



The **KFM** Collection

Musician's Guide

Foreword

Congratulations and thank you for purchasing the **KFM** Collection, a truly unique product, which brings the exciting world of FM sounds within reach of your Kurzweil synthesizer. Make sure to read this Musician's Guide; it contains valuable information on the contents of the **KFM** Collection, and provides details on how to use the individual sounds. We wish you as much fun using the **KFM** Collection as had we had creating it!

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2 Introduction

The **KFM** Collection is a set of premier classic and contemporary FM synthesis based sounds for your Kurzweil synthesizer - available for the first time in Kurzweil history. Clean electric pianos, punchy basses, snappy percussion sounds, lush pads and strings, synthetic noises; the list of sounds goes on and on (see chapter 7 on page 11). The **KFM** Collection addresses a variety of musical styles. Get those classic Yamaha DX7-like sounds under your fingertips to recreate atmospheres of the 80s and 90s. Or explore the new, previously unheard electronic timbres for your productions for today.

As a special bonus, also for the first time, the **KFM** Collection includes several additive synthesis sounds for your Kurzweil synthesizer: surprisingly realistic renditions of several acoustic percussion instrument sounds, which have been constructed by analysing and reassembling the original instruments' frequency spectra.

The **KFM** Collection sounds are based on **KFM**: a unique and incredibly expressive synthesis technique, which combines FM synthesis with the other capabilities of the Kurzweil synthesizer engine (see also chapter 5 on page 8). All sounds have extensive real-time control (refer to chapter 6 on page 9).

The **KFM** Collection is available in several versions. All are covered by this Musician's Guide:

- The **KFM** Collection FOR, suited for Kurzweil Forte;
- The **KFM** Collection PC3, suited for Kurzweil PC3;
- The **KFM** Collection K26, suited for Kurzweil K2600 and K2661.

The basic sounds of these versions are essentially the same. Some minor differences do apply, following the specific VAST and KDFX capabilities of the respective supported instruments, and with respect to control assignments.

Parts of this Musician's Guide are version specific. Where this is the case, it is explicitly indicated.

3 Minimum requirements

The **KFM** Collection FOR requires a Kurzweil Forte or Forte7 with OS version 2.20 or higher, or Kurzweil Forte SE with OS version 2.04 or higher. No Flash sample storage is used.

The **KFM** Collection PC3 requires a Kurzweil PC3K, PC3A, PC3 or PC3LE with OS version 2.00 or higher, and occupies around 100 KB of program RAM. No sample storage is used.

The **KFM** Collection K26 requires a Kurzweil K2600 or K2661 with OS version 3.01 or higher, and occupies around 80 KB of program RAM. No sample memory is required. No expansion options (P-RAM, ROM blocks, sample option etc.) are required.

Point your web browser at www.kurzweil.com to obtain the latest OS version for your instrument.

4 Using the **KFM** Collection

The **KFM** Collection consists of two items: the sounds and this Musician's Guide. The sounds are supplied to you in the form of a data file called either:

- `KFM_COLL.FOR` (for **KFM** Collection FOR);
- `KFM_COLL.PC3` (for **KFM** Collection PC3); or
- `KFM_COLL.K26` (for **KFM** Collection K26).

We will call it `KFM_COLL.*` below.

Detaching the files from the delivery email

If you received the **KFM** Collection via email, follow these steps to obtain the **KFM** Collection data file `KFM_COLL.*` from the delivery email message:

1. in your email program on your computer, detach the file named `KFMCPC3.ZIP` or `KFMCK26.ZIP` (we will call it `KFMC*.ZIP` below) that you received as attachment to the email delivery message;
2. unzip the file `KFMC*.ZIP` to obtain the file `KFM_COLL.*`;
3. save the `KFM_COLL.*` file safely and take note of its location, so you can retrieve it at any moment in the future.

Loading the `KFM_COLL.*` file

The size of the **KFM** Collection is 100 programs. There are no special actions involved to load the **KFM** Collection data file into your instrument. You can just load it like you would load any other file of Kurzweil programs.

Consult your instrument's Musician's Guide for details on how to load the `KFM_COLL.*` file.

IMPORTANT: before loading, make sure to back up (i.e. save) the existing user contents of your instrument first!

Start playing!

To start playing with the **KFM** Collection sounds, go to program mode by pressing your instrument's 'PROGRAM' mode button. Using data entry, e.g. by pressing a program

number on the numeric keypad followed by pressing the 'Enter' button, dial up any of the **KFM** Collection programs in the bank where they were loaded and start playing. Be sure to take advantage of the assigned controllers, as described in the list of programs (chapter 7 on page 11). The controllers can (sometimes dramatically) change the character of the programs.

For instructions on how to copy the **KFM** Collection (file `KFM_COLL.*`) from one media onto another, e.g. onto the internal hard disk of your instrument, please consult your instrument's Musician's Guide.

5 Express yourself with **KFM**

FM (frequency modulation) synthesis was made famous by the Yamaha DX7, and is arguably the most successful and sought after technique in the history of sound synthesis. FM synthesis thanks its success to the expressiveness it enables. Sounds can change dramatically, depending on how they are played. Also, FM synthesis provides a refreshingly broad timbral palette, ranging from emulated acoustic instruments to avant-garde, techno or spacey sounds. No wonder that FM synthesis, after twenty years of duty, is still in the centre of the music community's attention.

For a long time, it has been assumed that FM synthesis is simply impossible to realise with Kurzweil's Variable Architecture Synthesis Technology (VAST).

Forget what you have heard – DLN Sound proudly presents **KFM**, opening up the world of FM for your Kurzweil synthesizer. Sounds with all the expressiveness associated with FM. No samples or other trickery are involved; sounds are genuinely FM synthesized using standard VAST processing.

KFM combines FM synthesis with the numerous other capabilities of VAST, multiplying up to a sheer infinite sonic potential. Also, the unbelievable KDFX effects have been optimised per individual **KFM** sound.

KFM brings you expressive sounds for your Kurzweil synthesizer with timbres previously unheard of, and virtually impossible to achieve on any other instrument. You do not need to invest in expensive hardware upgrades, or even new equipment. No sample memory is needed. Sounds load blazingly fast in a matter of seconds - and they stay in your instrument's memory even during power off.

6 Real-time **KFM** control

Each and every **KFM** sound takes advantage of the unmatched controller capabilities of the Kurzweil synthesizers. Key velocity, after touch, sliders, wheels all change the sound's characteristics, from subtly to dramatically.

Controllers have been meticulously assigned per individual sound for maximum musical usefulness. The assignments follow certain conventions to make it easier to remember them. Also, the conventions let you intuitively reach for the appropriate physical controller on your instrument for what you want to achieve.

Note that the KDFX architectures of Forte, PC3 and K26xx are substantially different. While the **KFM** Collection FOR, PC3 and K26 all employ sonically similar effects for the individual sounds, their effects controls differ. The following conventions in *italic* apply to the **KFM** Collection K26 only.

KFM Collection FOR controller conventions

MIDI controller	Physical controller	Assignment convention
Pitch bend	Pitch wheel	Pitch bend
1 (Mwheel)	Mod wheel	Vibrato -or- Tremolo
12	Slider A	Timbre change
13	Slider B	(Reserved)
22	Slider C	Timbre change
23	Slider D	Envelope attack rate
24	Slider E	Envelope release rate
25-29	Slider F-I	(Reserved)
Channel pressure	After touch	Vibrato -or- timbre

KFM Collection PC3 controller conventions

MIDI controller	Physical controller	Assignment convention
Pitch bend	Pitch wheel	Pitch bend
1 (Mwheel)	Mod wheel	Vibrato -or- Tremolo
12	Slider A	Timbre change
13	Slider B	(Reserved)
22	Slider C	Timbre change
23	Slider D	Envelope attack rate
24	Slider E	Envelope release rate
25-28	Slider F-I	(Reserved)
Channel pressure	After touch	Vibrato -or- timbre

KFM Collection K26 controller conventions

MIDI controller	Physical controller	Assignment convention
Pitch bend	Pitch wheel	Pitch bend
1 (Mwheel)	Mod wheel	Vibrato -or- Tremolo
6 (Data)	Slider A	Timbre change
22	Slider B	Timbre change
23	Slider C	Envelope attack rate -or- Bass
24	Slider D	Envelope release rate -or- Treble
25-28	Slider E-H	Effects
29	Switch 2	Effect on/off -or- insert effect character
Channel pressure	After touch	Vibrato -or- timbre

When of musical benefit for specific individual sounds, controller assignments may deviate from these conventions. The actual controller assignments are provided in the list of programs (chapter 7 on page 11).

7 List of programs

Programs are sorted according to sound categories. The IDs are the relative program numbers in the bank where the **KFM** Collection is loaded (assuming the bank is empty or its contents are overwritten e.g. by using the 'OvFill' loading command). So when e.g. loaded from program 1100 onwards, program '06: Clean EPno' in the list below becomes '1106: Clean EPno'.

Shown between brackets '[]' is the number of VAST layers each program uses. Additive synthesis programs have a trailing '+' symbol in their name. Breath controller prepared programs have a trailing 'BC' in their name.

As described in section 6 on page 9, the assignments in *italic* apply to the **KFM** Collection K26 only.

ID	Name	FOR/PC3 K26	Assignment
KEYBOARDS			
05	Classic EPno 'The' electric piano which made the DX7 famous. [3] <i>Change tine overtones with slider A</i>	mwheel	"LFO detune, layer delay"
		slider A A	Modulator pitch (timbre)
		slider C B	FM depth (timbre)
		slider D C	Attack rate
		slider E D	LFO pan depth
		slider F E	<i>(Aux) Hall level</i>
		slider G F	<i>"(FX3) Reverb time, (Aux) Hall time"</i>
		slider H G	<i>Chorus feedback</i>
		slider I H	<i>Reverb predelay</i>
		SW SW2	<i>Reverb in/out</i>
		aftertouch	-
		06	Clean EPno Modern, clean electric piano with subtle metallic timbre. [3]
slider A A	FM depth (timbre)		
slider C B	FM depth (timbre)		
slider D C	Attack rate		
slider E D	Release rate		
slider F E	<i>(Aux) Hall level</i>		
slider G F	<i>Chorus depth</i>		
slider H G	<i>Chorus feedback</i>		
slider I H	<i>Reverb predelay</i>		
SW SW2	<i>Reverb in/out</i>		
aftertouch	-		
07	Double EPno 'Sticky' electric piano, doubled via additional layers. [6]		
		slider A A	"Modulator pitch (timbre) of 'tine', vibrato speed"
		slider C B	"FM depth (timbre), Modulator pitch of 'click'"
		slider D C	<i>InEQ: Low-mid</i>
		slider E D	<i>InEQ: LPF cutoff</i>
		slider F E	<i>(Aux) Hall level</i>
		slider G F	<i>"(Aux) Hall time, (Aux) Hall HF damping"</i>
		slider H G	<i>Chorus mix level</i>
		slider I H	<i>Chorus depth</i>
		SW SW2	-
		aftertouch	-

ID	Name	FOR/PC3 K26	Assignment
08	Sticky EPno 'Sticky' electric piano. [3] <i>Nice for strummed chord playing</i>	mwheel	Vibrato
		slider A A	Modulator pitch (timbre)
		slider C B	FM depth (timbre)
		slider D C	<i>InEQ: Bass</i>
		slider E D	<i>InEQ: Treble</i>
		slider F E	<i>(Aux) Hall level</i>
		slider G F	<i>(Aux) Hall predelay</i>
		slider H G	<i>Doubling LFO feedback</i>
		slider I H	<i>Doubling LFO depth</i>
		SW SW2	<i>Doubling in/out</i>
09	FullTines Electric tines piano. Created after a preset of the DX7 II. [3]	mwheel	Vibrato
		slider A A	Modulator pitch (timbre)
		slider C B	"FM depth (timbre), EnvCtl: decay"
		slider D C	Attack rate (tine)
		slider E D	Release rate
		slider F E	<i>(Aux) Hall level</i>
		slider G F	<i>"(Aux) Hall size, (Aux) Hall HF damping"</i>
		slider H G	<i>(FX2) Chorus wet/dry, (FX2) Chorus LFO rate"</i>
		slider I H	<i>(FX2) Chorus feedback level</i>
		SW SW2	<i>(Aux) Hall wet/dry</i>
10	Metal EPiano Metallic electric piano. [3]	mwheel	Vibrato
		slider A A	"Layer enable, layer disable"
		slider C B	"FM depth (timbre), decay rate"
		slider D C	<i>InEQ: Bass</i>
		slider E D	<i>InEQ: Treble</i>
		slider F E	<i>"(Aux) Hall level, (FX1) Room wet/dry"</i>
		slider G F	<i>"(Aux) Hall time, (FX1) Room time, (FX1) Room predelay"</i>
		slider H G	<i>"(FX2) Chorus feedback, (FX1) Tremolo depth"</i>
		slider I H	<i>"(FX2) Chorus speed, (FX1) Tremolo speed"</i>
		SW SW2	<i>Toggle: (FX2) Chorus+(Aux) Hall/ (FX1) Room+Tremolo</i>
11	Dyno EPiano Electric piano which nicely blends synthetic and ROM sampled sounds. [3]	mwheel	Vibrato
		slider A A	Layer disable
		slider C B	"FM depth (timbre), decay rate, Para EQ freq"
		slider D C	<i>InEQ: Bass</i>
		slider E D	<i>InEQ: Treble</i>
		slider F E	<i>"(Aux) Hall level, (FX1) Room wet/dry"</i>
		slider G F	<i>"(Aux) Hall time, (FX1) Room time, (FX1) Room predelay"</i>
		slider H G	<i>"(FX2) Chorus feedback, (FX1) Tremolo depth"</i>
		slider I H	<i>"(FX2) Chorus speed, (FX1) Tremolo speed"</i>
		SW SW2	<i>Toggle: (FX2) Chorus+(Aux) Hall/ (FX1) Room+Tremolo</i>
12	Hollow EPno Fantasy electric piano with funny (sub)harmonics. [3]	mwheel	Vibrato
		slider A A	Modulator pitch (timbre)
		slider C B	FM depth (timbre)
		slider D C	<i>InEQ: Bass</i>
		slider E D	<i>InEQ: Treble</i>
		slider F E	<i>(Aux) Hall level</i>
		slider G F	<i>(Aux) Hall predelay</i>
		slider H G	<i>Doubling LFO feedback</i>
		slider I H	<i>Doubling LFO depth</i>
		SW SW2	<i>Doubling in/out</i>
aftertouch	-		

ID	Name	FOR/PC3 K26	Assignment
13	CP Piano Often used 'acoustic' piano sound which sounds more like a CP70, really. [4]	mwheel	Vibrato
		slider A A	"Layer enable, layer disable" (timbre)
		slider C B	EnvCtl: Decay
		slider D C	<i>InEQ: Bass</i>
		slider E D	<i>InEQ: Treble</i>
		slider F E	<i>(Aux) Hall level</i>
		slider G F	<i>(Aux) Hall reverb time</i>
		slider H G	<i>(Aux) Hall predelay</i>
		slider I H	<i>(Aux) Hall HF damping</i>
		SW SW2	-
		aftertouch	-
14	Toy Piano Toy piano, one of the DX7 presets. [4]	mwheel	Vibrato
		slider A A	Modulator pitch (timbre)
		slider C B	EnvCtl: impact
		slider D C	<i>InEQ: Bass</i>
		slider E D	<i>InEQ: Treble</i>
		slider F E	<i>(Aux) Reverb level</i>
		slider G F	<i>(Aux) Reverb time</i>
		slider H G	<i>(FX2) Chorus level</i>
		slider I H	<i>(FX2) Chorus feedback</i>
		SW SW2	Carrier pitch
		aftertouch	-
15	Fat Clav Thick, fat DX-era clavinet [3]	mwheel	Vibrato
		slider A A	FM depth (timbre)
		slider C B	FM depth (timbre)
		slider D C	<i>InEQ: Bass</i>
		slider E D	<i>InEQ: Treble</i>
		slider F E	<i>(Aux) Hall level</i>
		slider G F	<i>(Aux) Hall predelay</i>
		slider H G	<i>(Aux) reverb decay time</i>
		slider I H	<i>(FX2) Flanger feedback</i>
		SW SW2	<i>(FX3) Distorted delay level</i>
		aftertouch	<i>(FX2) Flanger wet/dry</i>
16	Harpsichord Harpsichord, after one of the DX7 presets. [3]	mwheel	Vibrato
		slider A A	Layer enable
		slider C B	Modulator pitches (timbre)
		slider D C	<i>InEQ: Bass</i>
		slider E D	<i>InEQ: Treble</i>
		slider F E	<i>(FX1) Reverb level</i>
		slider G F	<i>(FX1) Reverb time</i>
		slider H G	<i>(FX1) Reverb predelay</i>
		slider I H	<i>Hall HF damping</i>
		SW SW2	<i>Hall infinite decay on/off</i>
		aftertouch	Vibrato rate
17	Karimba A really 'bad' sound with lots of intended distortion. [3] <i>Ride that pitch bend wheel...</i>	mwheel	Vibrato
		slider A A	"EnvCtl: decay, FM depth"
		slider C B	Modulator pitch (timbre)
		slider D C	<i>InEQ: Bass</i>
		slider E D	<i>InEQ: Treble</i>
		slider F E	<i>(Aux) Hall level</i>
		slider G F	<i>"(Aux) Hall size, (Aux) HF damping"</i>
		slider H G	<i>(FX2) Flanger feedback</i>
		slider I H	<i>(FX2) Flanger LFO speed</i>
		SW SW2	<i>(FX3) Delay on/off</i>
		aftertouch	FM depth (timbre), FM modulator pitch

ID	Name	FOR/PC3 K26	Assignment
18	SynKey Very dynamic expressive synthetic keyboard sound. [3]	mwheel	Vibrato
		slider A A	Modulator pitch (timbre)
		slider C B	Layer enable
		slider D C	"Attack rate, Decay rate"
		slider E D	Release rate
		slider F E	"(Aux) Hall level, (Aux) Hall size scale"
		slider G F	(Aux) Flanger feedback level
		slider H G	"(Aux) Delay level, (Aux) Delay feedback level"
		slider I H	(Aux) Delay time
		SW SW2	(Aux) Delay level (off/on)
		aftertouch	Vibrato speed
19	Clavinet A thinny, yet present clavinet sound. [3]	mwheel	Vibrato
		slider A A	FM depth (timbre)
		slider C B	LPF cutoff
		slider D C	InEQ: Bass
		slider E D	InEQ: Treble
		slider F E	(Aux) Hall level
		slider G F	(Aux) Hall predelay
		slider H G	(Aux) reverb decay time
		slider I H	(FX2) Flanger feedback
		SW SW2	(FX3) Distorted delay level
		aftertouch	(FX2) Flanger wet/dry
20	Bad Clav Kick ass clavinet with stereo sweeping filters. [3]	mwheel	Resonant LPF cutoff LFO speed
		slider A A	Resonant LPF cutoff LFO depth
		slider C B	Resonant LPF cutoff
		slider D C	InEQ: Bass
		slider E D	LPF cutoff
		slider F E	(Aux) Hall level
		slider G F	(Aux) Hall predelay
		slider H G	(Aux) reverb decay time
		slider I H	(FX2) Flanger feedback
		SW SW2	(FX3) Distorted delay level
		aftertouch	(FX2) Flanger wet/dry
21	Touchy Organ Screaming B3-like organ, touch-responsive [3]	mwheel	Rotary on/off
		slider A A	FM depth (percussion)
		slider C B	FM depth (timbre)
		slider D C	Attack rate
		slider E D	Release rate
		slider F E	InEQ: Bass (pre-rotary)
		slider G F	InEQ: Treble (pre-rotary)
		slider H G	(FX1, Aux) Rotary/dry balance
		slider I H	(Aux) Distortion level
		SW SW2	Vibrato on/off
		aftertouch	-
22	Sweet Organ Whistling organ, suited for ballads [2]	mwheel	Rotary on/off
		slider A A	FM depth (timbre)
		slider C B	Modulator pitch (timbre)
		slider D C	Attack rate
		slider E D	Release rate
		slider F E	InEQ: Bass (pre-rotary)
		slider G F	InEQ: Treble (pre-rotary)
		slider H G	(FX1, Aux) Rotary/dry balance
		slider I H	(Aux) Distortion level
		SW SW2	Vibrato on/off
		aftertouch	-

ID	Name	FOR/PC3 K26	Assignment
23	Thin Organ Organ with marginal fundamental tone 'footprint'. [2]	mwheel	Rotary on/off
		slider A A	Modulator pitch (timbre)
		slider C B	FM depth (timbre)
		slider D C	Attack rate
		slider E D	Release rate
		slider F E	<i>InEQ: Bass (pre-rotary)</i>
		slider G F	<i>InEQ: Treble (pre-rotary)</i>
		slider H G	<i>(FX1, Aux) Rotary/dry balance</i>
		slider I H	<i>(Aux) Distortion level</i>
		SW SW2	<i>Vibrato on/off</i>
		aftertouch	-
24	Modest Organ Comping organ. [2]	mwheel	Rotary on/off
		slider A A	Modulator pitch (timbre)
		slider C B	FM depth (timbre)
		slider D C	Attack rate
		slider E D	Release rate
		slider F E	<i>InEQ: Bass (pre-rotary)</i>
		slider G F	<i>InEQ: Treble (pre-rotary)</i>
		slider H G	<i>(FX1, Aux) Rotary/dry balance</i>
		slider I H	<i>(Aux) Distortion level</i>
		SW SW2	<i>Vibrato on/off</i>
		aftertouch	-
25	Vivid Spinet Metallic spinet or small-size harpsichord. [2]	mwheel	Vibrato
		slider A A	Layer enable
		slider C B	FM depth (timbre)
		slider D C	<i>InEQ: Bass</i>
		slider E D	<i>InEQ: Treble</i>
		slider F E	<i>(FX1) Reverb level</i>
		slider G F	<i>(FX1) Reverb time</i>
		slider H G	<i>(FX1) Reverb predelay</i>
		slider I H	<i>Hall HF damping</i>
		SW SW2	<i>Hall infinite decay on/off</i>
		aftertouch	Vibrato rate
26	Accordion Light (almost bandoneon-like) accordion sound. [3]	mwheel	Vibrato
		slider A A	Tremolo rate
		slider C B	Modulator pitch (timbre)
		slider D C	Attack rate
		slider E D	Release rate
		slider F E	<i>(Aux) Reverb level</i>
		slider G F	<i>"(Aux) Reverb time, predelay"</i>
		slider H G	<i>"Chorus LFO rate, chorus LFO depth"</i>
		slider I H	<i>Chorus wet/dry</i>
		SW SW2	Vibrato rate
		aftertouch	Tremolo
27	Full Church Full church organ. [3] <i>Change character with sliders A and B. Make sound distant with slider E.</i>	mwheel	Vibrato (carriers only)
		slider A A	FM depth (timbre)
		slider C B	FM depth (timbre)
		slider D C	<i>InEQ: Bass</i>
		slider E D	<i>"InEQ: Treble, Layer 3 FM depth"</i>
		slider F E	<i>"(Aux) Reverb level, (FX1) Mix level"</i>
		slider G F	<i>"(Aux) Size scale, (FX1) Size scale "</i>
		slider H G	<i>"(Aux) HF damping, (FX1) HF damping"</i>
		slider I H	<i>"(Aux) Predelay, (FX1) Predelay"</i>
		SW SW2	Pan pos to mono
		aftertouch	-

ID	Name	FOR/PC3 K26	Assignment
28	High Church High, rich 8va church organ. [3] <i>Change character with sliders A and B. Make sound distant with slider E.</i>	mwheel	Vibrato
		slider A A	FM depth (timbre)
		slider C B	FM depth (timbre)
		slider D C	<i>InEQ: Bass</i>
		slider E D	<i>InEQ: Treble</i>
		slider F E	<i>"(Aux) Reverb level, (FX1) Mix level"</i>
		slider G F	<i>"(Aux) Size scale, (FX1) Size scale "</i>
		slider H G	<i>"(Aux) HF damping, (FX1) HF damping"</i>
		slider I H	<i>"(Aux) Predelay, (FX1) Predelay"</i>
		SW SW2	"Layer 3 disable, Layer 2 pan pos"
		aftertouch	-
29	PresntChurch Church organ with presence, for solos or intros etc. A bit nasal timbre. [2] <i>Change character with sliders A and B. Make sound distant with slider E.</i>	mwheel	Vibrato
		slider A A	FM depth (timbre)
		slider C B	FM depth (timbre)
		slider D C	<i>InEQ: Bass</i>
		slider E D	<i>InEQ: Treble</i>
		slider F E	<i>"(Aux) Reverb level, (FX1) Mix level"</i>
		slider G F	<i>"(Aux) Size scale, (FX1) Size scale "</i>
		slider H G	<i>"(Aux) HF damping, (FX1) HF damping"</i>
		slider I H	<i>"(Aux) Predelay, (FX1) Predelay"</i>
		SW SW2	Vibrato speed
		aftertouch	-
30	ChoralChurch Chorale church organ with flute-ish character. [2] <i>Change character with sliders A and B. Make sound distant with slider E.</i>	mwheel	Vibrato
		slider A A	FM depth (timbre)
		slider C B	FM depth (timbre)
		slider D C	<i>InEQ: Bass</i>
		slider E D	<i>InEQ: Treble</i>
		slider F E	<i>"(Aux) Reverb level, (FX1) Mix level"</i>
		slider G F	<i>"(Aux) Size scale, (FX1) Size scale "</i>
		slider H G	<i>"(Aux) HF damping, (FX1) HF damping"</i>
		slider I H	<i>"(Aux) Predelay, (FX1) Predelay"</i>
		SW SW2	Vibrato speed
		aftertouch	-
31	Ice Ring Electric piano with voices. Constructed after a preset of the SY77. [4]	mwheel	"LFO detune, layer delay"
		slider A A	Modulator pitch (timbre)
		slider C B	FM depth (timbre)
		slider D C	Attack rate
		slider E D	LFO pan depth
		slider F E	<i>(Aux) Hall level</i>
		slider G F	<i>Chorus depth</i>
		slider H G	<i>Chorus feedback</i>
		slider I H	<i>Reverb predelay</i>
		SW SW2	<i>Reverb in/out</i>
		aftertouch	-
32	Grand & EPno Classic combination of bright grand with electric piano. For all your ballad needs. [3]	mwheel	Vibrato
		slider A A	Modulator pitch (timbre)
		slider C B	FM depth (timbre)
		slider D C	<i>InEQ: Bass</i>
		slider E D	<i>InEQ: Treble</i>
		slider F E	<i>(Aux) Hall level</i>
		slider G F	<i>Chorus depth</i>
		slider H G	<i>Chorus feedback</i>
		slider I H	<i>Reverb predelay</i>
		SW SW2	<i>Reverb in/out</i>
		aftertouch	-

ID	Name	FOR/PC3 K26	Assignment
33	Expressn Pno Expressive piano-like sound. Tight layering of acoustic piano and synthetic components. Nice for ballads. [3]	mwheel	Vibrato
		slider A A	Modulator pitch (timbre)
		slider C B	FM depth (timbre)
		slider D C	<i>InEQ: Bass</i>
		slider E D	<i>InEQ: Treble</i>
		slider F E	<i>(FX3) Hall level</i>
		slider G F	<i>Chorus depth</i>
		slider H G	<i>Chorus feedback</i>
		slider I H	<i>Reverb predelay</i>
		SW SW2	<i>Reverb in/out</i>
34	Church+Choir Sanctifying combination of church organ and choir. [3]	mwheel	Vibrato (choir)
		slider A A	Choir level
		slider C B	"FM depth (timbre), HF stimulator gain, InEQ: Treble"
		slider D C	Attack rate (choir)
		slider E D	Release rate (choir)
		slider F E	<i>"(Aux) Reverb level, (FX1) Mix level"</i>
		slider G F	<i>"(Aux) Size scale, (FX1) Size scale "</i>
		slider H G	<i>"(Aux) HF damping, (FX1) HF damping"</i>
		slider I H	<i>"(Aux) Predelay, (FX1) Predelay"</i>
		SW SW2	<i>Vibrato speed</i>
WIND INSTRUMENTS			
35	Harmonica The well-known harmonica from the DX7. [3]	mwheel	Vibrato
		slider A A	Vibrato rate
		slider C B	Modulator pitch (timbre)
		slider D C	Attack rate
		slider E D	Release rate
		slider F E	<i>(Aux) Reverb level</i>
		slider G F	<i>"(Aux) Reverb time, predelay"</i>
		slider H G	<i>"Chorus LFO rate, chorus LFO depth"</i>
		slider I H	<i>Chorus wet/dry</i>
		SW SW2	-
36	Caliope Caliope (ethnic flutey sound) derived from a DX7 preset. Gorgeous blown attack. [4]	mwheel	Vibrato
		slider A A	Layer enable
		slider C B	LFO pitch (attack) enable
		slider D C	Attack rate
		slider E D	Release rate
		slider F E	<i>(Aux) Hall level</i>
		slider G F	<i>(Aux) Hall time</i>
		slider H G	<i>"(Aux) Delay time, (Aux) delay feedback"</i>
		slider I H	<i>(Aux) Flanger level</i>
		SW SW2	<i>(Aux) Effects on/off</i>
BASS			
37	Electr Bass Electric bass, derived from a very popular DX7 preset. [3]	mwheel	Vibrato
		slider A A	Modulator pitch (timbre)
		slider C B	Modulator level (timbre)
		slider D C	Decay rate
		slider E D	Release rate
		slider F E	<i>InEQ: Bass</i>
		slider G F	<i>InEQ: Treble</i>
		slider H G	<i>Flanger level</i>
		slider I H	<i>Flanger feedback</i>
		SW SW2	<i>Chorus on/off</i>
aftertouch	-		

ID	Name	FOR/PC3 K26	Assignment
38	FretlessBass Fretless bass with nice buzz. Monophonic. [3]	mwheel	Vibrato
		slider A A	"Modulator pitch (timbre), FM depth (timbre)"
		slider C B	Attack rate
		slider D C	Decay rate
		slider E D	Release rate
		slider F E	<i>InEQ: Bass</i>
		slider G F	<i>InEQ: Treble</i>
		slider H G	<i>Flanger level</i>
		slider I H	<i>Flanger feedback</i>
		SW SW2	<i>Chorus on/off</i>
		aftertouch	Vibrato
39	Freak Bass Cutting electric bass. [3]	mwheel	Vibrato
		slider A A	Modulator pitch (timbre)
		slider C B	FM depth (timbre)
		slider D C	Decay rate
		slider E D	Release rate
		slider F E	<i>InEQ: Bass</i>
		slider G F	<i>InEQ: Treble</i>
		slider H G	<i>Flanger level</i>
		slider I H	<i>Flanger feedback</i>
		SW SW2	<i>Chorus on/off</i>
		aftertouch	-
40	Ace Bass Cutting-through combination of synthetic and sampled slap bass. [4]	mwheel	Vibrato
		slider A A	Decay rate (timbre)
		slider C B	"Modulator level (timbre), 4P Lowpass resonance"
		slider D C	Modulator pitch (timbre)
		slider E D	Release rate
		slider F E	<i>InEQ: Bass</i>
		slider G F	<i>InEQ: Treble</i>
		slider H G	<i>Flanger level</i>
		slider I H	<i>Flanger feedback</i>
		SW SW2	<i>Chorus mix level</i>
		aftertouch	-
41	Drive Bass Electronic bass sound with sound shaping control. [1]	mwheel	Vibrato
		slider A A	FM depth (timbre)
		slider C B	Modulator LPF cutoff (timbre)
		slider D C	Decay rate (timbre)
		slider E D	Release rate
		slider F E	<i>(Aux) Distortion level</i>
		slider G F	<i>"(FX3) Flanger wet/dry, (Aux) Distortion drive, (Aux) Distortion warmth"</i>
		slider H G	<i>(FX3) Flanger feedback level</i>
		slider I H	<i>(Aux) Distortion cabinet HPF</i>
		SW SW2	-
		aftertouch	-
VOCAL			
42	Male Vox Tenor vocal sound. [3]	mwheel	Vibrato
		slider A A	FM depth (timbre)
		slider C B	Layer 2 pitch (formant freq.)
		slider D C	Attack rate
		slider E D	Release rate
		slider F E	<i>(Aux) Hall level</i>
		slider G F	<i>(FX1) Room predelay</i>
		slider H G	<i>(FX1) Room reverb time</i>
		slider I H	<i>(FX1) Room infinite decay on/off while keys pressed</i>
		SW SW2	<i>(FX1) Room infinite decay on/off</i>
		aftertouch	FM depth (timbre)

ID	Name	FOR/PC3 K26	Assignment
43	Whistle Human whistling with controllable amount of air flow noise. [2] <i>Get 2 whistlers via slider B.</i>	mwheel	Vibrato speed
		slider A A	"Noise level, Noise layer disable"
		slider C B	Second whistle level
		slider D C	Attack rate
		slider E D	Release rate
		slider F E	<i>(Aux) Hall level</i>
		slider G F	<i>(Aux) Hall predelay</i>
		slider H G	<i>(FX1) LaserVerb wet/dry</i>
		slider I H	<i>"(FX1) LaserVerb feedback, (FX1) LaserVerb Delay"</i>
		SW SW2	"Sine layer disable, noise level"
44	Artifax Vox Surrealistic combination of synthesized and manipulated sampled voices. [2]	mwheel	Vibrato
		slider A A	FM depth (timbre)
		slider C B	Hi freq stimulator drive
		slider D C	Attack rate
		slider E D	Release rate
		slider F E	<i>InEQ: Bass</i>
		slider G F	<i>InEQ: Treble</i>
		slider H G	<i>(FX1a) Mix Reverb</i>
		slider I H	<i>(FX1a,b,c) Wet/dry</i>
		SW SW2	-
aftertouch	-		
BRASS			
45	Bite Brass Synthetic brass. [3] <i>Get nice pitch/timbre rise at attack with slider C.</i>	mwheel	Vibrato
		slider A A	Pitch envelope level: changes attack
		slider C B	FM depth (timbre)
		slider D C	Attack rate
		slider E D	Release rate
		slider F E	HPF cutoff
		slider G F	<i>InEQ: Treble</i>
		slider H G	<i>Aux Rvrb level</i>
		slider I H	<i>"Aux Rvrb time, FX1 Wet/Dry"</i>
		SW SW2	Data -> Layer 2: -1 octave
aftertouch	LFO1 pitch depth		
46	HyperTrumpt Hybrid synthesized trumpets (FM using samples). [3]	mwheel	Vibrato
		slider A A	FM depth (timbre)
		slider C B	Modulator LFO depth (timbre of attack)
		slider D C	Attack rate
		slider E D	Release rate
		slider F E	<i>"(Aux) Hall level, (FX1) Hall level"</i>
		slider G F	<i>"(Aux) Hall size, (FX1) Hall size, (FX1) Hall HF damping"</i>
		slider H G	<i>(FX2) Flanger level</i>
		slider I H	<i>"(FX2) Flanger L/R phase, (FX2) Flanger LFO speed"</i>
		SW SW2	<i>(FX1) Hall on/off</i>
aftertouch	Vibrato		
47	Smooth Horns Horn-like blend of synthetic and sampled brass. [3]	mwheel	Vibrato
		slider A A	FM depth (timbre)
		slider C B	Modulator LFO depth (timbre of attack)
		slider D C	Attack rate
		slider E D	Release rate
		slider F E	<i>(Aux) Hall level</i>
		slider G F	<i>(Aux) Hall predelay</i>
		slider H G	<i>(FX1) LaserVerb wet/dry</i>
		slider I H	<i>"(FX1) LaserVerb feedback, (FX1) LaserVerb Delay"</i>
		SW SW2	-
aftertouch	Vibrato		

ID	Name	FOR/PC3 K26	Assignment
48	Section 'K' Brass section constructed with hybrid (FM and sampled) synthesis. [3]	mwheel	Vibrato
		slider A A	FM depth (timbre)
		slider C B	Modulator LFO depth (timbre of attack)
		slider D C	Attack rate
		slider E D	Release rate
		slider F E	(Aux) Hall level
		slider G F	(Aux) Hall predelay
		slider H G	(FX1) LaserVerb wet/dry
		slider I H	"(FX1) LaserVerb feedback, (FX1) LaserVerb Delay"
		SW SW2	-
		aftertouch	Vibrato
49	Harp^8va Andreas Vollenweider-like harp, much alike one of the DX7 presets. [3 (+3)] <i>Be sure to try the doubling delay (mod wheel) and 8va (data).</i>	mwheel	Layer delay
		slider A A	Layer pitch (8va)
		slider C B	"Layer level, Layer disable"
		slider D C	"Attack rate, modulator level"
		slider E D	Release rate
		slider F E	(Aux) Room level
		slider G F	"(Aux) Room predelay, (Aux) Room HF damping"
		slider H G	(FX1c) Chorus feedback level
		slider I H	"(FX1c) Chorus LFO rate, (FX1c) Chorus LFO depth"
		SW SW2	(Aux) Room wet/dry
		aftertouch	-
50	BowedStrings Viola-like bowed strings. [3]	mwheel	Vibrato
		slider A A	LFO pan depth
		slider C B	LFO pan speed
		slider D C	Attack rate
		slider E D	Release rate
		slider F E	Sawtooth level
		slider G F	"HPF cutoff, InEQ: Treble"
		slider H G	Chorus feedback
		slider I H	"Rvrb time, Wet/Dry"
		SW SW2	Modulator +1 oct
		aftertouch	-
51	Slow Strings Slowly evolving synthetic strings. [2] <i>Poly pressure controls LPF cutoff, just like mono pressure.</i>	mwheel	Delayed vibrato
		slider A A	LPF cutoff
		slider C B	Modulator pitch (timbre)
		slider D C	Attack rate
		slider E D	Release rate
		slider F E	(Aux) Hall level
		slider G F	(Aux) Hall time
		slider H G	(FX2) Chorus wet/dry
		slider I H	(FX2) Chorus feedback level
		SW SW2	(FX2) Chorus / (FX3) Distortion toggle
		aftertouch	LPF cutoff
PERCUSSION			
52	TubularBells The famous tubular bell sound from the DX7 presets. [2] <i>Get dry sound via switch 2. Then add subtle phaser with slider E.</i>	mwheel	Tremolo
		slider A A	"Pitch layer 1, pitch layer 2"
		slider C B	Modulator pitches
		slider D C	Attack rate
		slider E D	Release rate
		slider F E	"(FX3) Delay amount, (FX2) Phaser wet/dry"
		slider G F	Flanger depth
		slider H G	(Aux) reverb decay time
		slider I H	"FX2 aux send, FX3 aux send, FX3 wet/dry"
		SW SW2	Toggle FX3 (Flange/decay/ reverb) / FX2 (Phaser)
		aftertouch	-

ID	Name	FOR/PC3 K26	Assignment
53	Steel Drums Steel drums with built-in touch of Jamaica. [4] <i>Slider B controls the amount of inharmonic timbre at high attack velocities</i>	mwheel	Delayed vibrato
		slider A A	Modulator pitch (timbre)
		slider C B	Modulator depth (timbre)
		slider D C	Attack rate
		slider E D	Release rate
		slider F E	(Aux) Hall level
		slider G F	"(Aux) Hall time, (Aux) Hall predelay"
		slider H G	(FX2) Flanger /(FX1) Reverb balance
		slider I H	(FX2) Flanger speed
		SW SW2	-
		aftertouch	-
54	Mallet Often heard mallet sound. Quite touch sensitive. [3] <i>Alternate different effects with switch 2.</i>	mwheel	FM depth (timbre)
		slider A A	Modulator pitch (timbre)
		slider C B	Impact pitch mod
		slider D C	Modulator attack rate
		slider E D	Release rate
		slider F E	"(FX1) Room wet/dry, (Aux) Hall level"
		slider G F	(FX1) Room predelay, (FX2) Chorus wet/dry"
		slider H G	"(FX1) Room size scale, (FX2) Chorus feedback"
		slider I H	(FX2) Chorus LFO rate
		SW SW2	Toggle: room/ chorus+hall
		aftertouch	-
55	Bells Subtle cascaded struck bells. [5] <i>Disable the 'lead' sustaining bell tone with data. Change pitch character via mod wheel</i>	mwheel	Relative pitch of 'bells'
		slider A A	Layer enable
		slider C B	"Layer delay, EnvCtl"
		slider D C	Envelope pitch amount
		slider E D	Release rate
		slider F E	(Aux) Hall level
		slider G F	(Aux) Hall cutoff
		slider H G	(FX1a) Filter resonance
		slider I H	(FX1a) Filter LFO speed
		SW SW2	(Aux) Hall infinite decay on/off
		aftertouch	Pitch of sustaining 'bells'
56	Electr Kick Electronic kick drum. [3] <i>Timbre can be extensively manipulated with the controllers</i>	mwheel	Pitch envelope amount
		slider A A	Decay rate (modulator)
		slider C B	Modulator pitch (timbre)
		slider D C	Modulator pitch (timbre)
		slider E D	Modulator pitch (timbre)
		slider F E	"Attack rate, Decay rate, Release rate" (amplitude)
		slider G F	"(Aux) ChorLsrDelay wet/dry, (FX1) Aux level"
		slider H G	"(Aux) Delay time, (Aux) Delay feedback"
		slider I H	"(FX2) Flanger level, (FX2) Flanger feedback"
		SW SW2	Pitch transient on attack on/off
		aftertouch	-
57	Electr Snare Electronic snare drum. [1] <i>Timbre shaping through the controllers.</i>	mwheel	Pitch
		slider A A	FM depth (timbre)
		slider C B	Modulator pitch (timbre)
		slider D C	Decay rate
		slider E D	Release rate
		slider F E	(Aux) Hall level
		slider G F	"(FX3) Reverb time, (FX3) Reverb HF damping"
		slider H G	"(FX3) Chorus feedback, (FX3) Chorus LFO rate"
		slider I H	(FX3) Reverb predelay
		SW SW2	"(FX3) Chorus/reverb on/off, (Aux) Hall on/off"
		aftertouch	-

ID	Name	FOR/PC3 K26	Assignment
58	Electr HiHat Electronic hi hat. [1] <i>Timbre can be manipulated with controls. Closed hi hat from C#4 downward; open hi hat from D4 upward.</i>	mwheel	LFO amplitude modulation (trill)
		slider A A	Modulator pitch (timbre)
		slider C B	Modulator pitch (timbre)
		slider D C	-
		slider E D	"HPF cutoff, LPF cutoff"
		slider F E	(Aux) Hall level
		slider G F	"(FX3) Reverb time, (Aux) Hall time"
		slider H G	"(FX3) Chorus feedback, (FX3) Chorus LFO rate"
		slider I H	(FX3) Reverb predelay
		SW SW2	"(FX3) Chorus/reverb on/off, (Aux) Hall on/off"
		aftertouch	-
59	Mondo Toms Electronic toms. Grungy sound. [3] <i>Gets even more cutting with mod wheel</i>	mwheel	Shaper amount
		slider A A	Modulator decay rate
		slider C B	Modulator pitch (timbre)
		slider D C	Modulator pitch (timbre)
		slider E D	"Decay rate, Release rate"
		slider F E	"(Aux) ChorLsrDelay wet/dry, (FX1) Aux level"
		slider G F	"(Aux) Delay time, (Aux) Delay feedback"
		slider H G	(FX2) Flanger level
		slider I H	(FX2) Flanger feedback
		SW SW2	-
		aftertouch	-
60	Triangle Natural triangle sound with ambience. [1] <i>Slider A introduces fundamental pitch. Slider B and C moved up together give surrealistic windbell-like effect</i>	mwheel	Pitch
		slider A A	FM depth (timbre)
		slider C B	Random pitch
		slider D C	Random panning position
		slider E D	Release rate
		slider F E	(Aux) Hall level
		slider G F	(Aux) Hall predelay
		slider H G	"(Aux) Hall level, (FX3) Laserverb level"
		slider I H	"(FX3) Laserverb delay, (FX3) Laserverb contour"
		SW SW2	"(Aux) Hall on/off, (FX3) Laserverb on/off"
		aftertouch	-
61	Carillon Church carillon bells. Realistic recreation, based on scientific research. [2] <i>Slider A (data) modifies minor 3rd partial, which is characteristic for church bells, to major 3rd</i>	mwheel	"Decay rate, release rate"
		slider A A	Partial pitch (minor 3rd -> major 3rd)
		slider C B	FM depth (timbre)
		slider D C	InEQ: Bass
		slider E D	InEQ: Treble
		slider F E	"(Aux) Reverb level, (FX1) Mix level"
		slider G F	"(Aux) Size scale, (FX1) Size scale "
		slider H G	"(Aux) HF damping, (FX1) HF damping"
		slider I H	"(Aux) Predelay, (FX1) Predelay"
		SW SW2	-
		aftertouch	-
62	Glocky Metallic bells with lots of HF partials. [2] <i>Alternate different effects with switch 2 (control 29)</i>	mwheel	Delayed vibrato
		slider A A	Layer delay
		slider C B	Modulator pitch (timbre)
		slider D C	"Attack rate, impact"
		slider E D	Release rate
		slider F E	(Aux) Hall level
		slider G F	(FX1) Room time
		slider H G	(FX1) Room HF damping
		slider I H	(FX1) Room predelay
		SW SW2	Toggle: (FX1) room/ (FX2) Flanger+(Aux) hall
		aftertouch	-

ID	Name	FOR/PC3 K26	Assignment
SYNTH			
63	Press Pad Huge, impressive pad with slow evolving envelope. [3]	mwheel	Delayed vibrato
		slider A A	Layer enable
		slider C B	"Layer 3 carrier pitch, modulator pitch"
		slider D C	"Layer 1+2 attack & release rate"
		slider E D	"Layer 3 attack+decay+release rate, Layer delay"
		slider F E	<i>(Aux) Xcouple</i>
		slider G F	<i>(Aux) Feedback level</i>
		slider H G	<i>(FX1) Delay tempo</i>
		slider I H	<i>(FX1) Delay mid EQ</i>
		SW SW2	<i>"(Aux) Delay coarse, (FX1) Wet/dry"</i>
aftertouch	FM depth		
64	Round Lead Monophonic lead sound with 'round' timbre. [4]	mwheel	Vibrato
		slider A A	FM depth (timbre)
		slider C B	Layer delay
		slider D C	"Attack rate, Decay rate"
		slider E D	Release rate
		slider F E	<i>(Aux) Hall level</i>
		slider G F	<i>(Aux) Hall time</i>
		slider H G	<i>(Aux) Delay level</i>
		slider I H	<i>(Aux) Flanger level</i>
		SW SW2	<i>(Aux) All effects on/off</i>
aftertouch	"Vibrato, FM depth (timbre)"		
65	Cutting Lead Monophonic cutting lead sound with plenty of personality. [4]	mwheel	Vibrato (fast)
		slider A A	FM depth (timbre)
		slider C B	Pan (stereo to mono)
		slider D C	"Attack rate, Decay rate"
		slider E D	Release rate
		slider F E	<i>(Aux) Hall level</i>
		slider G F	<i>(Aux) Hall time</i>
		slider H G	<i>"(Aux) Delay time, (Aux) delay feedback"</i>
		slider I H	<i>(Aux) Flanger level</i>
		SW SW2	<i>(Aux) Delay on/off</i>
aftertouch	"Vibrato, FM depth (timbre)"		
66	Square Lead Monophonic lead sound with square wave-like, yet very touch responsive timbre. [2]	mwheel	Pitch env (attack)
		slider A A	FM depth (timbre)
		slider C B	Vibrato rate
		slider D C	"Attack rate, Decay rate"
		slider E D	Release rate
		slider F E	<i>(Aux) Hall level</i>
		slider G F	<i>(Aux) Hall time</i>
		slider H G	<i>(Aux) Delay time</i>
		slider I H	<i>(Aux) Flanger level</i>
		SW SW2	<i>(Aux) Delay on/off</i>
aftertouch	"Vibrato, FM depth (timbre)"		
67	Tinkle Synth pad with looping HF partials. [3] <i>Change timbre looping rate with slider D.</i>	mwheel	"Layer detune, LFO pitch depth"
		slider A A	"Layer 2 enable, Layer 3 enable"
		slider C B	Modulator pitch (timbre)
		slider D C	"Impact, level of layers"
		slider E D	Envelope control ('tinkle' rate)
		slider F E	<i>(Aux) Hall level</i>
		slider G F	<i>"(Aux) Hall time, (Aux) Hall HF damping"</i>
		slider H G	<i>(FX2) Chorus wet/dry</i>
		slider I H	<i>(FX2) Chorus feedback</i>
		SW SW2	-
aftertouch	-		

ID	Name	FOR/PC3 K26	Assignment
68	Evolution Bright synth swell with subtly evolving timbre. [3]	mwheel	Vibrato
		slider A A	Modulator pitch (timbre)
		slider C B	Modulator pitch (timbre)
		slider D C	Attack rate
		slider E D	Release rate
		slider F E	(Aux) Hall level
		slider G F	(Aux) Hall predelay
		slider H G	Doubling LFO feedback
		slider I H	Doubling LFO depth
		SW SW2	Doubling in/out
		aftertouch	-
69	Vectoring Timbrally evolving, dirty sound. [3] <i>Character can be totally twisted and turned via the various controllers.</i>	mwheel	Vibrato
		slider A A	FM depth (timbre)
		slider C B	Modulator pitch (timbre)
		slider D C	Modulator pitch (timbre)
		slider E D	Modulator pitch (timbre)
		slider F E	"Attack rate, Decay rate, Release rate" (sound evolution rate)
		slider G F	(FX3) Delay level
		slider H G	(FX3) Delay time
		slider I H	(FX2) Filter sweep frequency
		SW SW2	(FX2) Filter sweep LFO halt
		aftertouch	"FM depth (timbre), FM modulator pitch (timbre)"
70	Helios String-like synthetic timbre with bell attack. [4]	mwheel	Delayed vibrato
		slider A A	Layer pitch
		slider C B	"FM depth (timbre), Layer level, Layer enable"
		slider D C	Attack rate
		slider E D	"Decay rate, Release rate"
		slider F E	(Aux) Hall level
		slider G F	(Aux) Hall size scale, (Aux) Hall predelay
		slider H G	(FX1c) Delay level
		slider I H	(FX1c) Delay time
		SW SW2	-
		aftertouch	-
71	MultiWaves Percussive sound with interesting buzz. [1] <i>Pulsate or arpeggiate this sound. Control pitch effect with mod wheel, and its speed with slider C</i>	mwheel	Carrier pitch (timbre) LFO depth
		slider A A	Modulator pitch (timbre)
		slider C B	Carrier pitch (timbre)
		slider D C	Decay rate
		slider E D	Carrier pitch (timbre) LFO speed
		slider F E	(FX1) Hall level
		slider G F	"(FX1) Hall size, HF damping, predelay"
		slider H G	"(FX3) Delay Tap1, Tap2, Tap3, Tap4"
		slider I H	(FX3) Flanger feedback level
		SW SW2	(FX3) 4Tap+flanger on/off
		aftertouch	
72	Swept Metal Filtered metal - how else could this be named? [4] <i>PPress also controls filter cutoff, like MPress.</i>	mwheel	Filter cutoff LFO depth
		slider A A	Filter cutoff LFO speed
		slider C B	Attack rate
		slider D C	InEQ: Bass
		slider E D	InEQ: Treble
		slider F E	(Aux) Hall level
		slider G F	"(Aux) Hall size, (Aux) Hall predelay, (Aux) Hall HF damping"
		slider H G	(FX2) Flanger feedback wet/dry
		slider I H	"(FX3) Laserverb feedback, (FX3) Laserverb contour"
		SW SW2	(FX3) Laserverb level
		aftertouch	Filter cutoff

ID	Name	FOR/PC3 K26	Assignment
73	Pop Mod Popping sound to serve as embellishment. [2]	mwheel	LFO2 amp mod depth
		slider A A	FM depth (timbre)
		slider C B	Layer 1 modulator pitch
		slider D C	Layer 2 modulator pitch
		slider E D	Layer 1 delay
		slider F E	"Attack rate, amp amount"
		slider G F	Release rate
		slider H G	"LsrVrb amount, "LsrVrb contour"
		slider I H	Aux Rvrb Level
		SW SW2	Layer 2 disable
		aftertouch	Pitch bend down
74	5th Synth Synth sound with nice 5th in its timbre. [2]	mwheel	Vibrato
		slider A A	Layer 2 transpose
		slider C B	FM depth (timbre)
		slider D C	"HPF cutoff, Distortion drive"
		slider E D	LFO1 speed
		slider F E	Attack rate
		slider G F	Release rate
		slider H G	Flanger/Reverb balance
		slider I H	Reverb defeat
		SW SW2	Attack pitch envelope
		aftertouch	FM depth
75	Rude Major Peculiar sound of the digital era. Contains almost subliminal major third, which is modulated to a 5th by Data. [4]	mwheel	Vibrato
		slider A A	Carrier pitch (timbre)
		slider C B	FM depth (timbre)
		slider D C	"Attack rate, Decay rate"
		slider E D	Release rate
		slider F E	(Aux) Hall level
		slider G F	(Aux) Hall time
		slider H G	"(Aux) Delay time, (Aux) delay feedback"
		slider I H	(Aux) Flanger level
		SW SW2	(Aux) Delay on/off
		aftertouch	"Vibrato, FM depth (timbre)"
76	Syn Horns Round french horns with expressive touch. [2]	mwheel	Vibrato
		slider A A	FM depth (timbre)
		slider C B	Modlator LFO depth (timbre of attack)
		slider D C	Attack rate
		slider E D	Release rate
		slider F E	(Aux) Hall level
		slider G F	(Aux) Hall predelay
		slider H G	(FX1) LaserVerb wet/dry
		slider I H	"(FX1) LaserVerb feedback, (FX1) LaserVerb Delay"
		SW SW2	-
		aftertouch	Vibrato
77	Narrow Synth Old analog-synth-like melody sound but with typical FM control over timbre. [2]	mwheel	Delayed vibrato
		slider A A	Modulator pitch (timbre)
		slider C B	Modulator pitch (timbre)
		slider D C	Attack rate
		slider E D	Release rate
		slider F E	(Aux) Hall level
		slider G F	(Aux) Hall time
		slider H G	(FX2) Chorus wet/dry
		slider I H	(FX2) Chorus feedback level
		SW SW2	-
		aftertouch	LPF cutoff

ID	Name	FOR/PC3 K26	Assignment
78	Syn Piano Artificial electric piano. [2]	mwheel	Vibrato
		slider A A	Pan tremolo L/R
		slider C B	FM depth (timbre)
		slider D C	Attack rate
		slider E D	Release rate
		slider F E	<i>(Aux) Hall level</i>
		slider G F	<i>(Aux) Hall predelay</i>
		slider H G	Doubling LFO feedback
		slider I H	Doubling LFO depth
		SW SW2	Doubling in/out
		aftertouch	-
79	Synth Bow Bowed synth sound with sizzling, metallic overtones. [3]	mwheel	Vibrato
		slider A A	Modulator pitch (timbre)
		slider C B	Added wave pitch (timbre)
		slider D C	Attack rate
		slider E D	Release rate
		slider F E	<i>(Aux) Hall level</i>
		slider G F	<i>(Aux) Hall predelay</i>
		slider H G	Doubling LFO feedback
		slider I H	Doubling LFO depth
		SW SW2	Doubling in/out
		aftertouch	-
80	Formalias Contemporary sound with digital grunge, using frequency modulated (FM) LFOs for vibrato! [1]	mwheel	Vibrato
		slider A A	Modulator overtone BPF frequency (timbre)
		slider C B	Modulator overtone BPF key tracking
		slider D C	Modulator overtone BPF envelope depth
		slider E D	Modulator overtone BPF width (Q)
		slider F E	<i>(Aux) Flanger level</i>
		slider G F	<i>(Aux) Flanger feedback</i>
		slider H G	<i>(Aux) Delay level</i>
		slider I H	<i>"(Aux) Delay time, (Aux) Delay feedback"</i>
		SW SW2	Modulator pitch (timbre)
		aftertouch	Modulator overtone BPF frequency (timbre)
81	Watery Winds Twisted synthetic sound, with samples as FM modulator. [2]	mwheel	Vibrato
		slider A A	FM depth (timbre)
		slider C B	Modulator pitch (timbre)
		slider D C	Attack rate
		slider E D	Release rate
		slider F E	<i>InEQ: Bass</i>
		slider G F	<i>InEQ: Treble</i>
		slider H G	<i>(FX1a) Mix Reverb</i>
		slider I H	<i>(FX1a,b,c) Wet/dry</i>
		SW SW2	-
		aftertouch	-
82	Hefty Funk Funky rhythm sound with presence. [1]	mwheel	Vibrato
		slider A A	LF carrier pitch (beating)
		slider C B	LF carrier pitch (beating)
		slider D C	Impact
		slider E D	Release rate
		slider F E	<i>(Aux) Hall level</i>
		slider G F	<i>"(Aux) Hall predelay, (Aux) Hall size scale"</i>
		slider H G	<i>Chorus depth</i>
		slider I H	<i>Chorus feedback</i>
		SW SW2	<i>Reverb in/out</i>
		aftertouch	-

ID	Name	FOR/PC3 K26	Assignment
83	Fun Loop 6/8 Looped synth with 6/8 feel. [3]	mwheel	Loop speed
		slider A A	Modulator pitch (timbre)
		slider C B	"Layer level , Layer enable" (swept square)
		slider D C	Attack rate
		slider E D	Release rate
		slider F E	"(Aux) Hall level, (Aux) Hall mix level"
		slider G F	"(Aux) Hall predelay, (Aux) Hall time"
		slider H G	(FX2) Chorus wet/dry
		slider I H	"(FX2) Chorus LFO depth, (FX2) Chorus speed"
		SW SW2	(Aux) Hall on/off
		aftertouch	-
ADDITIVE SYNTHESIS			
84	Vibraphone + Vibraphone modeled by additive synthesis. Based on scientific research, and fine tuned by ear. [3]	mwheel	Tremolo
		slider A A	Tremolo speed
		slider C B	"Pitch of partials, layer delay"
		slider D C	InEQ: Bass
		slider E D	InEQ: Treble
		slider F E	(Aux) Reverb level
		slider G F	"(Aux) RvrB Time, (Aux) Trb Shelf G"
		slider H G	Chorus mix
		slider I H	Chorus depth
		SW SW2	-
		aftertouch	-
85	Marimba + Marimba modeled by additive synthesis. [3]	mwheel	Tremolo
		slider A A	Impact (attack)
		slider C B	Release rate
		slider D C	InEQ: Bass
		slider E D	InEQ: Treble
		slider F E	"(Aux) Hall level, (FX1) Hall level"
		slider G F	"(Aux) Hall size, (FX1) Hall size, (FX1) Hall HF damping"
		slider H G	(FX2) Flanger level
		slider I H	"(FX2) Flanger L/R phase, (FX2) Flanger LFO speed"
		SW SW2	-
		aftertouch	-
86	Vibra LAYER + Similar to 'Vibraphone' but with linear partial tuning above C5 (unlike a real vibraphone). More suited for layering. [3]	mwheel	Tremolo
		slider A A	Tremolo speed
		slider C B	"Pitch of partials, layer delay"
		slider D C	InEQ: Bass
		slider E D	InEQ: Treble
		slider F E	(Aux) Reverb level
		slider G F	"(Aux) RvrB Time, (Aux) Trb Shelf G"
		slider H G	Chorus mix
		slider I H	Chorus depth
		SW SW2	-
		aftertouch	-
87	Metal Vibes + Vibraphone with bright overtones; combined FM and additive synthesis. [4]	mwheel	Tremolo
		slider A A	Partial pitch (timbre)
		slider C B	Tremolo speed
		slider D C	InEQ: Bass
		slider E D	InEQ: Treble
		slider F E	(Aux) Reverb level
		slider G F	"(Aux) RvrB Time, (Aux) Trb Shelf G"
		slider H G	Chorus mix
		slider I H	Chorus depth
		SW SW2	-
		aftertouch	-

ID	Name	FOR/PC3 K26	Assignment
88	TouchMallet + Fantasy mallet instrument modeled by additive synthesis. [3] <i>Pitch of partials varies with attack velocity.</i>	mwheel	Vibrato
		slider A A	Impact (attack)
		slider C B	Release rate
		slider D C	<i>InEQ: Bass</i>
		slider E D	<i>InEQ: Treble</i>
		slider F E	<i>"(Aux) Hall level, (FX1) Hall level"</i>
		slider G F	<i>"(Aux) Hall size, (FX1) Hall size, (FX1) Hall HF damping"</i>
		slider H G	<i>(FX2) Flanger level</i>
		slider I H	<i>"(FX2) Flanger L/R phase, (FX2) Flanger LFO speed"</i>
		SW SW2	-
		aftertouch	-
89	Vocal Vibes Artificial vibraphone soundlike (additive synthesis), with airy voices. [4]	mwheel	Vibrato (voices)
		slider A A	Partial pitch (timbre)
		slider C B	Layer level (voices)
		slider D C	<i>InEQ: Bass</i>
		slider E D	<i>InEQ: Treble</i>
		slider F E	<i>(FX1) Hall level</i>
		slider G F	<i>"(FX1) Hall size, HF damping, predelay"</i>
		slider H G	<i>"(FX3) Delay Tap1, Tap2, Tap3, Tap4"</i>
		slider I H	<i>(FX3) Flanger feedback level</i>
		SW SW2	<i>(FX3) 4Tap+flanger on/off</i>
		aftertouch	-
BREATH CONTROL			
90	Harmonica BC The well-known harmonica with breath control. [3] <i>Breath controller affects timbre and level.</i>	mwheel	Tremolo
		slider A A	Vibrato rate
		slider C B	Modulator pitch (timbre)
		slider D C	Attack rate
		slider E D	Release rate
		slider F E	<i>(Aux) Reverb level</i>
		slider G F	<i>"(Aux) Reverb time, predelay"</i>
		slider H G	<i>"Chorus LFO rate, chorus LFO depth"</i>
		slider I H	<i>Chorus wet/dry</i>
		SW SW2	-
		aftertouch	Vibrato
91	Caliopo BC Monophonic caliope sound with breath control. [4] <i>Introduces blow attack at suddenly increasing breath amount.</i>	mwheel	Tremolo
		slider A A	Layer enable
		slider C B	LFO pitch (attack) enable
		slider D C	Attack rate
		slider E D	Release rate
		slider F E	<i>(Aux) Hall level</i>
		slider G F	<i>(Aux) Hall time</i>
		slider H G	<i>"(Aux) Delay time, (Aux) delay feedback"</i>
		slider I H	<i>(Aux) Flanger level</i>
		SW SW2	<i>(Aux) Effects on/off</i>
		aftertouch	Vibrato
92	Sqr Lead BC Square wave type lead sound with breath control. Monophonic. [2] <i>Breath controller affects timbre and level.</i>	mwheel	Pitch env (attack)
		slider A A	FM depth (timbre)
		slider C B	Vibrato rate
		slider D C	"Attack rate, Decay rate"
		slider E D	Release rate
		slider F E	<i>(Aux) Hall level</i>
		slider G F	<i>(Aux) Hall time</i>
		slider H G	<i>(Aux) Delay time</i>
		slider I H	<i>(Aux) Flanger level</i>
		SW SW2	<i>(Aux) Delay on/off</i>
		aftertouch	"Vibrato, FM depth (timbre)"

ID	Name	FOR/PC3 K26	Assignment
93	Dyna Lead BC Breath controlled monophonic lead sound. Very dynamic and expressive. [4] <i>Breath controller affects timbre and level.</i>	mwheel	Vibrato
		slider A A	FM depth (timbre)
		slider C B	Layer delay
		slider D C	"Attack rate, Decay rate"
		slider E D	Release rate
		slider F E	<i>(Aux) Hall level</i>
		slider G F	<i>(Aux) Hall time</i>
		slider H G	<i>(Aux) Delay level</i>
		slider I H	<i>(Aux) Flanger level</i>
		SW SW2	<i>(Aux) All effects on/off</i>
		aftertouch	"Vibrato, FM depth (timbre)"

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