



128+ PATCHES FOR THE SUB 37

“Clickable” Patch List

(Simply click the patch names for cued up YouTube demos)

Nearly every patch in this collection has extensive modwheel, aftertouch and velocity assignments. These sounds are meant to be played and programmed to be extremely expressive. Many of these patches use the sequencer as an extra modulation source. (Usually when both LFOs are already busy and we still wanted to add some vibrato or do something extra with the MW) We spent a considerable amount of time working with the envelope's key tracking and velocity settings to make these patches extremely dynamic and fun to play. Enjoy and thanks for your interest in our patches!

!!!-WARNING-!!!

Loading the bank file will replace all 256 presets on your Sub 37 with the contents of the bank file. Please back up your sounds now!

To load the bank file using the Moog Editor:

From the editor's librarian page, use the "IMPORT BANK" Button. When prompted, locate and select the Robust American Patches Bank File you just purchased and downloaded. That's it!

NOTE: It takes about three minutes to import the entire preset bank to a Sub 37.

You could also use the Editor's "New Folder" button located on the Librarian Page and then simply copy the individual patch files to this newly created folder. That's what we do here at the Robust HQ.

[Official Moog Sub 37 Editor](#)

To load the bank file using a sysex utility:

Launch your sysex software. From the Options menu, choose "MIDI Devices." In the lower left quadrant of the window, select the MIDI port to which the instrument is connected. If connected via USB, choose the Sub 37's USB port here. (or "USB Audio Device" under Windows XP). If connected via MIDI, choose the correct MIDI interface port. The selected MIDI port appears in the Port Mappings window. Click OK to close the dialog and save the settings. From the View menu, choose "SysEx." From the SysEx menu, choose "Configure." Set the Low Level Output Buffers "Num" and "Size" to 4096. Under Output Timing, make sure that "Auto-adjust Buffer Delays if necessary" is NOT enabled. Click OK to close the dialog and save the settings. From the command Window menu, choose "Load File." Browse to and open the Robust American Patches "73 for the 37" Bank File. From the Command Window menu, choose "Send SysEx." The Bank will replace any existing programs in those memory locations on the synth.

Sysex Tools:

Mac: [SNoise](#)

PC: [Midi-Ox](#)

VOLUME I (73 for the 37)

Semi Quavar:

(Lead)

MW > LFO 2 Rate Mod

Vel > Filter Env & Volume

Textured Lead:

(Lead)

MW > Osc 2 Vibrato

AT > Filter Cutoff, Resonance & LFO 1 Rate

Vel > Filter Env & Volume

Disco Runt:

(Lead)

MW > Amp Env Release & Filter Cutoff

AT > Vibrato & Filter Mod

Vel > Filter Env & Volume

Brass Rain:

(Lead)

MW > Vibrato & Filter Mod

AT > Filter Cutoff

Vel > Filter Env

Poppin Lead:

(Lead)

MW > Osc 2 Level

AT > Vibrato

Vel > Filter Env & Volume

Blunted Lead:

(Lead)

MW > Vibrato & Filter Mod

AT > Filter Cutoff & Seq Mod Amount

Vel > Filter Env & Volume

So Smooth:

(Lead)

MW > Filter Cutoff & Resonance

AT > Vibrato

Vel > Volume

Stinging Lead:

(Lead)

MW > Osc 2 PWM

AT > Vibrato & PWM

Vel > Volume

Liquid Lead:

(Lead)

MW > Osc 2 Level

AT > Vibrato, Osc 1 Shape

Vel > Filter Env

Clav Lead:

(Lead)

MW > Vibrato & Tremolo

AT > Filter Cutoff & Resonance

Vel > Volume

Hidden Osc:

(Lead)

MW > Osc 2 Level

AT > Vibrato, Osc 1 Tremolo

Vel > Filter Env & Volume

Synth Horn:

(Lead)

MW > Vibrato

AT > Flutter

Vel > Filter Env & Volume

Hollow Life:

(Lead)

MW > Vibrato

AT > LFO 1 Rate

Vel > Volume

Slippery Lead:

(Lead)

MW > Random Osc 1 Pitch & Filtermod

AT > Vibrato

Vel > Filter Env & Volume

Pulse & Wah:

(Lead)

MW > Osc 2 Vibrato

AT > Filter Auto Wah

Vel > Filter Env & Volume

PW Hump Lead:

(Lead)

MW > Vibrato

Vel > Filter Env & Volume

Ringmod Worm:

(Lead)

MW > Filter Mod

AT > Vibrato & Filter Mod

Vel > Filter Env & Volume

Slowly Syncing:

(Lead)

MW > Filter Mod

Vel > Filter Env & Volume

Seven & Hold:

(Lead)

MW > Osc 2 Vibrato

AT > S&H Filter Mod

Vel > Filter Env & Volume

4th Down & 7Up:

(Lead)

MW > Osc 2 Pitch

AT > Vibrato & Filter Mod

Vel > Filter Env & Volume

Disco Dark:

(Lead)

MW > Filter Mod & Osc PWM

AT > Vibrato

Vel > Filter Env & Volume

Punchy Sync Ld:

(Lead)

MW > Seq Mod Amnt

AT > Vibrato

Vel > Volume

Solid Sub:

(Bass)

MW > Filter Cutoff & Filter Drive

AT > Vibrato

Vel > Volume

Grown:

(Bass)

MW > Filter Cutoff & Resonance

AT > Vibrato & Filter Mod

Vel > Filter Env

FilterWeight:

(Bass)

MW > Release Time

AT > Vibrato

Vel > Volume

Wubbler:

(Bass)

MW > LFO 2 CLock Division

AT > Filter & Ext FB Level Mod

Vel > Filter Env & Volume

The Hi Seven:

(Bass)

MW > Filter Cutoff & Osc 2 Level

AT > Vibrato & Filter Mod

Vel > Filter Env & Volume

Get the Point:

(Bass)

MW > Filter Cutoff

AT > Vibrato

Vel > Release Time & Filter Env

Growlin 37:

(Bass)

MW > Filter Cutoff & Resonance

AT > Vibrato & Filter Mod

Vel > Filter Env & Volume

Resin Touch:

(Bass)

MW > Vibrato

AT > Filter Cutoff & Resonance

Vel > Filter Env & Volume

Tite Pluck:

(Bass)

MW > Filter Cutoff & Filter Drive

AT > Vibrato

Vel > Filter Env & Volume

Flabby Funk:

(Bass)

MW > Filter Cutoff

AT > Vibrato

Vel > F Env Decay, Filter Env & Volume

Sync Pixels:

(Bass)

MW > Filter Cutoff & Osc 2 Pitch

AT > Vibrato

Vel > Filter Env & Volume

Noisy Interval:

(Bass)

MW > Filter Cutoff & Resonance

AT > Vibrato

Sub Modular:

(Bass)

MW > Pitch & Filter Mod

Vel > Volume

Muted Glass:

(Keys)

MW > Vibrato

AT > Filter Cutoff & Resonance

Vel > Filter Env & Volume

Duo Works:

(Duo)

MW > Seq Mod Amnt

AT > Filter Cutoff & Osc Shape

Vel > Volume

Duo Intervals:

(Duo)

MW > Vibrato

AT > LFO 1 PGM Amnt

Vel > Filter Env & Volume

Duo 37:

(Duo)

MW > PWM

AT > Vibrato & Filter Mod

Vel > Filter Env & Volume

Arkadian Jig:

(Arp)

MW > Filter Cutoff & Resonance

AT > Glide Time

Vel > Filter Env & Volume

Multi Intervals:

(Classic)

MW > Osc 2 Vibrato

AT > Filter Cutoff & LFO 1 Pitch Amnt

Vel > Osc's Shape, Filter Env & Volume

Pleasantries:

(Arp)

MW > Filter Cutoff & Osc's Shape Mod

AT > Filter Cutoff & Resonance

Vel > Filter Env & Volume

Kick the Nines:

(Percussion)

MW > LFO 1 Pitch Amount

Vel > Volume

Cast a Net:

(Percussion)

MW > EG Times

Vel > Filter Env & Volume

37 on the Hop:

(Sequence)

MW > Filter Cutoff & Resonance

Vel > Volume

Top Hats:

(Sequence)

MW > Resonance

AT > Amp Env Decay

Vel > Filter Env & Volume

Snapper:

(Percussion)

MW > Filter Mod

Vel > Filter Env & Volume

Discrete Beats:

(Sequence)

MW > Amp Env Decay

Vel > Volume

Boom Thwak:

(Percussion)

AT > Vibrato & Filter Mod

Vel > Filter Env & Volume

Hard Perc:

(Percussion)

MW > Filter Cutoff & Resonance

Vel > Filter Env & Volume

Industry Retro:

(Sequencer)

MW > Filter Cutoff & Resonance

AT > Filter Cutoff & Seq Mod Amnt

Vel > Filter Env & Volume

Slow it Down:

(Sound FX)

MW > Removes Modulation

Vel > Filter Env & Volume

Outlander:

(Sound FX)

MW > Seq Mod Amnt

AT > Osc's Pitch

Vel > Filter Env & Volume

Approaching Storm:

(Sound FX)

MW > Filter Cutoff Mod

Vel > Filter Env & Volume

Terrorformer:

(Sound FX)

MW > LFO 1 Pitch Amnt

Vel > Volume

Xplozshnn:

(Sound FX)

AT > Filter Cutoff

Vel > Filter Env & Volume

Fail Safe:

(Sound FX)

Initializing:

(Sound FX)

MW > Filter Cutoff

AT > Seq Rate

Vel > Filter Env & Volume

Misfiring:

(Sound FX)

MW > LFO 1 PGM Amnt

Vel > Filter Env & Volume

VOLUME II FOR THE SUBs 37

Cubed Squares:

(Bass)

MW > Osc 2 Vibrato

AT > Filter

Vel > Filter Env & EG Times

Resonsauce:

(Lead)

MW > Filter

AT > Vibrato

Vel > Filter Env

Interval Drift:

(Classic)

MW > Filter, Osc 2 Pitch & LFO 2 Rate
AT > Vibrato, Filter Cutoff & Resonance
Vel > Filter Env & Volume

Sang Flute:

(Lead)

MW > Vibrato & Osc 2 PWM
AT > Flutter
Vel > Filter Env

Hard Trumpet:

(Lead)

MW > Osc 2 Vibrato
AT > Filter Cutoff & Sub Level
Vel > Filter Env & Volume

Oudduo:

(Duo)

MW > Filter Cutoff & Sub Level
Vel > Volume

Light Seed:

(Lead)

MW > Vibrato
Vel > Filter Env & Volume

Neu Boom Sequence:

(Seq)

MW > Amp Env Release Time
Vel > Filter Env & Volume

TR37-RS:

(Perc)

MW > Filter Env Amount
Vel > Filter Env & Volume

So Cozy:

(Lead)

MW > Osc 2 Vibrato

AT > Filter Cutoff, Resonance & OSC 2 Shape

Vel > Filter Env & Volume

FM Fade:

(Lead)

MW > Osc 2 Vibrato

AT > Filter Cutoff & LFO 2 Rate

Vel > Volume

Singular Saw:

(Classic)

MW > Osc 2 Vibrato

AT > Filter Cutoff & Vibrato Rate

Vel > Filter Env, Volume & EG Times

Two Violins:

(Strings)

Vel > Filter Env & Volume

Buzzed on Sync:

(Sync)

MW > Seq Mod Amount

AT > Vibrato

Vel > Filter Env & Volume

Funk Simplistic:

(Lead)

MW > Vibrato & Osc 1 PWM

AT > Filter Cutoff & LFO 2 Rate

Vel > Filter Env & Volume

Slewdroid:

(Arp)

MW > Filter Cutoff & Osc's Shape

Vel > Filter Env & Volume

Trance Horns:

(Brass)

MW > Osc 2 Vibrato

Vel > Filter Cutoff, Filter Env & Volume

Octave Flutes:

(Lead)

MW > Vibrato & Filter Mod

AT > Filter Cutoff & Amp Env Sustain

Vel > Filter Env & Volume

Unduo Drone Ld:

(Duo)

MW > Filter Cutoff

AT > Vibrato

Vel > Filter Env & Volume

Controller 3:

(Bass)

MW > Seq Mod Amount

AT > Vibrato

Vel > Filter Env & Amp Env Release

Pluxum:

(Arp)

MW > Arp Gate

AT > Filter Cutoff & Sub Level

Vel > Filter Env

Dot the Eye:

(Arp)

MW > Vibrato & PWM

Vel > Filter Env & Volume

Cyclotron:

(Evolving)

MW > Resonance

AT > PWM & Filter Cutoff

Vel > Filter Env

Resonant Bumper:

(Bass)

MW > Filter Cutoff

AT > Vibrato

Vel > Filter Env, Volume & Filter Env Decay

Pop Sassy:

(Lead)

MW > Vibrato & Filter Cutoff Mod

AT > Filter Cutoff & Osc Shape

Vel > Filter Env & LFO 2

Velocity Knocka:

(Bass)

MW > Filter Cutoff & Resonance

AT > Vibrato

Vel > Filter Env & Volume

Lofi Kit:

(Seq)

MW > Filter Cutoff

Vel > Filter Env & Volume

Tite Concrete:

(Bass)

MW > Vibrato

AT > Filter Cutoff & Osc 2 Pitch

Vel > Filter Env & Volume

Invertum Illum:

(Lead)

MW > Vibrato

AT > Filter Cutoff & Resonance

Vel > Volume

7 Xs 37:

(Lead)

MW > Vibrato & PWM

Vel > Filter Cutoff & EG Times

8 Steps:

(Seq)

MW > Osc 1 Pitch, Filter Cutoff & Sub Level

Dynamix:

(Bass)

Vel > Filter Env Decay, Amp Env Release, Osc 2 Pitch, Filter Cutoff & Filter Env

Thumpa Lead:

(Lead)

MW > Vibrato, LFO 2 Rate, Osc 2 Pitch & PWM

Vel > Filter Env

Sublime:

(Lead)

MW > Vibrato & LFO 2 Rate

Vel > Filter Env & Volume

12db Lead:

(Lead)

MW > Osc 2 Vibrato

AT > Filter Cutoff & Resonance

Vel > Filter Env & Volume

1 Osc Kit:

(Seq)

MW > LFO 1 Pgm Amount

Vel > Filter Env & Volume

(Sequencer swing is engaged just a little)

Postponed Sync:

(Lead)

MW > Osc 2 Pitch, Filter Cutoff & Osc Shape

AT > Vibrato

Vel > Filter Env & Volume

Natural Girth:

(Bass)

MW > Filter Cutoff & Ext FB

AT > Vibrato

Vel > Filter Env

Moving in Duo:

(Duo)

MW > Vibrato & PWM

Vel > Filter Env & Volume

Heavy Substance:

(Bass)

MW > Vibrato

AT > Filter Cutoff & Resonance

Vel > Filter Env & Volume

Falling Falling:

(Sound FX)

MW > Osc 2 Pitch, Filter Cutoff & Osc 2 Shape

Sync Mutant:

(Bass)

AT > Filter Cutoff & Resonance

Vel > Filter Env & Volume

Hard Seven:

(Lead)

MW > Osc 2 Vibrato

AT > Filter Cutoff, Ext FB & Osc 1 Shape

Vel > Filter Env & Volume

Hats Domino:

(Perc)

MW > Amp Env Decay

Vel > Volume

TR37-SN:

(Perc)

MW > Release Time

Vel > Filter Env & Volume

Blippinated:

(Perc)

MW > Sub Level & Osc Pitch

Vel > EG Times, Filter Env & Volume

Pluncterval:

(Lead)

MW > Resonance

Vel > EG Times & Filter Env

Pretty Standard:

(Lead)

MW > Vibrato

AT > Filter Cutoff & Resonance

Vel > Filter Env & Volume

PWM Poppies:

(Lead)

MW > Vibrato

Vel > Filter Env & Volume

Smack Lead:

(Lead)

MW > Osc 2 Vibrato

AT > Osc Pitch, Filter Cutoff & Osc 2 Level

Vel > Filter Env & Volume

FM Perc:

(Perc)

MW > LFO 1 Filter Amount

Vel > Filter Env, Volume, Osc 2 Pitch, Noise Level & Amp Env Release

Sync Status:

(Lead)

MW > Osc 2 Pitch & Filter Cutoff

AT > Vibrato

Vel > Filter Env & Volume

Titeness:

(Lead)

MW > Osc 2 Vibrato

AT > Filter Cutoff & Osc 2 Shape

Vel > Filter Env & Volume

Pillow Kick (G1):

(Perc)

Vel > Filter Env & Volume

TR37-CB:

(Perc)

MW > Release Time

Vel > Filter Env & Volume

Acoustic Snare C3-C4:

(Perc)

MW > Amp Env Decay

Vel > LFO 2 Pitch Amount, Filter Env & Volume

37 Deep:

(Seq)

MW > Filter Env Decat & Osc's Shape

AT > 32nd Note Mod

Vel > Filter Env & Volume

(This patch needs sync turned on for the 32nd note mod to be in time)

Thix 37:

(Bass)

MW > Osc 1 Octave Sequence

AT > Vibrato

Punch the Spike:

(Bass)

MW > Osc's Detune, Filter Cutoff, Ext FB & Resonance

Vel > Filter Env & Volume

Duo Trumpets:

(Lead)

Vel > Osc's Pitch, Filter Cutoff, Resonance, Filter Drive, Filter Env & Volume

Round the Round:

(Seq)

Vel > Filter Env & Volume

Not Our Scene:

(Sound FX)

MW > Quarter Note Thumps

Vel > Filter Env & Volume

Stompbox Bass:

(Bass)

MW > Vibrato

Sub Humana:

(Lead)

MW > Vibrato & Osc 1 PWM

FREE PATCHES

Hiphop Trumpet:

(Lead)

MW > Osc 2 Vibrato

AT > Filter Cutoff & Osc 2 Shape

Vel > Filter Env & Volume

Evolvadrome:

(Evolving)

MW > Osc 2 Pitch & LFO 2 Rate

Vel > Filter Env & Volume

Hard as Diamonds:

(Arp)

MW > Osc 2 Pitch & Filter Cutoff

AT > Osc 2 Pitch, Filter Cutoff & Glide Time

Vel > Filter Env & Volume

Rave Basiques:

(Sequence)

Trigger this sequence on the upbeat if you want it to fall into step. External sync is turned on so you will either need to send midi clock or turn the sync button off.

Bit o Kits:

(Sequence)

MW > Osc's Pitch, Filter Cutoff & EG Times

Vel > Filter Env & Volume

Duo Riffs:

(Duo)

MW > Osc 1 Pitch, Filter Cutoff, Filter Drive & Resonance

Vel > Filter Env & Volume

Screamin 37:

(Sound FX)

MW > LFO 2 Rate, Filter Cutoff & VCA Level

Vel > Filter Env & Volume

Solo Vocalist:

(Lead)

MW > Vibrato

AT > Filter Cutoff & Vibrato Rate

Vel > Filter Env & Volume

Velocity Stars:

(Bass)

AT > Vibrato

Vel > Filter Env & Volume

37 Kicks

(Percussion)

MW > Filter Cutoff, Resonance & Release Time

Vel > Volume

Breach

(Sound FX)

MW > Vibrato

Vel > Filter Env & Volume

Case Study

(Bass)

MW > Vibrato & PWM

AT > Filter Cutoff & Osc's Shape

Vel > Filter Env & Volume

Unbroken Bass

(Bass)

Vel > Filter Env & Volume

Velocity Clicka

(Lead)

MW > Osc 2 Vibrato

AT > Filter Cutoff & Osc's Shape

Vel > Filter Env & Volume

Wirey Seven

(Lead)

MW > Seq Mod Amnt

AT > Filter Cutoff

Vel > Filter Env & Volume

Duo Simple

(Duo)

Vel > Filter Env & Volume

Dynamic Rumble

(Sound FX)

MW > Seq Mod Amnt

Vel > Filter Cutoff Mod & Filter Env

Dynamic Seven

(Classic)

MW > Filter Cutoff & Osc's Shape

AT > Filter Cutoff & Osc's Shape

Vel > Filter Env & EG Times

Dynamical

(Classic)

MW > Vibrato, Filter Cutoff Mod & PWM

AT > Filter Cutoff & Osc's Shape

Vel > Filter Cutoff, EG Times, Filter Env & Volume

Glide Lazy

(Classic)

MW > Vibrato, Filter Cutoff Mod & PWM

AT > Filter Cutoff & LFO 1 Rate

Vel > Filter Env & Volume

Hi Range Ruff

(Lead)

MW > Osc 2 Vibrato

AT > Filter Cutoff, Filter Cutoff Mod, PWM & LFO 2 Rate,

Vel > Filter Env & Volume

HiPass Me@1K

(Percussion)

MW > Osc1 Pitch & Release Time

Vel > Filter Env & Volume

Kind of Rude

(Classic)

MW > Vibrato & PWM

AT > Filter Cutoff & Osc's Shape

Vel > Filter Env

Neu Boom

(Percussion/Bass)

MW > Release Time

Vel > Filter Env & Volume

Organic Kick

(Percussion)

MW > Filter Cutoff

Vel > Filter Env

Sicamore

(Sound FX)

MW > Filter Cutoff

Vel > Filter Cutoff, EG Times, Filter Env & Volume

Stoic

(Lead)

MW > Osc 2 Vibrato

AT > Filter Cutoff & Resonance

Vel > Filter Env & Volume

Swangin

(Sequence)

MW > Seq Mod Amnt

Vel > Filter Cutoff, Ext FB Level, Filter Env & Volume

TR37-CB 2

(Percussion)

MW > Release Time

AT > Osc's Pitch Mod

Vel > Filter Env & Volume

TR37-RS 2

(Percussion)

MW > Filter Env Amnt

Vel > Filter Env & Volume

TR37-RS 3

(Percussion)

MW > Filter Env Amnt

Vel > Filter Env & Volume

TR37-RS 4

(Percussion)

MW > Filter Env Amnt

Vel > Filter Env & Volume

TR37-RS 5

(Percussion)

MW > Filter Env Decay

Vel > Volume

TR37-RS 6

(Percussion)

MW > Filter Env Amnt

Vel > Filter Env & Volume

Defiled

(Sequence)

MW > Filt Env Attack, Filter Cutoff & Resonance Mod

Vel > Filter Env & Volume

Simpalistics

(Lead)

MW > Vibrato

AT > Filter Cutoff & Resonance

Resonance Bend

(Lead)

MW > Vibrato

Vel > Filter Env & Volume