

Program name: Gezz Norway Sad

Characteristics: Layer A synth bell/string , layer B: bass – bit funny

<b>Layer A</b>		<b>Name</b> Gezz_Norway Sad 01A	
<b>Oscillator 1:</b>			
Freq <u>C3</u> Fine tune <u>-7</u> Shape <input type="checkbox"/> Saw <input type="checkbox"/> S+T <input type="checkbox"/> T <input checked="" type="checkbox"/> P <input type="checkbox"/> Off	Shape mod <u>85</u>	Sub oct <u>0</u>	Noise <u>0</u>
<b>Oscillator 2:</b>			
Freq <u>C4</u> Fine tune <u>8</u> Shape <input type="checkbox"/> Saw <input checked="" type="checkbox"/> S+T <input type="checkbox"/> T <input type="checkbox"/> P <input type="checkbox"/> Off	Shape mod <u>0</u>	Osc mix <u>62</u>	Osc slop <u>4</u>
<b>Low-pass filter:</b>			
Cutoff <u>24</u> Resonance <u>0</u> Env amount <u>127</u> Velocity <u>0</u> Key amount <u>64</u> Audio Mod <u>0</u>	4 pole <input type="checkbox"/> Delay <u>48</u> Attack <u>0</u> Decay <u>0</u> Sustain <u>58</u> Release <u>80</u>		
<b>Amplifier:</b>			
Pan spread <u>62</u> Env amount <u>127</u> Velocity <u>0</u> Delay <u>0</u>	Attack <u>-10</u> Decay <u>-87</u> Sustain <u>-87</u> Release <u>-89</u>		
<b>Low frequency oscillator 1:</b>			
Shape <input checked="" type="checkbox"/> Tri <input type="checkbox"/> Saw <input type="checkbox"/> Rev s. <input type="checkbox"/> Square <input type="checkbox"/> Rand	Frequency <u>4 steps</u> Amount <u>31</u> Destination <u>OSC 1 shape</u> Clk sync <input checked="" type="checkbox"/> Key sync <input type="checkbox"/>		
<b>Low frequency oscillator 2:</b>			
Shape <input checked="" type="checkbox"/> Tri <input type="checkbox"/> Saw <input type="checkbox"/> Rev s. <input type="checkbox"/> Square <input type="checkbox"/> Rand	Frequency <u>40</u> Amount <u>104</u> Destination <u>Resonance</u> Clk sync <input type="checkbox"/> Key sync <input type="checkbox"/>		
<b>Low frequency oscillator 3:</b>			
Shape <input type="checkbox"/> Tri <input type="checkbox"/> Saw <input type="checkbox"/> Rev s. <input type="checkbox"/> Square <input type="checkbox"/> Rand	Frequency _____ Amount _____ Destination _____ Clk sync <input type="checkbox"/> Key sync <input type="checkbox"/>		
<b>Low frequency oscillator 4:</b>			
Shape <input type="checkbox"/> Tri <input type="checkbox"/> Saw <input type="checkbox"/> Rev s. <input type="checkbox"/> Square <input type="checkbox"/> Rand	Frequency _____ Amount _____ Destination _____ Clk sync <input type="checkbox"/> Key sync <input type="checkbox"/>		
<b>Effect:</b>			
On <input checked="" type="checkbox"/> Effect <u>DDL Stereo</u> Mix <u>64</u>	Clk sync <input checked="" type="checkbox"/> Param 1 <u>8th sync rate</u> Param 2 <u>93 Feedback</u>		
<b>Clock and arp:</b>			
BPM _____ Divide _____ Arp on <input type="checkbox"/> Arp mode _____			
<b>Sequencer:</b>			
Type <input type="checkbox"/> Gated <input type="checkbox"/> Poly Destination _____			
<b>Auxiliary envelope: off all 0</b>			
Destination _____ Env amount _____ Velocity _____ Delay _____	Attack _____ Decay _____ Sustain _____ Release _____		

<b>Layer B</b>		<b>Name</b> _____	
<b>Oscillator 1:</b>			
Freq <u>#C1</u> Fine tune <u>31</u> Shape <input type="checkbox"/> Saw <input type="checkbox"/> S+T <input type="checkbox"/> T <input checked="" type="checkbox"/> P <input type="checkbox"/> Off	Shape mod <u>0</u>	Sub oct <u>0</u>	Noise <u>0</u>
<b>Oscillator 2:</b>			
Freq <u>C1</u> Fine tune <u>-23</u> Shape <input type="checkbox"/> Saw <input type="checkbox"/> S+T <input type="checkbox"/> T <input checked="" type="checkbox"/> P <input type="checkbox"/> Off	Shape mod <u>60</u>	Osc mix <u>64</u>	Osc slop <u>0</u>
<b>Low-pass filter:</b>			
Cutoff <u>45</u> Resonance <u>43</u> Env amount <u>127</u> Velocity <u>1</u> Key amount <u>64</u> Audio Mod <u>0</u>	4 pole <input checked="" type="checkbox"/> Delay <u>0</u> Attack <u>0</u> Decay <u>0</u> Sustain <u>0</u> Release <u>27</u>		
<b>Amplifier:</b>			
Pan spread <u>0</u> Env amount <u>66</u> Velocity <u>86</u> Delay <u>0</u>	Attack <u>0</u> Decay <u>57</u> Sustain <u>127</u> Release <u>43</u>		
<b>Low frequency oscillator 1:</b>			
Shape <input type="checkbox"/> Tri <input checked="" type="checkbox"/> Saw <input type="checkbox"/> Rev s. <input type="checkbox"/> Square <input type="checkbox"/> Rand	Frequency <u>1.5 steps</u> Amount <u>12</u> Destination <u>Cutoff</u> Clk sync <input checked="" type="checkbox"/> Key sync <input type="checkbox"/>		
<b>Low frequency oscillator 2:</b>			
Shape <input type="checkbox"/> Tri <input type="checkbox"/> Saw <input type="checkbox"/> Rev s. <input type="checkbox"/> Square <input type="checkbox"/> Rand	Frequency _____ Amount _____ Destination _____ Clk sync <input type="checkbox"/> Key sync <input type="checkbox"/>		
<b>Low frequency oscillator 3:</b>			
Shape <input type="checkbox"/> Tri <input type="checkbox"/> Saw <input type="checkbox"/> Rev s. <input type="checkbox"/> Square <input type="checkbox"/> Rand	Frequency _____ Amount _____ Destination _____ Clk sync <input type="checkbox"/> Key sync <input type="checkbox"/>		
<b>Low frequency oscillator 4:</b>			
Shape <input type="checkbox"/> Tri <input type="checkbox"/> Saw <input type="checkbox"/> Rev s. <input type="checkbox"/> Square <input type="checkbox"/> Rand	Frequency _____ Amount _____ Destination _____ Clk sync <input type="checkbox"/> Key sync <input type="checkbox"/>		
<b>Effect:</b>			
On <input checked="" type="checkbox"/> Effect <u>Reverb</u> Mix <u>68</u>	Clk sync <input type="checkbox"/> Param 1 <u>178 Time</u> Param 2 <u>63 Tone</u>		
<b>Clock and arp:</b>			
BPM _____ Divide _____ Arp on <input type="checkbox"/> Arp mode _____			
<b>Sequencer:</b>			
Type <input type="checkbox"/> Gated <input type="checkbox"/> Poly Destination _____			
<b>Auxiliary envelope: off all 0</b>			
Destination _____ Env amount _____ Velocity _____ Delay _____	Attack _____ Decay _____ Sustain _____ Release _____		

Program name:

Unison

<b>Layer A modulation matrix</b>			
<b>Source 1:</b>			
Source	-----	Destination	-----
			Amount ----
<b>Source 2:</b>			
Source	-----	Destination	-----
			Amount ----
<b>Source 3:</b>			
Source	-----	Destination	-----
			Amount ----
<b>Source 4:</b>			
Source	-----	Destination	-----
			Amount ----
<b>Source 5:</b>			
Source	-----	Destination	-----
			Amount ----
<b>Source 6:</b>			
Source	-----	Destination	-----
			Amount ----
<b>Source 7:</b>			
Source	-----	Destination	-----
			Amount ----
<b>Source 8:</b>			
Source	-----	Destination	-----
			Amount ----
<b>Controls:</b>			
Mod wheel destination	-----		Amount ----
Pressure destination	-----		Amount ----
Breath cont. destination	-----		Amount ----
Velocity destination	-----		Amount ----
Foot pedal destination	-----		Amount ----

<b>Layer B modulation matrix</b>			
<b>Source 1:</b>			
Source	<b>Velocity</b> -----	Destination	<b>-Cutoff</b> -----
			Amount <b>. 4</b> --
<b>Source 2:</b>			
Source	<b>Velocity</b> -----	Destination	<b>-Resonance</b> -----
			Amount <b>. 6</b> --
<b>Source 3:</b>			
Source	-----	Destination	-----
			Amount ----
<b>Source 4:</b>			
Source	-----	Destination	-----
			Amount ----
<b>Source 5:</b>			
Source	-----	Destination	-----
			Amount ----
<b>Source 6:</b>			
Source	-----	Destination	-----
			Amount ----
<b>Source 7:</b>			
Source	-----	Destination	-----
			Amount ----
<b>Source 8:</b>			
Source	-----	Destination	-----
			Amount ----
<b>Controls:</b>			
Mod wheel destination	-----		Amount ----
Pressure destination	-----		Amount ----
Breath cont. destination	-----		Amount ----
Velocity destination	-----		Amount ----
Foot pedal destination	-----		Amount ----