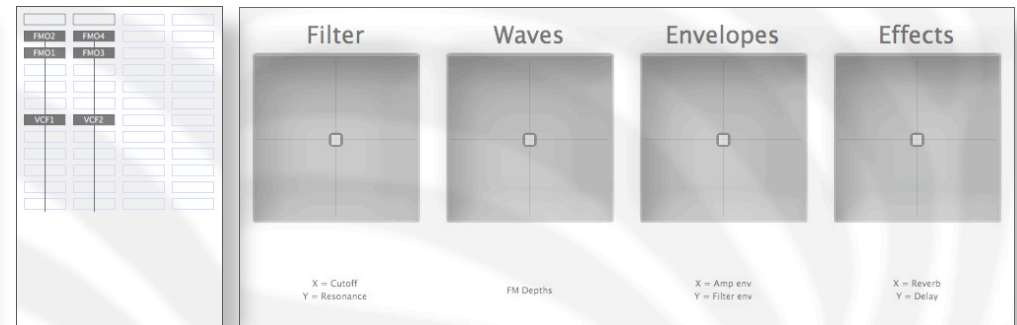
The XY controls both filters at once, but if you set different initial filter types and cutoff/resonance settings, you can get some interesting tones.

## 2 osc -> 2 filter Layer Wavemod



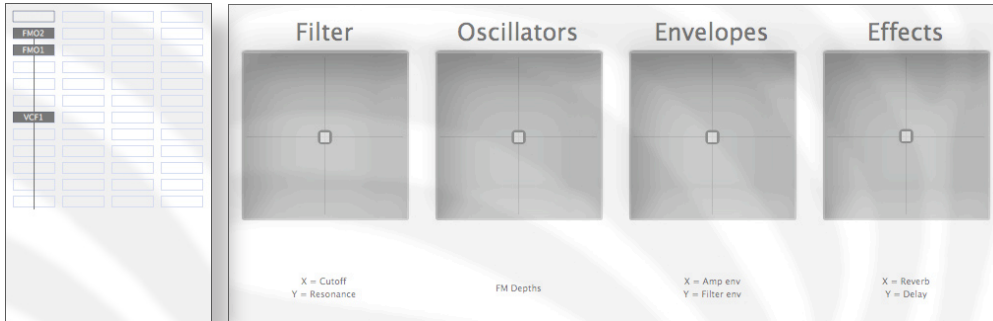
This features a parallel two-oscillator, two-filter path, but includes wavemod functionality, with the LFO's morphing the waveforms of each oscillator for some motion.

## 2op FM layer



This is like the previous template, but there's two of them in a layer config, each layer with two FM oscillators feeding a filter.

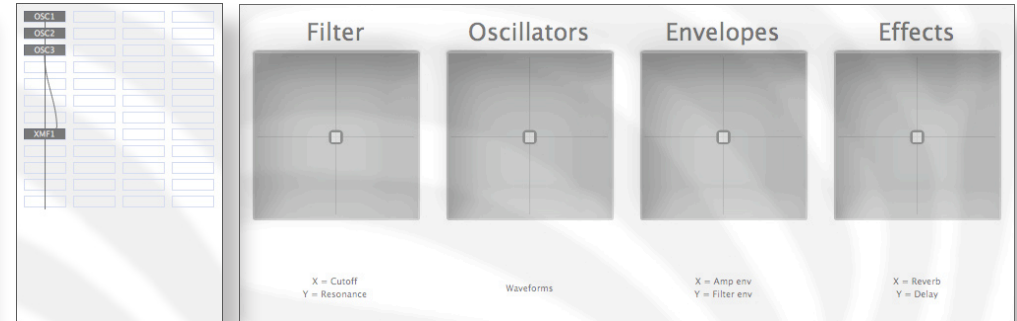
## 2op FM -> filter



Moving into FM synthesis, in this template we have two FM oscillators, feeding into a filter.

The FM depths of each oscillator are on an XY control, and increasing these changes the tone and adds high frequency modulation, while the filter can bring these under control.

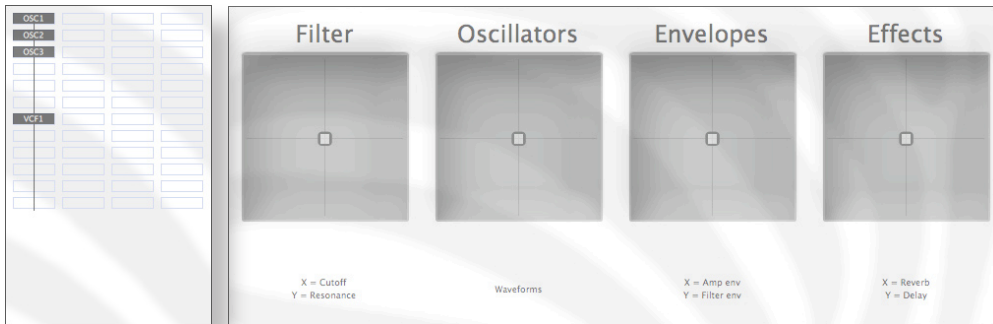
## 3 osc -> 1 filter (XMF)



Here we have a classic powerful analog synth type configuration, with three oscillators all feeding an XMF filter.

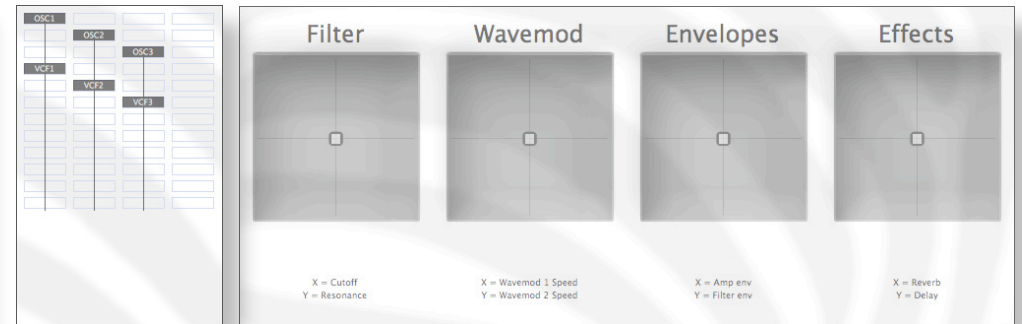
Great for leads, basses, thick pads and polysynth type sounds.

## 3 osc -> 1 filter



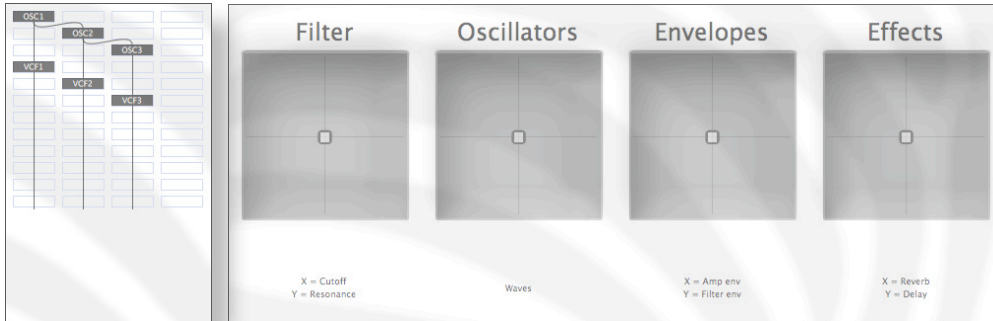
The same as the previous template, this time using the regular filter. Don't forget to explore the many filter modes for different timbres.

## 3 osc -> 3 filter Layer Wavemod



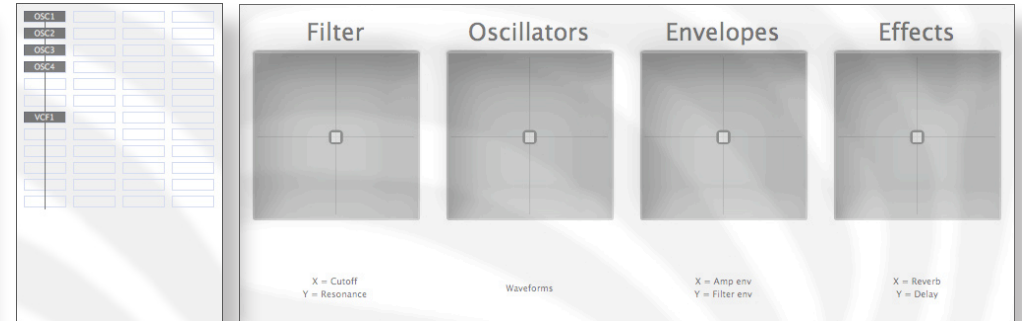
A three layer architecture with wavemod functionality for thick, moving patches.

## 3 osc -> 3 filter Layer Chain



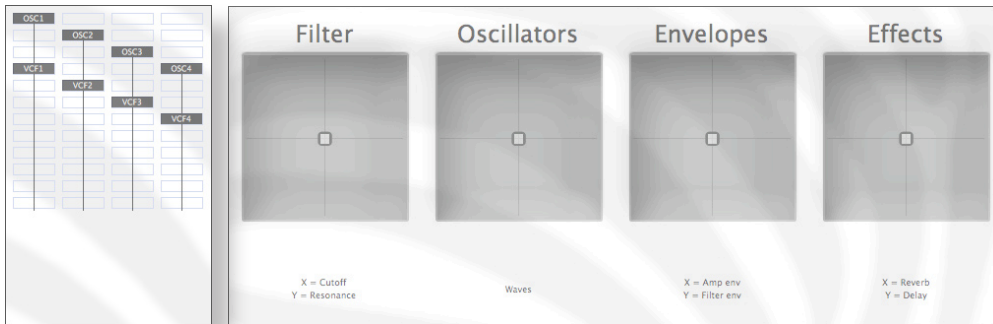
Here we have a parallel osc-filter-times-three architecture, with chaining employed to add extra power as each oscillator also gets passed onto the next column in the grid.

## 4 osc -> 1 filter



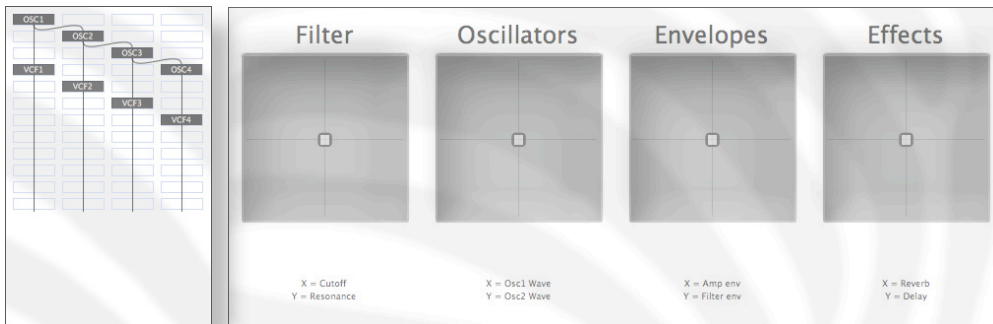
All four regular oscillators feeding into a filter.

## 4 osc -> 4 filter Layer



A 4-way parallel architecture. Parallel architectures use more DSP but are the key to getting really big patches, especially if you tweak the filters and waveforms to combine in a pleasing way.

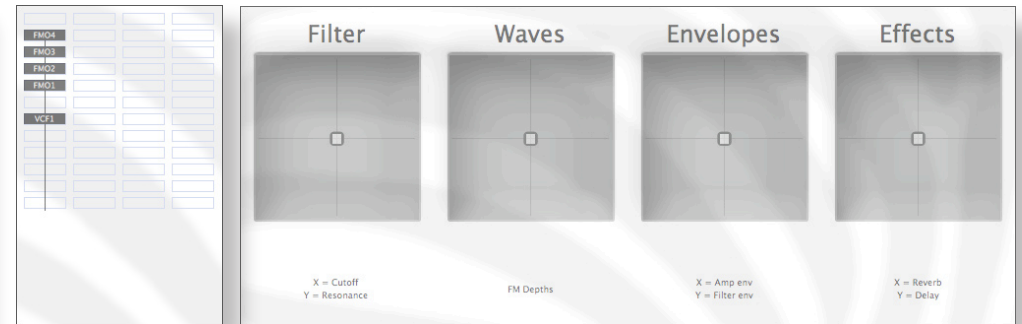
## 4 osc -> 4 filter Layer Chain



What's bigger than a four-way parallel layer?

A 4-way parallel architecture with chaining!

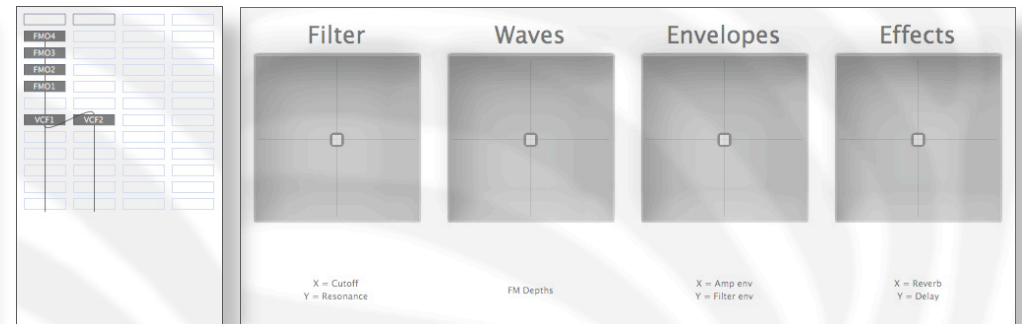
## 4op FM Shaper



Back with FM synthesis, here we have a 4 FMO stack, similar to a 4-op FM style algorithm, with FM04 having feedback.

Each FMO responds to velocity, and each has its own dedicated envelope, for some very dynamic and expressive sounds.

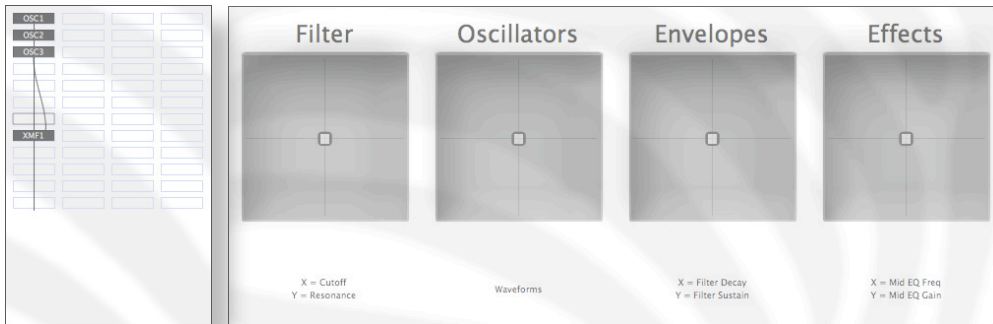
## 4op FM



This is another 4 FMO stack, this time controlled from one envelope, so the emphasis here is more on using the FMO modulation to give one single complex tone.

We've also included a second chained filter for some more tone possibilities.

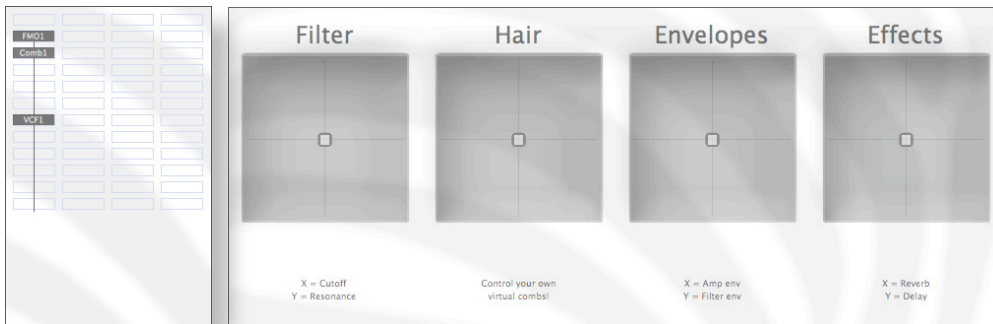
## Bass Designer



Using the same architecture as the “3 osc -> filter XMF”, we have a custom bass machine, with nice tight envelopes and a big sound.

Using the XY controls alone will get you a huge variety of thick bass sounds.

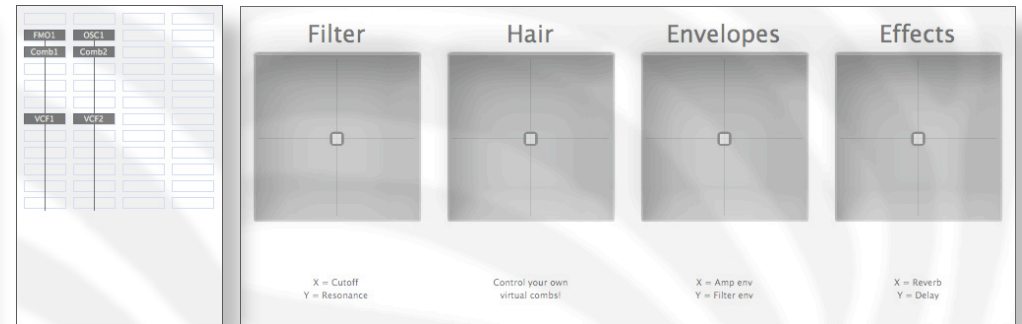
## Comb Single



Here we have a comb oscillator, being modulated by an FM oscillator, and fed into a filter.

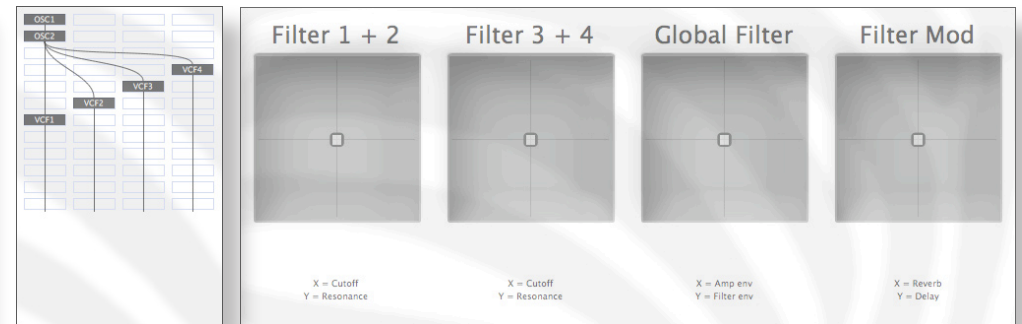
This is nice to play with for synthetic sounds that are different in nature from the regular or FM oscillators. The XY controls alter the comb oscillator parameters for a wide range of tones.

## Comb Layer



Like “Comb Single”, but two of them, in a layer configuration.

## Fun With Filters

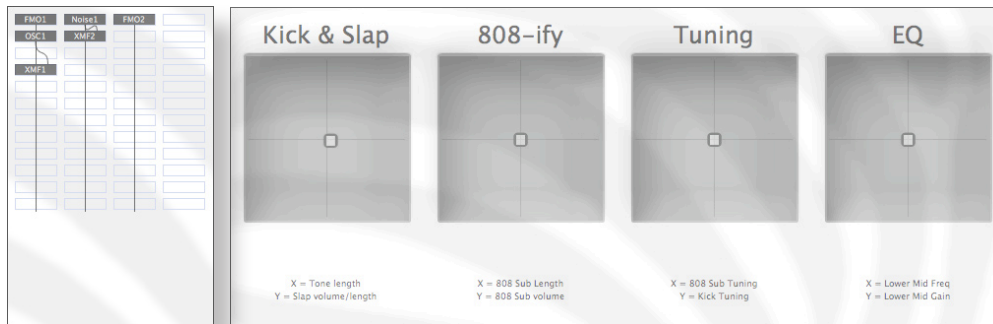


Here we have two oscillators feeding four parallel filters, with a fifth filter in the effects grid. All the filters are being rhythmically modulated by MSEG’s, so this is a nice template to use to create some rhythmic filter fun!

Play around with the filter controls, the patterns assigned to each MSEG (don’t forget that Transmission comes with 200 of them!) and the modulation amounts.

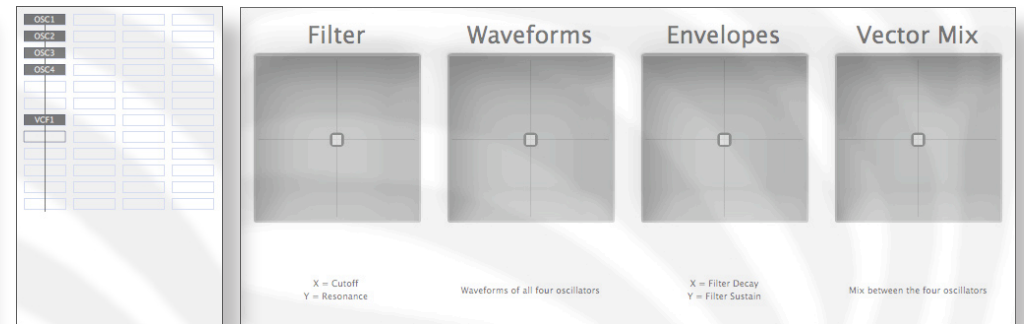


## Kick Designer



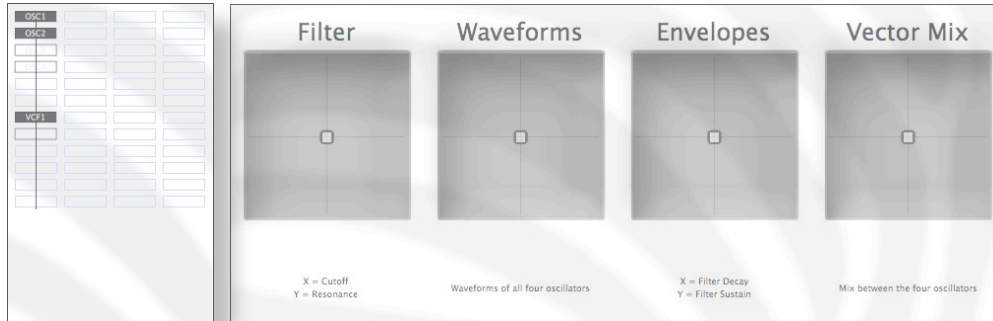
Synth-style kick drums are the focus of this template, from dancey thumps to electro long-decay 808-style kicks.

## Pad Designer Digital



This one instead for brighter, thinner, digital-style pads.

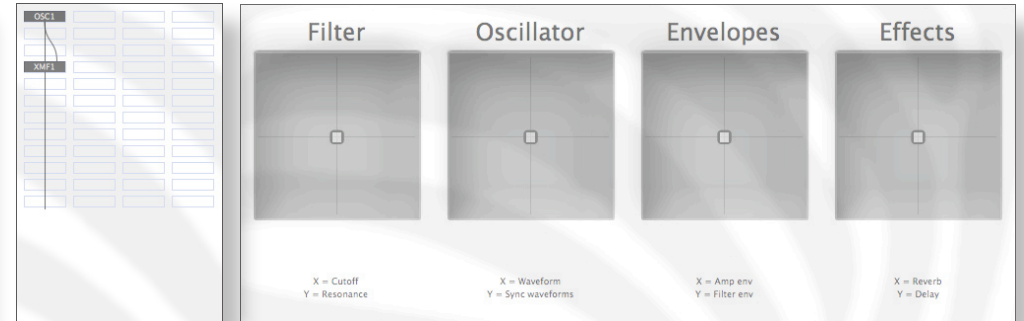
## Pad Designer



Primarily intended for thick, warm analog-style pads.

Initially with two oscillators active, but if you can spare the horsepower and want even thicker pads, enable the extra two oscillators, and/or the XMF filter.

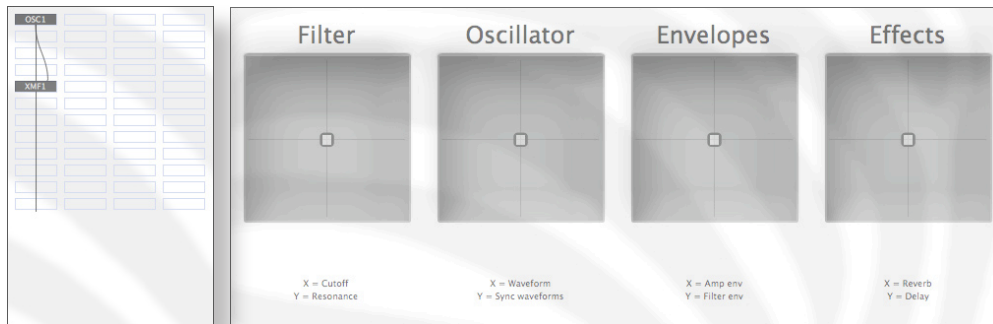
## Simple Monosynth



A great start for simple monosynth sounds - one dual-oscillator into an XMF filter, with one shared envelope controlling both the amplitude and the filter.

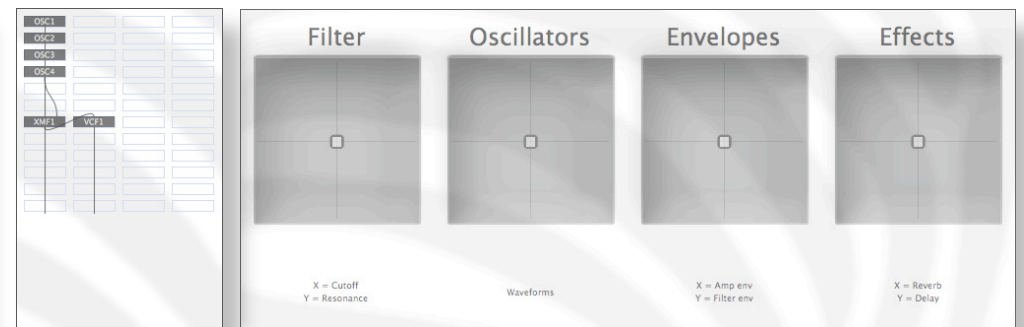


## Simple Polysynth



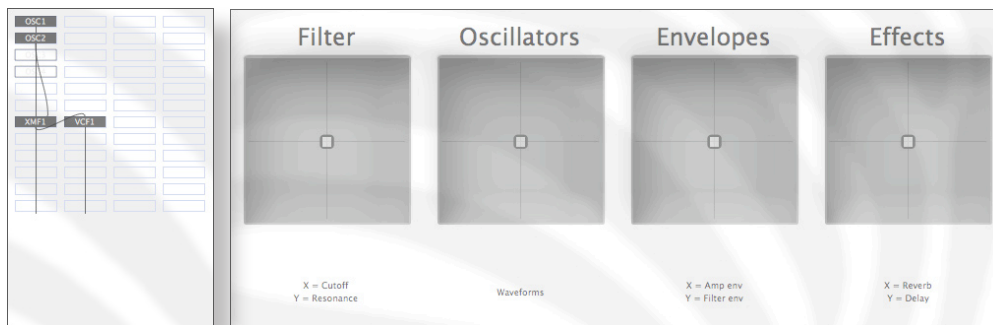
Much like the “Simple Monosynth” template, this one is set in poly mode and emulates some of the simpler 80s analog polysynth type sounds.

## Trance VA Machine



A good start for for those trance riffs - thick sounds, some quad oscillators, fast envelopes, and lots of filter action!

## Trance Gater



Here we have some big modern VA-style sounds, controlled by MSEG1 gating a global filter. Because we’re feeding into wet FX before gating, we get an interesting, bigger-than-life sound, which responds nicely to the rhythmic gating effect.

Experiment with the patterns assigned to MSEG1.

## Content Descriptions - Oscillator Templates

### The Oscillator Templates

The oscillator templates, available when you click on the oscillator preset selector in Zebra for each oscillator, come in two main types.

The oscillator templates beginning with “Osc” are oscillator presets with various settings, described in just a moment. They are all full of useful waveforms in all 16 wave slots.

The oscillator templates beginning with “Waves” have generic oscillator settings, and are basically extra waveform libraries.

Let’s run through the “Osc” templates first.

#### - Osc Init Dual - Osc Init

These are initialised oscillators in single and dual modes respectively. A simple way to revert to a clean slate if you’ve gone too far with your oscillator parameters.

#### Osc Autopan (LFO3) Osc Autopan Dual (LFO3)

These oscillators have LFO3 modulating the pan position, for autopan effects.

#### Osc Mod Wheel Sync Dual

This oscillator is in dual mode, with the mod wheel assigned to the sync tune parameter, for the classic modwheel oscillator sync bend effect.

#### Osc PWM (LFOG1) Osc PWM Dual (LFOG1)

These two presets have the oscillator set up in a classic PWM configuration, with LFOG1 controlling the PWM speed.

#### Osc Simple EnvSync Synth (ENV1) Osc Simple EnvSync Synth Dual (ENV1)

These two have ENV1 routed to the sync tune parameter, so the amplitude envelope is also controlling the sync effect.

#### Osc Simple PWM Synth (ENV1) Osc Simple PWM Synth Dual (ENV1)

A complete synth on one oscillator! ENV1, usually the amplitude envelope, is also routed to a “Filter” oscillator effect, so you get envelope controlled filtering without requiring a separate filter module.

In addition, LFO1 is routed to the phase control for pulse width effects on any waveform.

#### Osc Super Quad 1 Osc Super Quad 2 Osc Super Quad 3 Osc Super Quad 4

These are all variations of a classic trance-VA style oscillator, all in quad mode, with variations of waveforms and sync effects.

#### Osc Sweep Wavetable (LFO4) Osc Sweep Wavetable Dual (LFO4)

These two templates have LFO4 routed to the wavemod parameter for sweeping wavetable-type effects and the oscillator morphs between waveforms under LFO control.

#### Osc Tremelo (LFO3) Osc Tremelo Dual (LFO3)

Similar to the autopan templates, this time with LFO3 routed to volume, for tremelo (modulated volume) effects.

On to the “Waves” templates in the next page.

## Oscillator Waveforms

These are waveform banks, and are preset with generic oscillator parameters.

Now, as loading an oscillator preset changes all that oscillator's parameters, and if you are already working with an oscillator with various custom parameters and you want to load in new waveforms, there's an easy way to achieve this.

Just add a new unused oscillator temporarily into the grid, load the waveforms into that oscillator, right-click on the waveform display and select "Copy Waveset".

De-activate that oscillator, go back to your original oscillator, again right-click on the waveform display, and select "Paste Waveset", which will copy all the waveforms into that oscillator.

### **Waves GeoBlend 01** **Waves GeoBlend 02**

A variety of waveshapes in GeoBlend mode..

### **Waves GeoBlend Multicycle 01** **Waves GeoBlend Multicycle 02** **Waves GeoBlend Multicycle 03**

The multicycle waveforms are resynthesised using 16 cycles of a complex waveform, rather than just a short single cycle.

### **Waves GeoMorph Classic 01** **Waves GeoMorph Classic 02**

These are the standard synth-type waveforms and are probably the first call for standard subtractive synthesis.

### **Waves GeoMorph Morph 01** **Waves GeoMorph Morph 02** **Waves GeoMorph Morph 03** **Waves GeoMorph Morph 04** **Waves GeoMorph Morph 05**

These waveforms use the morph function to smoothly blend from one source waveform in slot 1 to a different waveform in slot 16, which can give nice smooth effects using the wavemod parameter.

## Waves SpectroBlend 01

A variety of waveshapes in spectroblend mode.

### **Waves SpectroBlend Morph 01** **Waves SpectroBlend Morph 02** **Waves SpectroBlend Morph 03** **Waves SpectroBlend Morph 04**

16-slot wave morphs in spectroblend mode - good for digital, glassy and additive-style sounds.

### **Waves Synth AM** **Waves Synth GI Drive** **Waves Synth GI Nodrive** **Waves Synth GI2** **Waves Synth GMO** **Waves Synth KM** **Waves Synth KP** **Waves Synth LE** **Waves Synth LE2** **Waves Synth LS** **Waves Synth LX 01** **Waves Synth LX 02** **Waves Synth NP** **Waves Synth RV**

These waveforms are all resynthesised from various synthesisers and instruments.

They are not really ideal or exact copies due to the current limitation of the size of single-cycle waveforms in Zebra, but they do capture some of the character of the originals - think of them as a great source of additional waveforms for Zebra rather than as a way to emulate other instruments

## Content Descriptions - MSEG Templates

### The MSEG Templates

The MSEG templates are settings for Zebra's multistage envelope generators.

They can be loaded into an MSEG by clicking on the preset selector on the MSEG tab, where the usual preset selector will be displayed.

The MSEG templates begin with a letter, "F" for free-running - these are designed for smooth transitions and parameter modulations, and aren't as such tied to any particular rhythm.

The ones beginning with "R", the vast majority, are rhythmic envelopes..

**F \*** - free-running, smooth envelopes

**R Fall \*** - Rhythmic envelopes that descend over each cycle, good for things such as filter modulation

**R Flat \*** - Rhythmic envelopes that stay level over each cycle - good for gating-type effects

**R Rise \*** - Rhythmic envelopes that rise over each cycle, good for things such as filter modulation

**R Misc \*** - A variety of miscellaneous rhythmic effects.

The non-Misc rhythmic MSEG templates are further labelled for the note values of the repetitive templates - "4ths" for quarter notes, "8ths" for eighth notes, "16ths" for sixteenth notes.

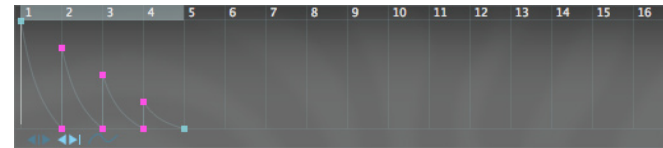
The numbers in brackets indicate how many notes there are in a cycle, and then a brief description of the content. So let's look at some examples:

### R Fall - 4ths (8) SawD



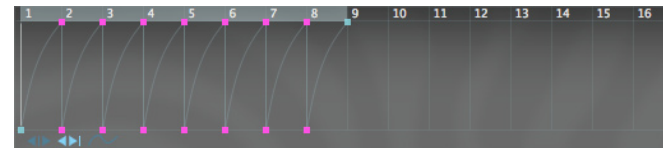
Here we have a rhythmic envelope (R), that falls over its duration (Fall), each peak is a quarter note (4ths), and there are 8 peaks (8). Lastly, it has "Saw" type decays, and the saw wave is a descending saw (D).

### R Fall - 16ths (4) ExpD



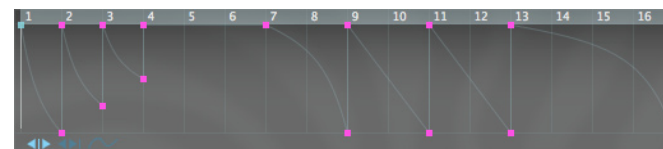
Again, we have a falling rhythmic envelope, this time set to 16ths. There are 4 sixteenths, with an exponential decay.

### R Flat - 16ths (8) ExpU



This envelope is flat, and therefore stays at the same level. Each peak is a 16ths note and there are 8 of them in the loop, with exponential curves that are rising.

### R Misc - Gater 05



# ZEBRA2:transmission

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Here's one of the gater envelopes - the misc ones all have varying rhythms and are not constantly 8th or 16th notes like the regular rhythmic ones are.

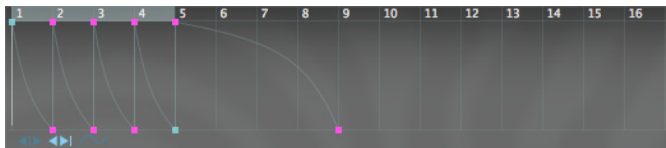
These are worth exploring, and by using different MSEG templates together you can get all kinds of cross rhythms going on.

Don't forget that all these envelopes can be routed to any modulatable parameter or parameters in Zebra, for all kinds of rhythmic wacky fun! R Misc - Polley Writtham 02



Here we have an envelope that's poly-rhythmic - it loops on odd-note boundaries, so each time it cycles you get a cross-rhythm.

R Misc - Releaser 02



Here's a straightforward envelope that loops while you hold a key, but as soon as you let go, the envelope does a long fade. These kinds of envelopes can make interesting and odd things happen when you let go of the note.

There's just a sampling, so do have a nose through them and assign them to interesting parameters - the multistage envelopes are lots of fun!

## Appendices

Complete listings of all the included `transmission` content.

### **A1: Patch Listing**

### **A2: Variation Patch Listing**

### **A3: Patch Template Listing**

### **A4: Oscillator Template Listing**

### **A5: MSEG Template Listing**

## A1. Patch Listings

### Ambiences, FX and Soundscapes

Acid Burns  
Barren Worlds  
Battersea Starlight  
Enter The Tardis  
Eternal Wanderings  
Floating In Swimming Pools  
Gothica  
Ice Drips  
Phrozen Domes  
Radiowaves  
Robot Birth  
Soothing Chalkboard  
The Sentinel

### Basses

Bad Grandma  
Bass Growler  
Bootsie  
DX One Bass  
Derrick  
Detroit Bass  
Dexter  
Dumbass  
Handbags At Dawn Bass  
Hyper VA Bass XFM  
Hyper VA Bass  
I Feel Lovely Bass  
MaKeS Good Bass  
Nice Twang  
No FM E. Bass  
Norman  
On The '80 Down Low  
Rack Bass  
Ronald Bass  
Roobarb  
Solid Basses  
Sordid Bass

### Basses (continued)

Transizta  
Xtra Funk Machine

### Classic Synth

Back in the Day  
Blakes' Return  
Circuit Bent CS01  
Dreams of Angels  
Every Nun Breaks a Synthi  
Frontier  
Gartside  
Joop Hit Her Eight  
Simple Pulse Synth  
XV Pulse PWM 1  
XV Pulse PWM 2 Thick

### Leads

D'Allibanyeu  
Dual Trumpet Tribute  
Mini Sync Lead  
Orange Sync Lead  
Phase Syncer  
Plastic Traction  
Screams Like a Mental Zebra  
Solo Trumpet Tribute  
Solo Trumpet  
Willow  
Zebra in the Wild

### Modern Synth

Borderline Digital Poly  
Brokasaurus  
Duality  
Hard Edged  
Hard Res Syncer 1  
Hard Res Syncer 2 (Bad cables!)  
Juno Refraktor  
Magenta

### Modern Synth (continued)

Massive 1  
Massive 2  
Quad Nation Pad  
Quad Nation+  
Quad Nation  
Really Really Sore  
Sarm West Germany 1  
Sarm West Germany 2  
Serendipity  
Sore Tooth  
Super Spade  
SyncSaw  
Synthzilla  
ThipSaw  
VA Indigo Plucks  
Vintage Dreams

### Organic

Aftermonics  
Blownophone  
Catskulls  
Creall  
Distorganics  
Future Bow  
Future Bows  
Gallayoscopic  
Kantoxica  
Mellow Smoothiey  
Moorloch Shores  
Morning Fire  
Mortima  
Some Kind Of Soloist  
Stringophone  
Wolf Moon

### Pads

Arcadia  
Ascendence  
Back Of The Hall

### Pads (continued)

Backtide  
Crypto Subspace  
Empty Bed  
Julie's Best Friend  
Junar Surface  
Just A Nice Pad  
Just A Nice Synth  
Mahogany  
Modular Life  
Morphasine  
Palmer  
Phatness  
Polly  
Propa Slow Pad  
Rich Tea  
Simon  
Sub Ether  
The Imp Synthpad 1  
The Imp Synthpad 2  
To The Infinte Gate And Beyond  
To The Infinte Pad  
Treachle  
Under The Ice  
Wilde

### Plucked & Struck

A Quiet Moment  
Changing Times  
China Drums  
Electrosnare  
Hellsbells  
Kitar  
Lounge Layabout  
Port Authority  
Smetals  
Tabernacle  
Tampoonerie  
Whurlllet

### Rhythmic & Arpeggiated

Black Helicopters  
Buttmuncher  
Dancing Prophets  
Dinks  
Filtrater  
Flitting Betsy  
Freytag  
Kosmeyer  
Mmm... Pegs...  
Nectarine Dreams  
Nectarine Nightmares  
Octaver  
Pley Sum Kords  
Put On Your Synthi Hats  
Razorshine  
Super Spade Arp 1  
Super Spade Arp 2  
Super Spade Arp 3  
SyncSaw Arp 1  
SyncSaw Arp 2  
The Power of One  
Twenty Minutes Into The Past  
Vangelis on Smack  
Vorteks  
Wavesyncer  
Wavewarpeggiator  
Welease Bwian  
Westbound  
White Lines & Cats Eyes  
Xpanders In Flight

## A2. XY Patch List

XY A Quiet Moment 1	XY Buttmuncher 1	XY Dumbass 2	XY Handbags At Dawn Bass 2	XY Kitar 3
XY A Quiet Moment 2	XY Buttmuncher 2	XY Dumbass 3	XY Handbags At Dawn Bass 3	XY Kosmeyer 1
XY Acid Burns 1	XY Catskulls 1	XY Electrosnare 1	XY Hard Edged 1	XY Kosmeyer 2
XY Aftermonics 1	XY Catskulls 2	XY Electrosnare 2	XY Hard Edged 2	XY Kosmeyer 3
XY Aftermonics 2	XY Changing Times 1	XY Electrosnare 3	XY Hard Res Syncer 1 1	XY Lounge Layabout 1
XY Arcadia 1	XY Changing Times 2	XY Empty Bed 1	XY Hard Res Syncer 1 2	XY Lounge Layabout 2
XY Arcadia 2	XY Changing Times 3	XY Empty Bed 2	XY Hard Res Syncer 1 3	XY Lounge Layabout 3
XY Arcadia 3	XY Changing Times 4	XY Empty Bed 3	XY Hard Res Syncer 2 (Bad cables!) 1	XY MaKeS Good Bass 1
XY Ascendence 1	XY China Drums 1	XY Enter The Tardis 1	XY Hard Res Syncer 2 (Bad cables!) 2	XY MaKeS Good Bass 2
XY Back Of The Hall 1	XY China Drums 2	XY Enter The Tardis 2	XY Hellsbells 1	XY MaKeS Good Bass 3
XY Back Of The Hall 2	XY Circuit Bent CS01 1	XY Enter The Tardis 3	XY Hellsbells 2	XY MaKeS Good Bass 4
XY Back in the Day 1	XY Circuit Bent CS01 2	XY Eternal Wanderings 1	XY Hellsbells 3	XY Magenta 1
XY Back in the Day 2	XY Creall 1	XY Eternal Wanderings 2	XY Hyper VA Bass 1	XY Magenta 2
XY Backtide 1	XY Creall 2	XY Eternal Wanderings 3	XY Hyper VA Bass 2	XY Mahogany 1
XY Bad Grandma 1	XY Crypto Subspace 1	XY Every Nun Breaks a Synthi 1	XY Hyper VA Bass XFM 1	XY Mahogany 2
XY Bad Grandma 2	XY Crypto Subspace 2	XY Every Nun Breaks a Synthi 2	XY Hyper VA Bass XFM 2	XY Mahogany 3
XY Bad Grandma 3	XY D'Allibanyeu 1	XY Filtrater 1	XY Hyper VA Bass XFM 3	XY Massive 1 1
XY Barren Worlds 1	XY D'Allibanyeu 2	XY Filtrater 2	XY I Feel Lovely Bass 1	XY Massive 1 2
XY Barren Worlds 2	XY DX One Bass 1	XY Flitting Betsy 1	XY I Feel Lovely Bass 2	XY Massive 2 1
XY Barren Worlds 3	XY DX One Bass 2	XY Flitting Betsy 2	XY Ice Drips 1	XY Massive 2 2
XY Bass Growler 1	XY Dancing Prophets 1	XY Floating In Swimming Pools 1	XY Ice Drips 2	XY Mellow Smoothey 1
XY Bass Growler 2	XY Dancing Prophets 2	XY Floating In Swimming Pools 2	XY Ice Drips 3	XY Mini Sync Lead 1
XY Bass Growler 3	XY Dancing Prophets 3	XY Floating In Swimming Pools 3	XY Joop Hit Her Eight 1	XY Mini Sync Lead 2
XY Battersea Starlight 1	XY Derrick 1	XY Freytag 1	XY Joop Hit Her Eight 2	XY Mmm... Pegs... 1
XY Battersea Starlight 2	XY Derrick 2	XY Freytag 2	XY Julie's Best Friend 1	XY Mmm... Pegs... 2
XY Black Helicopters 1	XY Derrick 3	XY Frontier 1	XY Julie's Best Friend 2	XY Modular Life 1
XY Blakes' Return 1	XY Detroit Bass 1	XY Frontier 2	XY Julie's Best Friend 3	XY Modular Life 2
XY Blakes' Return 2	XY Detroit Bass 2	XY Future Bow 1	XY Junar Surface 1	XY Moorloch Shores 1
XY Blakes' Return 3	XY Detroit Bass 3	XY Future Bow 2	XY Junar Surface 2	XY Moorloch Shores 2
XY Blownophone 1	XY Dexter 1	XY Future Bow 3	XY Junar Surface 3	XY Morning Fire 1
XY Blownophone 2	XY Dexter 2	XY Future Bow 4	XY Junar Surface 4	XY Morning Fire 2
XY Bootsie 1	XY Dinks 1	XY Future Bows 1	XY Juno Refraktor 1	XY Morning Fire 3
XY Bootsie 2	XY Dinks 2	XY Future Bows 2	XY Juno Refraktor 2	XY Morphasine 1
XY Bootsie 3	XY Distorganics 1	XY Gallayoscopic 1	XY Just A Nice Pad 1	XY Morphasine 2
XY Borderline Digital Poly 1	XY Distorganics 2	XY Gallayoscopic 2	XY Just A Nice Pad 2	XY Morphasine 3
XY Borderline Digital Poly 2	XY Distorganics 3	XY Gallayoscopic 3	XY Just A Nice Pad 3	XY Mortima 1
XY Borderline Digital Poly 3	XY Dreams of Angels 1	XY Gartside 1	XY Just A Nice Synth 1	XY Mortima 2
XY Brokasaurus 1	XY Dreams of Angels 2	XY Gartside 2	XY Just A Nice Synth 2	XY Mortima 3
XY Brokasaurus 2	XY Dual Trumpet Tribute 1	XY Gartside 3	XY Just A Nice Synth 3	XY Nectarine Dreams 1
XY Brokasaurus 3	XY Dual Trumpet Tribute 2	XY Gartside 4	XY Kantoxica 1	XY Nectarine Dreams 2
XY Brokasaurus 4	XY Duality 1	XY Gartside 5	XY Kantoxica 2	XY Nectarine Dreams 3
	XY Duality 2	XY Gothica 1	XY Kantoxica 3	XY Nectarine Nightmares 1
	XY Duality 3	XY Gothica 2	XY Kitar 1	XY Nectarine Nightmares 2
	XY Dumbass 1	XY Handbags At Dawn Bass 1	XY Kitar 2	XY Nice Twang 1



XY Nice Twang 2	XY Propa Slow Pad 2	XY Simon 4	XY Synthzilla 3	XY VA Indigo Plucks 2
XY Nice Twang 3	XY Propa Slow Pad 3	XY Simple Pulse Synth 1	XY Tabernacle 1	XY Vangelis on Smack 1
XY No FM E. Bass 1	XY Put On Your Synth Hats 1	XY Simple Pulse Synth 2	XY Tabernacle 2	XY Vangelis on Smack 2
XY No FM E. Bass 2	XY Put On Your Synth Hats 2	XY Simple Pulse Synth 3	XY Tabernacle 3	XY Vintage Dreams 1
XY No FM E. Bass 3	XY Put On Your Synth Hats 3	XY Smetals 1	XY Tamponerie 1	XY Vintage Dreams 2
XY Norman 1	XY Quad Nation 1	XY Smetals 2	XY Tamponerie 2	XY Vorteks 1
XY Norman 2	XY Quad Nation 2	XY Smetals 3	XY Tamponerie 3	XY Vorteks 2
XY Norman 3	XY Quad Nation Pad 1	XY Smetals 4	XY The Imp Synthpad 1 1	XY Wavesyncer 1
XY Octaver 1	XY Quad Nation Pad 2	XY Solid Bases 1	XY The Imp Synthpad 1 2	XY Wavesyncer 2
XY Octaver 2	XY Quad Nation Pad 3	XY Solid Bases 2	XY The Imp Synthpad 1 3	XY Wavewarpeggiator 1
XY On The '80 Down Low 1	XY Quad Nation Pad 4	XY Solid Bases 3	XY The Imp Synthpad 1 4	XY Wavewarpeggiator 2
XY On The '80 Down Low 2	XY Quad Nation+ 1	XY Solo Trumpet 1	XY The Imp Synthpad 1 5	XY Wavewarpeggiator 3
XY On The '80 Down Low 3	XY Quad Nation+ 2	XY Solo Trumpet Tribute 1	XY The Imp Synthpad 1 6	XY Welease Bwian 1
XY On The '80 Down Low 4	XY Quad Nation+ 3	XY Solo Trumpet Tribute 2	XY The Imp Synthpad 2 1	XY Welease Bwian 2
XY Orange Sync Lead 1	XY Rack Bass 1	XY Some Kind Of Soloist 1	XY The Imp Synthpad 2 2	XY Welease Bwian 3
XY Orange Sync Lead 2	XY Rack Bass 2	XY Soothing Chalkboard 1	XY The Imp Synthpad 2 3	XY Westbound 1
XY Palmer 1	XY Rack Bass 3	XY Soothing Chalkboard 2	XY The Power of One 1	XY Westbound 2
XY Palmer 2	XY Radiowaves 1	XY Soothing Chalkboard 3	XY The Power of One 2	XY White Lines & Cats Eyes 1
XY Palmer 3	XY Razorshine 1	XY Sordid Bass 1	XY The Power of One 3	XY White Lines & Cats Eyes 2
XY Phase Syncer 1	XY Razorshine 2	XY Sordid Bass 2	XY The Sentinel 1	XY Whurlet 1
XY Phase Syncer 2	XY Really Really Sore 1	XY Sore Tooth 1	XY The Sentinel 2	XY Whurlet 2
XY Phase Syncer 3	XY Really Really Sore 2	XY Sore Tooth 2	XY ThipSaw 1	XY Wilde 1
XY Phatness 1	XY Rich Tea 1	XY Sore Tooth 3	XY ThipSaw 2	XY Wilde 2
XY Phatness 2	XY Rich Tea 2	XY Stringophone 1	XY ThipSaw 3	XY Willow 1
XY Phatness 3	XY Robot Birth 1	XY Stringophone 2	XY To The Infinte Gate And Beyond 1	XY Wolf Moon 1
XY Phatness 4	XY Robot Birth 2	XY Sub Ether 1	XY To The Infinte Gate And Beyond 2	XY XV Pulse PWM 1 1
XY Phrozen Domes 1	XY Ronald Bass 1	XY Sub Ether 2	XY To The Infinte Gate And Beyond 3	XY XV Pulse PWM 1 2
XY Phrozen Domes 2	XY Ronald Bass 2	XY Sub Ether 3	XY To The Infinte Gate And Beyond 4	XY XV Pulse PWM 1 3
XY Phrozen Domes 3	XY Ronald Bass 3	XY Super Spade 1	XY To The Infinte Pad 1	XY XV Pulse PWM 2 Thick 1
XY Plastic Traction 1	XY Roobarb 1	XY Super Spade 2	XY To The Infinte Pad 2	XY XV Pulse PWM 2 Thick 2
XY Plastic Traction 2	XY Roobarb 2	XY Super Spade Arp 1 1	XY To The Infinte Pad 3	XY XV Pulse PWM 2 Thick 3
XY Plastic Traction 3	XY Roobarb 3	XY Super Spade Arp 1 2	XY Transizta 1	XY Xpanders In Flight 1
XY Pley Sum Kords 1	XY Sarm West Germany 1 1	XY Super Spade Arp 1 3	XY Transizta 2	XY Xpanders In Flight 2
XY Pley Sum Kords 2	XY Sarm West Germany 2 1	XY Super Spade Arp 2 1	XY Treacle 1	XY Xpanders In Flight 3
XY Pley Sum Kords 3	XY Sarm West Germany 2 2	XY Super Spade Arp 2 2	XY Treacle 2	XY Xtra Funk Machine 1
XY Polly 1	XY Screams Like a Mental Zebra 1	XY Super Spade Arp 3 1	XY Treacle 3	XY Xtra Funk Machine 2
XY Polly 2	XY Screams Like a Mental Zebra 2	XY SyncSaw 1	XY Twenty Minutes Into The Past 1	XY Xtra Funk Machine 3
XY Polly 3	XY Screams Like a Mental Zebra 3	XY SyncSaw 2	XY Twenty Minutes Into The Past 2	XY Xtra Funk Machine 4
XY Polly 4	XY Serendipity 1	XY SyncSaw Arp 1 1	XY Twenty Minutes Into The Past 3	XY Zebra in the Wild 1
XY Port Authority 1	XY Serendipity 2	XY SyncSaw Arp 1 2	XY Twenty Minutes Into The Past 4	XY Zebra in the Wild 2
XY Port Authority 2	XY Serendipity 3	XY SyncSaw Arp 2 1	XY Under The Ice 1	
XY Port Authority 3	XY Simon 1	XY SyncSaw Arp 2 2	XY Under The Ice 2	
XY Port Authority 4	XY Simon 2	XY Synthzilla 1	XY Under The Ice 3	
XY Propa Slow Pad 1	XY Simon 3	XY Synthzilla 2	XY VA Indigo Plucks 1	

## A3. Patch Template Listings

### Patch Template Listings

- Clear All
- 1 osc -> 1 filter Wavemod
- 1 osc -> 1 filter
- 1 osc -> 2 filter Parallel
- 2 osc -> 1 filter (XMF)
- 2 osc -> 1 filter
- 2 osc -> 2 filter Layer (XMF)
- 2 osc -> 2 filter Layer Chain (XMF)
- 2 osc -> 2 filter Layer Chain
- 2 osc -> 2 filter Layer Wavemod
- 2 osc -> 2 filter Layer
- 2 osc -> 2 filter Parallel
- 2op FM -> filter
- 2op FM layer
- 3 osc -> 1 filter (XMF)
- 3 osc -> 1 filter
- 3 osc -> 3 filter Layer Wavemod
- 3 osc -> 3 filter Layer Chain
- 4 osc -> 1 filter
- 4 osc -> 4 filter Layer Chain
- 4 osc -> 4 filter Layer
- 4op FM Shaper
- 4op FM
- Bass Designer
- Comb Layer
- Comb Single
- Fun With Filters
- Kick Designer
- Pad Designer Digital
- Pad Designer
- Simple Monosynth
- Simple Polysynth
- Trance Gater
- Trance VA Machine

## A4. Oscillator Template Listings

### Oscillator Template Listings

- Osc Init Dual
- Osc Init
- Osc Autopan (LFO3)
- Osc Autopan Dual (LFO3)
- Osc Mod Wheel Sync Dual
- Osc PWM (LFOG1)
- Osc PWM Dual (LFOG1)
- Osc Simple EnvSync Synth (ENV1)
- Osc Simple EnvSync Synth Dual (ENV1)
- Osc Simple PWM Synth (ENV1)
- Osc Simple PWM Synth Dual (ENV1)
- Osc Super Quad 1
- Osc Super Quad 2
- Osc Super Quad 3
- Osc Super Quad 4
- Osc Sweep Wavetable (LFO4)
- Osc Sweep Wavetable Dual (LFO4)
- Osc Tremelo (LFO3)
- Osc Tremelo Dual (LFO3)

### Oscillator Waveforms

*(GeoBlend)*

- Waves GeoBlend 01
- Waves GeoBlend 02
- Waves GeoBlend Multicycle 01
- Waves GeoBlend Multicycle 02
- Waves GeoBlend Multicycle 03

### Oscillator Waveforms

*(GeoMorph)*

- Waves GeoMorph Classic 01
- Waves GeoMorph Classic 02
- Waves GeoMorph Morph 01
- Waves GeoMorph Morph 02
- Waves GeoMorph Morph 03
- Waves GeoMorph Morph 04
- Waves GeoMorph Morph 05

### Oscillator Waveforms

*(SpectroBlend)*

- Waves SpectroBlend 01
- Waves SpectroBlend Morph 01
- Waves SpectroBlend Morph 02
- Waves SpectroBlend Morph 03
- Waves SpectroBlend Morph 04

### Oscillator Waveforms

*(Generated or resynthesised)*

- Waves Synth AM
- Waves Synth GI Drive
- Waves Synth GI Nodrive
- Waves Synth GI2
- Waves Synth GMO
- Waves Synth KM
- Waves Synth KP
- Waves Synth LE
- Waves Synth LE2
- Waves Synth LS
- Waves Synth LX 01
- Waves Synth LX 02
- Waves Synth NP
- Waves Synth RV

## A5. MSEG Template Listings

F Misc Motion 01	R Fall- 8ths (4) TriU	R Flat- 8ths (4) TriD	R Misc- Off Repeats	R Rise- 16ths (4) TriU
F Misc Motion 02	R Fall- 8ths (8) ExpD	R Flat- 8ths (4) TriU	R Misc- Oizy	R Rise- 16ths (8) ExpD
F Misc Motion 03	R Fall- 8ths (8) ExpU	R Flat- 8ths (8) ExpD	R Misc- On The Fourth	R Rise- 16ths (8) ExpU
F Misc Motion 04	R Fall- 8ths (8) SawD	R Flat- 8ths (8) ExpU	R Misc- Polley Writham 01	R Rise- 16ths (8) SawD
F Misc Motion 05	R Fall- 8ths (8) SawU	R Flat- 8ths (8) SawD	R Misc- Polley Writham 02	R Rise- 16ths (8) SawU
F Misc- Rollercoaster	R Fall- 8ths (8) Square	R Flat- 8ths (8) SawU	R Misc- Polley Writham 03	R Rise- 16ths (8) Square
F Misc- Scenic Railway	R Fall- 8ths (8) TriD	R Flat- 8ths (8) Square	R Misc- Polley Writham 04	R Rise- 16ths (8) TriD
R Fall- 16ths (4) ExpD	R Fall- 8ths (8) TriU	R Flat- 8ths (8) TriD	R Misc- Polley Writham 05	R Rise- 16ths (8) TriU
R Fall- 16ths (4) ExpU	R Flat- 16ths (4) ExpD	R Flat- 8ths (8) TriU	R Misc- Polley Writham 06	R Rise- 4ths (4) ExpD
R Fall- 16ths (4) SawD	R Flat- 16ths (4) ExpU	R Misc- 4-Bar Architect	R Misc- Random ExpD	R Rise- 4ths (4) ExpU
R Fall- 16ths (4) SawU	R Flat- 16ths (4) SawD	R Misc- 4-Bar Big Finish	R Misc- Releaser 01	R Rise- 4ths (4) SawD
R Fall- 16ths (4) Square	R Flat- 16ths (4) SawU	R Misc- 4-Bar Climber	R Misc- Releaser 02	R Rise- 4ths (4) SawU
R Fall- 16ths (4) TriD	R Flat- 16ths (4) Square	R Misc- 4-Bar Faller	R Misc- Releaser 03	R Rise- 4ths (4) Square
R Fall- 16ths (4) TriU	R Flat- 16ths (4) TriD	R Misc- 4-Bar Skyscrapers	R Misc- Releaser 04	R Rise- 4ths (4) TriD
R Fall- 16ths (8) ExpD	R Flat- 16ths (4) TriU	R Misc- Albert	R Misc- Releaser 05	R Rise- 4ths (4) TriU
R Fall- 16ths (8) ExpU	R Flat- 16ths (8) ExpD	R Misc- Crazy Eights 01	R Misc- Samba Man	R Rise- 4ths (8) ExpD
R Fall- 16ths (8) SawD	R Flat- 16ths (8) ExpU	R Misc- Crazy Eights 02	R Misc- Short Looper	R Rise- 4ths (8) ExpU
R Fall- 16ths (8) SawU	R Flat- 16ths (8) SawD	R Misc- Crazy Eights 03	R Misc- Slowalker	R Rise- 4ths (8) SawD
R Fall- 16ths (8) Square	R Flat- 16ths (8) SawU	R Misc- Crazy Eights 04	R Misc- Smoothey 01	R Rise- 4ths (8) SawU
R Fall- 16ths (8) TriD	R Flat- 16ths (8) Square	R Misc- Crazy Eights 05	R Misc- Smoothey 02	R Rise- 4ths (8) Square
R Fall- 16ths (8) TriU	R Flat- 16ths (8) TriD	R Misc- Crazy Eights 06	R Misc- Stomper	R Rise- 4ths (8) TriD
R Fall- 4ths (4) ExpD	R Flat- 16ths (8) TriU	R Misc- Cyril	R Misc- Struck Out 01	R Rise- 4ths (8) TriU
R Fall- 4ths (4) ExpU	R Flat- 4ths (4) ExpD	R Misc- Degress 01	R Misc- Struck Out 02	R Rise- 8ths (4) ExpD
R Fall- 4ths (4) SawD	R Flat- 4ths (4) ExpU	R Misc- Degress 02	R Misc- Throbb	R Rise- 8ths (4) ExpU
R Fall- 4ths (4) SawU	R Flat- 4ths (4) SawD	R Misc- Eddie Says Yes 01	R Misc- Wackbards 01	R Rise- 8ths (4) SawD
R Fall- 4ths (4) Square	R Flat- 4ths (4) SawU	R Misc- Eddie Says Yes 02	R Misc- Wackbards 02	R Rise- 8ths (4) SawU
R Fall- 4ths (4) TriD	R Flat- 4ths (4) Square	R Misc- Eddie Says Yes 03	R Misc- Warped Eighthths	R Rise- 8ths (4) Square
R Fall- 4ths (4) TriU	R Flat- 4ths (4) TriD	R Misc- Fwadi	R Misc- Weeds	R Rise- 8ths (4) TriD
R Fall- 4ths (8) ExpD	R Flat- 4ths (4) TriU	R Misc- Gater 01	R Misc- Whippersnapper	R Rise- 8ths (4) TriU
R Fall- 4ths (8) ExpU	R Flat- 4ths (8) ExpD	R Misc- Gater 02	R Misc- Wibblease 01	R Rise- 8ths (8) ExpD
R Fall- 4ths (8) SawD	R Flat- 4ths (8) ExpU	R Misc- Gater 03	R Misc- Wibblease 02	R Rise- 8ths (8) ExpU
R Fall- 4ths (8) SawU	R Flat- 4ths (8) SawD	R Misc- Gater 04	R Misc- Wibblease 03	R Rise- 8ths (8) SawD
R Fall- 4ths (8) Square	R Flat- 4ths (8) SawU	R Misc- Gater 05	R Misc- Wibblease 04	R Rise- 8ths (8) SawU
R Fall- 4ths (8) TriD	R Flat- 4ths (8) Square	R Misc- Gater 06	R Misc- Wibblease 05	R Rise- 8ths (8) Square
R Fall- 4ths (8) TriU	R Flat- 4ths (8) TriD	R Misc- Gater 07	R Misc- Wop	R Rise- 8ths (8) TriD
R Fall- 8ths (4) ExpD	R Flat- 4ths (8) TriU	R Misc- Gater 08	R Rise- 16ths (4) ExpD	R Rise- 8ths (8) TriU
R Fall- 8ths (4) ExpU	R Flat- 8ths (4) ExpD	R Misc- Gater 09	R Rise- 16ths (4) ExpU	
R Fall- 8ths (4) SawD	R Flat- 8ths (4) ExpU	R Misc- Gater 10	R Rise- 16ths (4) SawD	
R Fall- 8ths (4) SawU	R Flat- 8ths (4) SawD	R Misc- Gater 11	R Rise- 16ths (4) SawU	
R Fall- 8ths (4) Square	R Flat- 8ths (4) SawU	R Misc- Gater 12	R Rise- 16ths (4) Square	
R Fall- 8ths (4) TriD	R Flat- 8ths (4) Square	R Misc- Jump Rope	R Rise- 16ths (4) TriD	