



To Load the Bank:

**(PC) MIDI-OX**

Launch Midi-Ox. From the Options menu, choose "MIDI Devices." On the left side of the window, select both the Midi In port and Midi Out port that the Rev2 is connected to. If connected via USB, choose "Prophet Rev2". 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 "Volume IV Prophet Rev2 by RAP.syx" file. From the Command Window menu, choose "Send SysEx." Wait for the transfer process to finish.

**(MAC) SNOIZE**

Launch Snoize. Press the add button in the lower-left corner of the window, and choose the .syx file you want to transfer. This will add it to the list of files that SysEx Librarian knows about. You can also drag the file directly into the list from the Finder. In SysEx Librarian's toolbar, there's a pop-up menu named destination. Click it and choose the MIDI port that you want to send to. (It's probably named something like "Port 1" or "Port A"—it depends on your MIDI interface. "Act as a source for other programs" is not what you want.) Click the file in the list to select it. Press the Play button.

#### **U4 P1: Drone Lead**

Dual Layer

Unison 4 Voice Lead

MW => VIBRATO & VIBRATO RATE

AT => OSC SLOP, CUTOFF & RESONANCE

Note: Turn off the Stack A+B button to remove the perfect fifth.

#### **U4 P2: Retro Sci-Fi Pad**

Dual Layer

Synth Pad

MW => VIBRATO

AT => CUTOFF & NOISE LEVEL

Note: Play a medium-fast downward glissando ending with a sustained low octave interval.

#### **U4 P3: Hoppin Rogue**

Dual Layer

Arpeggio

MW => ALL ENV RELEASE

AT => CUTOFF & ALL OSC FREQ

Note: Play staccato phrases while manipulating the modwheel for clangorous, overlapping tones.

#### **U4 P4: Soothler**

Dual Layer

Poly Synth/Arpeggio Stack

MW => VIBRATO, PAN & OSC SLOP

AT => CUTOFF, CHORUS FX RATE & DEPTH

Note: Play slow, sustained chords to let the layer B arpeggio cycle through.

#### **U4 P5: Custom Cue**

Dual Layer

Bass Gated Seq/Arpeggio Split

MW => ALL ENV RELEASE, CUTOFF, NOISE & PAN MOD, FILTER ENV ATTACK/DECAY

AT => CUTOFF & VIBRATO

Note: Simple bass sequence on the left with an arpeggio on the right. Aftertouch is more pronounced on layer B (right) when the modwheel is up.

#### **U4 P6: High Tea With Strg**

Dual Layer

Arpeggio/Poly Synth Stack

MW => VIBRATO, VCA RELEASE, CUTOFF, FX MIX, PAN, ALL ENV RELEASE

AT => RESONANCE, CUTOFF, AUDIO MOD & ALL LFO RATES

Note: Try turning on glide for either or both layers.

#### **U4 P7: Negative Flow**

Single Layer

Arpeggio

MW => VIBRATO

AT => FILTER ENV ATTACK/AMOUNT, DELAY FX MIX & FEEDBACK

Note: Try turning on the Stack A+B button to add a higher octave and a more complex arpeggio pattern.

#### **U4 P8: Smooth Mellows**

Dual Layer

Lead

MW => VIBRATO, VIBRATO RATE & CUTOFF

AT => CUTOFF

Note: Reduce the layer A unison voice count to 1 for a softer, more pure tone.

#### **U4 P9: Scattershot**

Dual Layer

Arpeggio

MW => VIBRATO & PAN

AT => CUTOFF & VIBRATO

Note: One of the modwheel assignments increases the volume of layer B which brings out the oscillator sync tones a little more.

#### **U4 P10: Stripped Keys**

Single Layer

Piano/Keys

MW => TREMOLO

AT => VIBRATO

Note: Turn on the Stack A+B button to add a higher octave.

#### **U4 P11: Resonant Topic**

Single Layer

Arpeggio

MW => CUTOFF, PAN & ALL ENV RELEASE

AT => VIBRATO

Note: Turn on the Stack A+B button to add a larger arpeggio range with an 8th note echo.

#### **U4 P12: Heavy Sawtooth**

Dual Layer

Synth Strings

MW => VIBRATO

AT => AUDIO SLOP & CUTOFF

Note: Note Number is modulating the filter envelope attack, decay and the vibrato rates. Higher notes equal slower envelope times and faster vibrato rates.

#### **U4 P13: Olive Greene**

Single Layer

Arpeggio

MW => CUTOFF, RESONANCE & VCA RELEASE

AT => VIBRATO & FILTER ENV DECAY

Note: Use slow modwheel action to sweep the filters.

#### **U4 P14: Veiled Suns**

Dual Layer

Pad

MW => VIBRATO & PWM

AT => CUTOFF

Note: Envelope 3 has a delayed and slow affect on the filter cutoff so hold those notes a bit to hear the full monty.

#### **U4 P15: Curly Lead**

Dual Layer

Lead

MW => VIBRATO, PWM RATE & OSC MIX

AT => OSC SLOP, PAN MOD, CUTOFF & RESONANCE

Note: Change the layer A unison voice count to 1 for a softer more pure tone.

#### **U4 P16: Chord Stab Lead**

Dual Layer

Lead

MW => VIBRATO & CUTOFF

AT => RESONANCE, OSC SLOP & CUTOFF

Note: Layer A is a Maj6 Chord. The layer B Oscillator Slop is set pretty high. You may want to adjust this to suit your needs.

#### **U4 P17: Mint Fifth**

Dual Layer

Lead

MW => OSC 2 VIBRATO

AT => RESONANCE & OSC 1 VIBRATO

Note: Layers are panned hard left & right. Both layers use the stereo delay with different beat divisions to produce a stereo ping pong like echo.

#### **U4 P18: Unified Bass**

Dual Layer

Bass

MW => VIBRATO, VIBRATO RATE

AT => CUTOFF

Note: Turn on the layer A FX for a subtle chorus fx.

#### **U4 P19: Increscent Paths**

Single Layer

Poly Synth

MW => VIBRATO

AT => ALL ENV DECAY

Note: Gated Sequence - Turn on the Stack A+B button to add a perfect fifth to the mix.

#### **U4 P20: Auto Pan Echo**

Dual Layer

Arpeggio

MW => CUTOFF, RESONANCE, ALL ENV RELEASE & DECAY

AT => VIBRATO

Note: The stereo echo (layer B) is a big part of this sound. Try playing staccato notes with the modwheel up for a synth chime bell tone.

#### **U4 P21: Suave Lead**

Dual Layer

Lead

MW => VIBRATO & CUTOFF

AT => AUDIO MOD & RESONANCE

Note: This lead patch has to be played to be appreciated. The demonstration doesn't do it justice.

#### **U4 P22: Wire's Edge**

Dual Layer

Bass

MW => VIBRATO

AT => CUTOFF, AUDIO MOD & VIBRATO

Note: This patch can be used as a bass sound or a lead. We like the aggressive tone of the lower octaves.

#### **U4 P23: S N H Process**

Single Layer

Lead

MW => OSC 1 VIBRATO, VIBRATO RATE

AT => OSC 2 VIBRATO & CUTOFF

Note: Layer A is a Min 7 Chord. Turn on the Stack A + B button to add a smooth square wave lead.

#### **U4 P24: Snare TR C2**

Dual Layer

Percussion

MW => CUTOFF, RESONANCE

AT => N.A.

Note: 808 style snare drum focused at C2.

#### **U4 P25: Prophet's Palace**

Dual Layer

Arpeggio/Drums Gated Seq Stack

MW => CUTOFF, ALL ENV DECAY & RELEASE

PB => FILTER ENV AMOUNT, CUTOFF & RESONANCE

AT => CUTOFF

Note: The pitchbend wheel is used for filter and filter envelope amount modulation in this patch.

#### **U4 P26: Flood of Memories**

Dual Layer

Poly Synth

MW => RESONANCE, LFO 1/2/4, CUTOFF & OSC 1 SHAPE

AT => VIBRATO, CUTOFF & OSC MIX

Note: With the modwheel all the way up this patch becomes a beautiful synth pad.

#### **U4 P27: Perfectly Wide**

Dual Layer

Lead

MW => VIBRATO, VIBRATO RATE

AT => CUTOFF

Note: Perfect fifth lead with the root on the left and the fifth on the right.

#### **U4 P28: Camera Eye**

Single Layer

Poly Synth

MW => CUTOFF & SNH FILTER MOD

AT => VIBRATO

Note: Turn on the Stack A+ B button to add a higher, wider octave to the mix.

#### **U4 P29: Steel Percussion**

Single Layer

Percussion

MW => VIBRATO

AT => OSC PITCH

Note: Thrill to the trill as you cheese out marimba style.

#### **U4 P30: Resonant Buzz**

Dual Layer

Poly Synth

MW => VIBRATO, VIBRATO RATE

AT => PWM RATE, CUTOFF & OSC 1 SHAPE

Note: Great for sustained notes and chord or staccato phrases.

#### **U4 P31: Legatonaut**

Single Layer

Lead

MW => VIBRATO & VIBRATO RATE

AT => CUTOFF & OSC SHAPE

Note: Turn on the Stack A+B button to add a higher flute like tone.

#### **U4 P32: Faltering**

Dual Layer

Poly Synth/Arpeggio Stack

MW => VIBRATO

AT => CUTOFF & LFO RATES

Note: Oscillator slop is set pretty high for layer A. You may want to adjust it to suit your needs.

#### **U4 P33: Spikey Sync Ld**

Single Layer

Lead

MW => VIBRATO

AT => CUTOFF, FLANGER RATE & DEPTH

Note: Turn on the Stack A+B button to add a dotted 8th note echo.

#### **U4 P34: Transform & Scan**

Single Layer

Sound FX

MW => PAN & AUDIO MOD

AT => ENV 3 ATTACK/DECAY, FX MIX & CUTOFF

Note: The modwheel adds a very wide stereo image to this patch.

#### **U4 P35: Chimes & Strings**

Dual Layer

Poly Synth/Arpeggio Stack

MW => VIBRATO

AT => CUTOFF, PAN MOD & CHORUS FX DEPTH

Note: Try turning off the Stack A+ B button and playing each layer separately.



#### **U4 P36: Chronologic**

Dual Layer

Arpeggio

MW => VIBRATO, ALL ENV RELEASE

AT => CUTOFF, FILTER ENV ATTACK, ENV 3 AMOUNT/DECAY & VIBRATO

Note: Layer A is using the "Up" arpeggiator mode and layer B is using the "Down" mode which creates a polyphonic arpeggio.

#### **U4 P37: In Between**

Dual Layer

Arpeggio

MW => RESONANCE, ALL ENV ATTACK/RELEASE, CUTOFF & FX MIX

AT => CUTOFF & VIBRATO

Note: The layer A arpeggiator is using the 8th note beat division while the layer B arpeggiator is using the 16 Half setting. This adds a pronounced yet smooth swing to the timing.

#### **U4 P38: At the Ready**

Dual Layer

Sound FX

MW => VIBRATO

AT => CUTOFF & OSC SLOP

Note: This patch is a musical sound fx with a large, thumping unison tone and a sustained, dissonant higher tone.

#### **U4 P39: Gatekeeper**

Single Layer

Poly Synth Gated Sequence

MW => VIBRATO & PAN MOD

AT => AUDIO MOD & ENV 3 AMOUNT

Note: Turn on the Stack A + B button to add a higher octave to the mix. Aftertouch adds a fast pitch sweep to oscillator 2.

#### **U4 P40: Life Suspended**

Dual Layer

Pad

MW => VIBRATO & PAN MOD

AT => FX MIX, AUDIO MOD, CHORUS FX RATE/DEPTH & OSC SLOP

Note: Bright synth pad with a long-ish release.

#### **U4 P41: Min 7 Chords**

Dual Layer

Lead

MW => VIBRATO

AT => CUTOFF

Note: Dynamic Min7 chord stab. Velocity is increasing the LPF decay and all envelope release times.

#### **U4 P42: Maj 7 Chords**

Dual Layer

Lead

MW => VIBRATO, VIBRATO RATE

AT => CUTOFF

Note: Dynamic Maj7 chord stab. Velocity is increasing the LPF decay and all envelope release times.

#### **U4 P43: Maj 6 Chord**

Dual Layer

Lead

MW => VIBRATO

AT => CUTOFF & PWM

Note: Dynamic Maj6 chord stab with a soft-ish attack. Layer B is a slightly higher inversion of the same chord and using the stereo delay at 100% wet.

#### **U4 P44: Maj 9 Chord**

Dual Layer

Lead

MW => VIBRATO

AT => CUTOFF

Note: This chord stab is utilizing 2 Maj9 chords to create a very wide stereo image and a pleasing monster chord combo.

#### **U4 P45: Maj 9 & Min7 CMBO**

Dual Layer

Lead

MW => VIBRATO

AT => CUTOFF

Note: Chord stabs that are panned hard left and right. Layer A is a Maj9 chord and layer B is a Min7 chord.

#### **U4 P46: Min 7 & Maj9 Split**

Dual Layer

Lead

MW => VIBRATO

AT => CUTOFF

Note: 2 chord stabs in a split configuration. The split point is set to G3.

#### **U4 P47: Maj 9 Min7 Stack**

Dual Layer

Lead

MW => VIBRATO

AT => PAN MOD & CUTOFF

Note: Another combination of a Min7 and Maj9 chord.

#### **U4 P48: Min 11 L & Min 7 R**

Dual Layer

Lead

MW => ALL ENV RELEASE

AT => VIBRATO & CUTOFF

Note: Min11 on the left and Min7 on the right.

#### **U4 P49: Split Asunder**

Dual Layer

Bass Gated Seq/Poly Synth Split

MW => CUTOFF, FILTER ENV AMOUNT/DECAY & VIBRATO

AT => CUTOFF, OSC SHAPE, PAN MOD & VIBRATO

Note: Layer B, the poly synth on the right, works great with plucked octaves and sustained chords.

#### **U4 P50: Prophet Blossom**

Dual Layer

Poly Synth Gated Seq/Drums Gated Seq Stack

MW => FX MIX, ENV 3 DECAY, ALL LFO AMOUNT, ALL ENV RELEASE, CUTOFF, PAN & VCA ATTACK

AT => CUTOFF, VCA ATTACK & ALL ENV RELEASE

PB => ALL ENV RELEASE, ALL ENV DECAY

Note: Use the modwheel, pitchbend and aftertouch simultaneously to reach the zenith.

Pitchbend is increasing the drums release and decay.

#### **U4 P51: Poly Seq Chords**

Dual Layer

Bass Poly Seq/Poly Synth Seq Stack

MW => VIBRATO, PWM & CUTOFF

AT => CUTOFF & VIBRATO

PB => ALL ENV DECAY & RELEASE

Note: Hit the sequencer play button to hear the goods. Hold the sequencer record button while playing notes to transpose the sequences. Use the pitchbend wheel to increase/decrease the envelope times.

#### **U4 P52: Sawtooth X 2**

Single Layer

Poly Synth

MW => OSC SLOP

AT => CUTOFF

Note: Simple poly synth with a long release. Velocity is modulating the vibrato amount and rate as well as the filter cutoff. This patch and the next 3 patches are all based on the same settings with slight changes.

#### **U4 P53: Saw + Tri X 2**

Single Layer

Poly Synth

MW => OSC SLOP MOD

AT => CUTOFF

Note: Simple poly synth with a long release. Velocity is modulating the vibrato amount and rate as well as the filter cutoff.

#### **U4 P54: Triangle X 2**

Single Layer

Poly Synth

MW => VIBRATO & OSC SLOP

AT => CUTOFF

Note: Simple poly synth with a long release. Velocity is modulating the vibrato amount and rate as well as the oscillator shape and pwm depth.

#### **U4 P55: Pulse X 2**

Single Layer

Poly Synth

MW => ALL LFO AMOUNTS, OSC SLOP MOD

AT => CUTOFF

Note: Simple poly synth with a long release. Velocity is modulating the vibrato amount and rate as well as the oscillator shape and pwm depth.

#### **U4 P56: Pluckabell**

Dual Layer

Poly Synth

MW => VIBRATO

AT => CUTOFF

Note: Simple mellow pluck sound with layer B producing a soft ringing ambience behind layer A..

#### **U4 P57: Pop the Gate**

Dual Layer

Bass Gated Seq/Drums Gated Seq Stack

MW => SUB OSC LEVEL, OSC SLOP, CUTOFF, FX MIX, VCA ENV AMOUNT & PAN SPREAD

AT => VIBRATO

PB => ALL ENV DECAY/RELEASE

Note: Simple drum and bass gated sequences. Use the modwheel and pitchbend simultaneously.

#### **U4 P58: Plucks Dojo**

Dual Layer

Poly Synth

MW => VIBRATO

AT => RESONANCE

Note: Dynamic plucks. Aftertouch adds a resonant zing. Try turning off the Stack A+ B button to get rid of the reverb.

#### **U4 P59: Slow Mover Ld**

Single Layer

Lead

MW => VIBRATO & CUTOFF

AT => OSC SLOP, PAN MOD & VIBRATO RATE

Note: Simple unison legato lead. Turn on the Stack A + B button to add a higher octave to the mix.

#### **U4 P60: Wicked Split**

Dual Layer

Bass Gated Seq/Poly Synth Split

MW => VIBRATO, OSC SLOP, CUTOFF, AUDIO MOD & RESONANCE

AT => OSC SLOP & FILTER CUTOFF MOD

Note: Unison bass gated sequence on the left and a poly synth pluck on the right.

#### **U4 P61: Prophet's Cascade**

Single Layer

Poly Synth

MW => VIBRATO & ALL OSC SHAPE

AT => CUTOFF

Note: Turn on the Stack A + B button to add a perfect fifth layer to the mix.

#### **U4 P62: Honest Brass**

Single Layer

Brass

MW => VIBRATO

AT => CUTOFF & VIBRATO RATE

Note: Tight brass section that also works very well as a polyphonic lead.

#### **U4 P63: Trip the Light**

Dual Layer

Arpeggio

MW => VIBRATO RATE, OSC SLOP, ALL ENV ATTACK

AT => VIBRATO, CUTOFF & OSC 1 SHAPE

Note: Soft dual arpeggios with layer A set to 8th note triplets and layer B set to 16th note triplets. The modwheel sharpens the attack of both layers.

#### **U4 P64: Inverted Hook**

Dual Layer

Poly Synth/Arpeggio Stack

MW => VIBRATO

AT => CUTOFF

Note: This patch works great for sustained chords as well as monophonic staccato melodies.

#### **U4 P65: Arthropods**

Dual Layer

Arpeggio

MW => VIBRATO & VCA RELEASE

AT => CUTOFF, FILTER ENV DECAY & ENV 3 AMOUNT

Note: 2 random arpeggios that both use the 8th trip beat division settings.

#### **U4 P66: Snare Pre-Delay**

Dual Layer

Percussion

MW => ALL ENV DECAY/RELEASE, REVERB FX TIME/TONE & VCA ENV AMOUNT

AT => N.A.

Note: The G3 on the Prophet's keyboard is our favorite key for this snare drum.

#### **U4 P67: PW Bass**

Dual Layer

Bass

MW => ALL LFO AMOUNTS & OSC SLOP

AT => CUTOFF

Note: Dynamic, dual layer synth bass patch with a punchy attack and a smooth aftertouch response.

#### **U4 P68: Delayed Divergence**

Dual Layer

Pad

MW => VIBRATO

AT => CUTOFF, PWM & OSC MIX

Note: Large dual layer pad with a very wide stereo image.

#### **U4 P69: Big Dynamic Sect**

Dual Layer

Synth Strings

MW => VIBRATO

AT => CUTOFF & OSC SLOP

Note: Large dynamic pulse width modulation synth string sect.

#### **U4 P70: Tame to Wild**

Dual Layer

Poly Synth/Arpeggio Stack

MW => OSC SHAPE, VIBRATO, ALL ENV DECAY/RELEASE, CUTOFF & RESONANCE

AT => VIBRATO & PAN SPREAD

Note: Go from mellow to bright and brash via the modwheel. Aftertouch adds vibrato and pan spread to the arpeggio.

#### **U4 P71: Shaped Poly**

Single Layer

Poly Synth

MW => VIBRATO & PWM RATE

AT => PAN MOD & PWM RATE

Note: Turn on the Stack A+ B button to add a higher octave to the mix.

#### **U4 P72: Inverse Neon**

Single Layer

Poly Synth

MW => OSC SLOP & PAN MOD

AT => CUTOFF

Note: Turn on the Stack A + B button to add a higher octave to the mix. Oscillator 2 is tuned to a perfect fifth on both layers.

#### **U4 P73: Shape to Shape**

Dual Layer

Poly Synth

MW => VIBRATO

AT => CUTOFF

Note: This patch uses the sawtooth and rev sawtooth LFOs to create a rhythm out of pulse width modulation and filter cutoff modulation.

#### **U4 P74: Abort Abort**

Dual Layer

Sound FX

MW => VIBRATO & FX MIX

AT => N.A.

Note: Short staccato notes produce interesting delay fx anomalies.



#### **U4 P75: Madlands Rising**

Single Layer

Sound FX

MW => VIBRATO & OSC SLOP

AT => CUTOFF & RESONANCE

Note: This patch is one of the very few that only has a single layer. Simple riser sound effect. The modwheel offers extreme detuning via oscillator slop and vibrato.

#### **U4 P76: Songstresses**

Dual Layer

Choir/Pad

MW => VIBRATO & VIBRATO RATE

AT => CUTOFF & LFO RATES

Note: Large female synth choir sound.

#### **U4 P77: Guided Fifths**

Dual Layer

Lead

MW => VIBRATO & ALL LFO RATES

AT => CUTOFF

Note: Soft legato lead with envelope 3 pitch shifting oscillator 2 up by a perfect fifth.

#### **U4 P78: Brass Before Strg**

Dual Layer

Pad

MW => PWM RATE & FX MIX

AT => VIBRATO

Note: Layer A is a synth brass pad and layer B is a delayed synth strings patch. Layer B is tuned to a perfect fifth.

#### **U4 P79: Tight Poly**

Dual Layer

Poly Synth

MW => VIBRATO

AT => CUTOFF, OSC SLOP, FX MIX & VCA ENV AMOUNT

Note: This patch works best for staccato chord stabs. Turn off the Stack A+ B button if you need more voices.

#### **U4 P80: Resonance Darts**

Single Layer

Poly Synth

MW => VIBRATO

AT => CUTOFF

Note: Envelope 3 is adding a sharp, delayed boost to the resonance which falls at a tempo of 88bpm. If you change the tempo you will have to adjust the envelope 3 decay time to keep the same timing. Turn on the Stack A+ B button to add a higher octave.

#### **U4 P81: Tiny Tots**

Dual Layer

Arpeggio

MW => OSC SHAPE, PAN & RESONANCE

AT => VCA DECAY/RELEASE, VIBRATO & PAN

Note: In the video demonstration for this patch, aftertouch is engaged on every other half bar. (2 beats)

#### **U4 P82: Kick the Gate**

Dual Layer

Hats Gated Seq/Drums Gated Seq Stack

MW => VIBRATO

AT => CUTOFF

PB => PITCH MOD, ALL ENV RELEASE & CUTOFF MOD

Note: Aftertouch opens the hat. Pitchbend up makes the kick do a dive. Pitchbend down tightens up the envelopes.

#### **U4 P83: Poly Arp**

Dual Layer

Arpeggio

MW => VIBRATO, VIBRATO RATE, ALL ENV RELEASE, PAN, RESONANCE & FX MIX

AT => CUTOFF

Note: 4 note chords take 2 bars to repeat/cycle, 3 note chords take 1.5 bars, intervals take just 1 bar.

#### **U4 P84: Swing Bump**

Single Layer

Poly Synth

MW => VIBRATO, CUTOFF & PAN MOD

AT => RESONANCE & AUDIO MOD

Note: Envelope 3 is used to create the swinging filter bump in the beginning of the sound. If you change the tempo you will have to adjust the envelope 3 decay time to keep the same rhythmic timing. Turn on the Stack A+ B button to add a higher octave.

#### **U4 P85: Daedal Workings**

Dual Layer

Lead

MW => VIBRATO & OSC SLOP

AT => CUTOFF

Note: Turn off the Stack A+ B button to remove the higher octaves.

#### **U4 P86: Up and Away**

Dual Layer

Sound FX

MW => CUTOFF

AT => RESONANCE & OSC FREQUENCY

Note: Spaceship lift-off. Aftertouch adds more of a turbine quality.

#### **U4 P87: Pent-Up Charge**

Dual Layer

Sound FX

MW => OSC MIX, OSC 1 SHAPE & FLANGER FX RATE

AT => VIBRATO

Note: Try the lowest octave using the transpose button.

#### **U4 P88: LFO as Sidechain**

Dual Layer

Chord/Drums Gated Seq Stack

MW => DELAY FX MIX & NOISE LEVEL

AT => LFO 1/2/4 AMOUNTS

Note: Layer A is a Min7 chord. Experiment with aftertouch to add interesting rhythmic changes to the chord filter sweep.

#### **U4 P89: Pulse to Pulse**

Single Layer

Pad

MW => PAN MOD & VIBRATO

AT => CUTOFF

Note: Turn on the Stack A+ B button to add a higher octave to the mix.

#### **U4 P90: Fragmented Pad**

Single Layer

Pad

MW => VIBRATO & PWM RATE

AT => PAN

Note: Turn on the Stack A + B button to add a higher octave to the mix.

#### **U4 P91: Stereo Derelict**

Dual Layer

Poly Synth

MW => VIBRATO, VIBRATO RATE & RESONANCE

AT => CUTOFF & OSC SLOP

Note: Wide stereo poly synth with a stereo ping pong like echo.

#### **U4 P92: Four Tooth Arp**

Dual Layer

Arpeggio

MW => ALL ENV RELEASE & VIBRATO

AT => CUTOFF

Note: We like to use the Unison/Key Sync trick to turn layer A's LFO 1 into a global LFO for this patch.

Set Unison Mode to all available voices. (8 or 16)

Turn on unison.

Turn on LFO Key Sync and press a note.

Turn off LFO Key Sync and Unison.

The LFO will now behave like a global LFO for all voices. You will need to repeat this procedure each time the patch is loaded. Fun!

#### **U4 P93: True Section**

Dual Layer

Strings

MW => VIBRATO

AT => CUTOFF

Note: This patch sounds great when playing staccato intervals on the 8 voice or 4 voice chords on the 16 voice.

#### **U4 P94: Silk Pluck Pad**

Single Layer

Poly Synth

MW => VIBRATO, PWM & ALL LFO RATES

AT => RESONANCE & CUTOFF

Note: Turn on the Stack A + B button to add a perfect fifth.

#### **U4 P95: Island Split**

Dual Layer

Percussion Gated Seq/Chord Split

MW => ENV 3 AMOUNT, RESONANCE, FILTER ENV AMOUNT & DECAY

AT => FILTER ENV RELEASE & VCA RELEASE

Note: Layer A is a simple conga-like gated sequence. Layer B is a Maj 7 Chord