DEEPFLIGHT

ReFill for REASON

warm and fat samples based on the sounds of Roland D-50 synth

Introduction

DeepFlight is a Reason ReFill, based on 1.5 GB sound samples of Roland D-50 synth from the late 80's.

Yes... ReFill again! Many people think that ReFill is just another storage format for samples. We at Reasonbanks think different. We look at ReFills as a **ROM card** in your PCM synth. Yes, it can store samples, but the secret is in the patches...

Our ReFills represent a new approach to NN-XT and Combinator programming, adding a flexible "new instrument device" to your REASON environment.

About D-50: Roland D-50 was released in 1987. This synth was Roland's response to the extremely popular Yamaha DX-7, however it sounded totally differently and was much easier to use. Although it's a digital synth, it still used **real analogue filters**, which disappeared in the following D series. That's why D-50 sounds so fat and beautiful. A real all-time favourite!

Abbreviations – special tags

We introduced some special tags in the file names – we used them in **VIROLOGY** ReFill first. These special tags can be useful if you're looking for a certain type of patches.
You should use these tags in the Reason browser for searching the desired patch type. Each tag starts with a "**[**" character and it is after the name of the patch.

[Syn - tempo synced

[Vsp - velocity split

[Alt - alternate triggering

[Run - COMBINATOR RUN

[Rt - trigger by release

[Mon - monophonic

[Ksp - keysplits

Basic NN-XT Patches

Category: Bass & Leads

Patch Name	Description	Used Controllers
DF Calliope	Typical D-50 sound, Panflute-like Calliope lead	MW: Cutoff & Reso AT: Adds vibrato
DF E-Bass [Vsp	Simple E-Bass, velocity split (3 layers) version	MW: Cutoff & Reso AT: Adds vibrato
DF E-Bass-A	Simple E-Bass, hollow version	MW: Cutoff & Reso AT: Adds vibrato
DF E-Bass-B	Simple E-Bass, middle hollow version	MW: Cutoff & Reso AT: Adds vibrato
DF E-Bass-C	Simple E-Bass, bright version	MW: Cutoff & Reso AT: Adds vibrato
DF FatSawBass [Vsp	Resonant Sawabass,velocity split (2 layers) version	MW: Cutoff & Reso AT: Adds vibrato
DF FatSawBs-A	Resonant Sawabass, hollow version	MW: Cutoff & Reso AT: Adds vibrato
DF FatSawBs-B	Resonant Sawabass, brighter version	MW: Cutoff & Reso AT: Adds vibrato
DF Flute	D-50 Flute with delayed vibrato	MW: Adds slow tremolo AT: Cutoff
DF FMBass	Short FM type Bass, with noisy attack	MW: Cutoff & Reso AT: Adds vibrato
DF FunkMoogBass	Fat Bass and lead sound	MW: Cutoff & Reso AT: Adds vibrato
DF Hammer Bass	Bass with hard noisy attack	MW: Cutoff & Reso AT: Adds vibrato
DF JacoBass [Vsp	Smooth resonant bass, velocity split (4 layers) version	MW: Cutoff & Reso AT: Adds vibrato
DF JacoBass-A	Smooth resonant bass 20% cutoff version	MW: Cutoff & Reso AT: Adds vibrato
DF JacoBass-B	Smooth resonant bass 40% cutoff version	MW: Cutoff & Reso AT: Adds vibrato
DF JacoBass-C	Smooth resonant bass 60% cutoff version	MW: Cutoff & Reso AT: Adds vibrato
DF JacoBass-D	Smooth resonant bass 80% cutoff version	MW: Cutoff & Reso AT: Adds vibrato
DF MiniBass 1	MiniMoog type simple SynthBass	MW: Cutoff & Reso AT: Adds vibrato
DF MiniBass 2	MiniMoog type simple SynthBass	MW: Cutoff & Reso AT: Adds vibrato
DF MoogSweepBass	Wide stereo sweeping Bass & Lead sound	MW: Cutoff & Reso AT: Adds vibrato
DF Oxygene Lead	Fresh, detuned string type synth lead	MW: Cutoff & Reso AT: Adds vibrato
DF Plain SynBass	Simple resonant Moog-like bass/lead	MW: Cutoff & Reso AT: Adds vibrato
DF Poppey Bass	Complex resonant Bass with unisono	MW: Cutoff & Reso AT: Adds vibrato
DF VolcanoBass [Vsp	Aggressive resonant Bass, split (2 layers) version	MW: Cutoff & Reso AT: Adds vibrato
DF VolcanoBass-A	Aggressive resonant Bass, hollow version	MW: Cutoff & Reso AT: Adds vibrato
DF VolcanoBass-B	Aggressive resonant Bass, brighter version	MW: Cutoff & Reso AT: Adds vibrato

Category: Keys & PolySynths

Patch Name	Description	Used Controllers
DF Cathedral Org	Church Organ in a big hall	MW: Adds tremolo AT: Cutoff
DF E-Organ 1	Simple perc. Organ	MW: Cutoff & Reso AT: Adds vibrato
DF E-Organ 2	Hammond type el. Organ	MW: Octave morph AT: Adds vibrato
DF E-Organ 3	Hammond type el. Organ	MW: Cutoff & Reso AT: Adds vibrato
DF E-Piano	Typical D-50 electric piano	MW: Legato AT: Adds vibrato
DF Enterprise	Complex fresh keys/pad sound	MW: Cutoff & Reso AT: Adds vibrato
DF Galactic Horn	Huge synth-horns	MW: Cutoff & Reso AT: Adds vibrato
DF Marimba	typical D-50 marimba	MW: Cutoff & Reso
DF Power SAW	Fat resonant SAW with chorus	MW: Cutoff & Reso AT: Adds vibrato
DF Power SQR	Fat resonant Square with chorus	MW: Cutoff & Reso AT: Adds vibrato
DF Rich Brass	Fat bright synth brass	MW: Cutoff & Reso AT: Adds vibrato
DF RingPiano	Another nice D-50 Epiano	MW & AT: vibrato
DF RockOrgan	Percussive fat electric organ	MW: Cutoff & Reso AT: Adds vibrato
DF Shamus	FM type pad with metalic attack	MW: Cutoff & Reso AT: Adds vibrato
DF Tube Bells	Harsh FM bell sound	MW: Cutoff & Reso AT: Adds vibrato

Category: Pads & Strings

Patch Name	Description	Used Controllers
DF AlfaString	Smooth stringpad	MW: Cutoff & Reso AT: Adds vibrato
DF AnalogWire 1	Bright detuned analogue string	MW: Cutoff & Reso AT: Adds vibrato
DF AnalogWire 2	Bright detuned analogue string	MW: Cutoff & Reso AT: Adds vibrato
DF ArcoString	Energetic string for solo	MW: Cutoff & Reso AT: Adds vibrato
DF AstralVoice	Complex slow ambient pad	MW: Cutoff & Reso AT: Adds vibrato
DF Baroque Str	Mixed harpsichord & string quartet	MW: Cutoff & Reso AT: Adds vibrato
DF BellVox Pad	Nice mixed pad with bells & synth choir	MW: Cutoff & Reso AT: Adds vibrato
DF BigSweep [Vsp	Fat & powerful resonant long sawpad, split (4 layers) version	MW: Cutoff & Reso AT: Adds vibrato
DF BigSweep-A	Fat & powerful resonant long sawpad, hollow version	MW: Cutoff & Reso AT: Adds vibrato
DF BigSweep-B	Fat & powerful resonant long sawpad, mid-hollow version	MW: Cutoff & Reso AT: Adds vibrato
DF BigSweep-C	Fat & powerful resonant long sawpad, brighter version	MW: Cutoff & Reso AT: Adds vibrato
DF BigSweep-D	Fat & powerful resonant long sawpad, bright version	MW: Cutoff & Reso AT: Adds vibrato
DF Bright Str	Bright detuned analogue string	MW: Cutoff & Reso AT: Adds vibrato
DF Combi String	Smooth mixed digital string	MW: Cutoff & Reso AT: Adds vibrato
DF DawningPad	Mixed ambient pad with dinamic attack	MW: Cutoff & Reso AT: Adds vibrato
DF DeepFlight	Square based floating amibient pad	MW: Cutoff & Reso AT: Adds vibrato
DF DeepSpace	Complex resonant sweeping pad	MW: Cutoff & Reso AT: Adds vibrato
DF Fantasia	Typical D-50 Bellpad	MW: Cutoff & Reso AT: Adds vibrato
DF JarreString	Typical old analogue string (try to play Oxygene part 1! ;-)	MW: Cutoff & Reso AT: Adds vibrato
DF JupiterStr [Vsp	Fat PWM String with chorus, velocity split (3 layers) version	MW: Cutoff & Reso AT: Adds vibrato
DF JupiterStr-A	Fat PWM String with chorus, hollow version	MW: Cutoff & Reso AT: Adds vibrato
DF JupiterStr-B	Fat PWM String with chorus, mid-hollow version	MW: Cutoff & Reso AT: Adds vibrato
DF JupiterStr-C	Fat PWM String with chorus, bright version	MW: Cutoff & Reso AT: Adds vibrato
DF MagneticField	Beautiful string pad	MW: Cutoff & Reso AT: Adds vibrato
DF Orch Strike	Silly fake orchestral hits ;-)	MW: Cutoff & Reso AT: Adds vibrato
DF OrganBellPad	Bright bellpad for movie soundtrack	MW: Cutoff & Reso AT: Adds vibrato
DF Peace&Choir	Atmospheric choir pad	MW: Cutoff & Reso AT: Adds vibrato
DF PPG String	Old PPG-type string with smooth flanger	MW: Cutoff & Reso AT: Adds vibrato
DF Prophet Str	Smooth rising pad, good for movietrack -romantic scene! ;-)	MW: Cutoff & Reso AT: Adds vibrato
DF Space Voice	Beautiful choir pad with spectral noise	MW: Cutoff & Reso AT: Adds vibrato
DF SpaceSweep [Vsp	Spacy Sweeping pad, velocity split (3 layers) version	MW: Cutoff & Reso AT: Adds vibrato
DF SpaceSweep-A	Spacy Sweeping pad, dark version	MW: Cutoff & Reso AT: Adds vibrato
DF SpaceSweep-B	Spacy Sweeping pad, mid-bright version	MW: Cutoff & Reso AT: Adds vibrato
DF SpaceSweep-C	Spacy Sweeping pad, bright version	MW: Cutoff & Reso AT: Adds vibrato
DF String Ens	Multiple ensemble pad, mixed choir & strings	MW: Cutoff & Reso AT: Adds vibrato
DF Voice Pad	Dark voice pad	MW: Cutoff & Reso AT: Adds vibrato
DF Vox Pad	Opening bright choir pad	MW: Cutoff & Reso AT: Adds vibrato

Complex NN-XT Patches

Category: Arps & Sequences

Patch Name	Description	Used Controllers
DF AnswerBass [Syn	Two basses answer back to each other	MW: Resonance AT: vibrato
DF Bass & Arp [Syn	Punchy Bass, hold key to sound t-sync Arps	MW: resonance AT: kills Bass
DF Comb Arp 1 [Syn	Wild autoarp, use modwheel/AT while playing. Comb filter emulation with multiple HP filters	MW & AT: filter modulation
DF Comb Arp 2 [Syn	A genetic mutation of the previous patch. Comb filter emulation with multiple BP filters	MW & AT: filter modulation
DF Gated Bands	Gated band pass Arp, play with different velocities	MW: Filter morph AT: Speed up Arp
DF Gum Arp [Syn	Powerful resonant autoarp with BP filter	MW: open filter AT: speed up Arp
DF Holding Arp [Syn	Play short arp, it'll be repeated. Set global release time to modify repeat length	MW & AT: Open filter & stop Arp AT: mute
DF Oct Arp1 [Rt [Syn	Released triggered Arp seq, try playing short sequences!;-)	MW: Cutoff & Reso AT: speed up Arp
DF Oct Arp2 [Rt [Syn	Same as above, but different rhythm	MW: Cutoff & Reso AT: speed up Arp
DF Octave Snake [Syn	Resonant octave down-up AutoArp (1/8), use different velocity to play	MW: Cutoff & Reso AT: speed up Arp
DF PolySweep Arp [Syn	Sweeping Autoarp with a little random LFO	MW: Cutoff & Reso AT: speed up Arp
DF SlowDown Arp [Syn	Slow down arp speed	MW: Cutoff & Reso AT: speed back Arp
DF Snake Arp [Alt [Syn	Randomly triggered tempo synced Arp, good for fast, vivid arp!	MW: Cutoff & Reso AT: speed up Arp
DF Snake Arp [Vsp [Syn	Same as above, but velocity split version (4 layers)	MW: Cutoff & Reso AT: speed up Arp
DF Spiky Arp	Short spiky Arp/Bass, for creating fast arp	MW: open filter
DF Spiky Arp [Syn	Tempo synced bubbling Bass/Arp with spiky attack, good for fast Arp as well	MW: open filter AT: speed up Arp

Category: Bass & Leads [poly]

Patch Name	Description	Used Controllers
DF Anchovy Lead	Fresh, fat, powerful lead	MW: Cutoff & Reso AT: vibrato
DF Dark Bass 1	Fat dark bass, based on MoogSweepBass	MW: Reso & Decay Mod Env
DF Dark Bass 2	Another punchy hollow bass, play with different velocities	MW & AT: open filter
DF Hybrid Bass	Mixed FMBass + JacoBass, sounds like a wire-cable Bass	MW: Cutoff & Reso AT: vibrato
DF JacoBass Mod1	Modified Jacobass, more punchy and choked.	MW: open filter & extra Reso AT: vibrato
DF JacoBass Mod2	Another modified Jacobass (C, D), fat resonant short bass	MW: open filter & extra Reso AT: vibrato
DF Muddy Syn	Punchy & resonant, modified SynBass. Both for bass and lead	MW: extra Reso & punch AT: vibrato
DF Pine Tree	Versatile rich & resonant sound, both for bass & lead. Try to play with different velocities! ;-)	MW: filter morph AT: vibrato
DF Punchy Bass	Short punchy Bass, use modwheel or aftertouch to open	MW & AT: Open filter
DF Sam Bass	Fat saw bass with punchy attack	MW: Cutoff & Reso AT: filter morph
DF Solo Ensemble	Fresh solo ensemble mix	MW: Cutoff & Reso AT: vibrato
DF Spiky Saw	Very fat punchy bass, based on FatSawBass	MW: filter morph AT: tempo synced Filter LFO
DF Spiky Square	Same as above but based on FatSquare	MW: filter morph AT: tempo synced Filter LFO

Category: Experimental & FX

Patch Name	Description	Used Controllers
DF Bubble FX	Wide panning resonant bubbling	MW: Clean up FX AT: Open filter
DF Facing Keys [Rt	Resonant Panning keys	MW: Open filter AT: add Arp
DF Fresh Lead	Mixed Calliope + Flute + Oxygene Lead	MW: Cutoff AT: vibrato
DF Insomnia [Syn	Rhythmic & melodic patch, use different velocitiy to play	MW: sound morph AT: vibrato
DF Lifting Pad 1	Up-lifting Pad (set lifting speed by Mod Env!)	MW: Cutoff & Reso AT: vibrato
DF Lifting Pad 1	Down-lifting Pad (set lifting speed by Mod Env!)	MW: Cutoff & Reso AT: vibrato
DF Monk Mumble 1 [Syn	Rhythmic comb filtered (using multiple BP filter) pad version 1	MW: Filter morph AT: Speed up Arp
DF Monk Mumble 2 [Syn	Rhythmic comb filtered (using multiple BP filter) pad version 2	MW: Kill LFO AT: Speed up Arp
DF Night Train [Ksp	Keysplits: Rhythmic Bass + resosweep pad	MW: Cutoff & Reso AT: vibrato
DF Paranoia	Sounds from a paranoid mind	MW: Cutoff & Reso AT: vibrato
DF ResoBell Arp [Syn	Silly resonant bell arp	MW: Cutoff & Reso AT: speed up Arp
DF Shamus Echo [Rt	Metalic sound with echo at release (released trigger)	MW: Filter mod
DF Solid Drift [Syn	Drifting bandpass strings	MW: Cutoff AT: adds LFO filter modulation
DF The Beginning	Mystic random pad	MW: Resonance

Category: Keys & PolySynths

Patch Name	Description	Used Controllers
DF Chimes [Syn	Panned long chimes, with long (3/4-4/4) delay	MW: Cutoff & Reso AT: speed up Arp
DF Cloudy Sky	Expressive choked keys, play with different velocities	MW: Sunshine AT: vibrato
DF Comb Saw	Comb filtered (using multiple BP filter) SAW pad	MW & AT: Comb filter
DF Duck Brass	Resonant swelling brass	MW: Cutoff & Reso AT: vibrato
DF E-Piano 2	Mixed E-Piano & Ringpiano with slight chorus	MW: Cutoff AT: vibrato
DF Etheral Piano	E-Piano + nice etheral pad	MW: Cutoff & Reso AT: vibrato
DF Gated Keys	Filter Gated Keys, play with different velocities	MW: open filter AT: vibrato
DF Menthol Candy	Modified Bigsweep, using filter band separarion (LP+BP+HP)	MW: Filter mod
DF Octav Brass	Rich & fat unisono octave brass	MW: Cutoff & Reso AT: vibrato
DF Orch.Strike 2	Orchestral hits and raising ensemble	MW: Cutoff AT: vibrato
DF Sea Fields	Nice rich and fat polykeys with slow LFO sweeps	MW: open filter AT: Resonance
DF Seven Keys	Quint-essence keys, play with different velocities	MW & AT: open filter
DF Shamus Answer [Syn [Rt	Shamus keys with release trigger, good for chord accompaniment	MW: Cutoff & Reso
DF Syn Brass	Expressive SynthBrass, based on RichBrass	MW: Filter mod

Category: Monosynth

Patch Name	Description	Used Controllers
DF Anchovy Lead [Mon	Fresh, fat, powerful lead, mono version	MW: Cutoff & Reso AT: vibrato
DF Cloudy Mono	Moog style mono lead	MW: punchy reso AT: vibrato
DF Dark Bass1 [Mon	Fat dark bass, based on MoogSweepBass	MW: Reso & Decay Mod Env
DF MonoStrings	Fat Strings with portamento	MW: Cutoff & Reso AT: vibrato
DF MonoSweep [Vsp	Velocity splitted mono sweep with portamento	MW: Cutoff & Reso AT: vibrato
DF Moogy Legato	Resonant Monosynth, play with different velocities	MW & AT: Cutoff & Reso
DF Spiky SawBass [Mon	Very fat punchy bass, based on FatSawBass	MW: filter morph
DF Spiky SqrBass [Mon	Very fat punchy bass, based on FatSquare	MW: filter morph
DF Stainless Bs	Fat resonant monobass with short decay	MW: open filter
DF SynBass1 [Mon	Muddy synth bass, play with different velocities	MW: Cutoff & Reso AT: vibrato
DF Triple Bass	Fat monobass using 3 layers	MW: Filter morph AT: vibrato

Category: Pads & Atmospheres

Patch Name	Description	Used Controllers
DF Analog Pad 1	Nice fat pad	MW: filter morph
DF Analog Pad 2	Resonant pad, you can modify the filter decay using Mod Env Decay	MW: morph filter atk AT: vibrato
DF Awakening	Nice 7th pad based on JarreString	MW: Open Filter AT: vibrato
DF BellVox II.	Modified version of BellVox, adding extra air	MW: Tempo sync slow sequence
DF Ceremony Pad	Rich hymnic pad with synbrass and bells	MW: Cutoff & Reso AT: vibrato
DF Cold Air	Highpass filtered pad	MW: Resonance AT: vibrato
DF Darvin Pad	Evolution starts when you release the keys ;-)	MW: Cutoff & Reso AT: vibrato
DF Ensemble 1	Great ensemble pad using JupiterString, Gal. Horns and Enterprise	MW: Cutoff & Reso AT: vibrato
DF Etheral Pad	Bright mixed organ-choir type pad, (based on JacoBass-A-B-C)	MW: Cutoff & Reso AT: vibrato
DF Galactic Pad	Giant pad for ceremonial events ;-)	MW & AT: Cutoff & Reso
DF Krill Swarms	Smooth resonant pad with Krills – play with different velocities	MW: Turn down Krills AT Krill modulation
DF Lament Pad	Sorrowful smooth and hollow pad	MW: choke sound AT: Detune Chaos
DF Manta Ray	Giant movie pad with slow & smooth filter sweeps	MW: open filter
DF Mariana	Majestic pad, play long	MW: Cutoff & Reso AT: vibrato
DF PolySweep Pad	Wide stereo fat sweeping pad	MW: Cutoff & Reso AT: vibrato
DF Pure Pad	clean slow sweeping pad, based on FatSawBass-B	MW: Cutoff & Reso
DF Sunrise	Slow raising pad	MW: open filter AT: vibrato
DF UnderSea Pad	Nice smooth pad, slow morphing	MW: Cutoff & Reso AT: speed up LFO

Category: Strings & Organs

Patch Name	Description	Used Controllers
DF AnalogWire][	Beautiful stereo analogue strings, use different velocity to play	MW: Cutoff & Reso AT: vibrato
DF E-Organ 3	Modified fat E-Organ (Hammond), percussive attack added	MW: Cutoff & Reso AT: vibrato
DF Magnetic Str	Mixed analogue strings, bright and beautiful	MW: Cutoff & Reso AT: vibrato
DF Movie Strings	Rich and Fat StringPad	MW: Cutoff & Reso AT: vibrato
DF Oct Strings	Rich octave analogue Strings, higher octave attack depends on velocity	MW: Cutoff AT: vibrato
DF Organ Pad	Slow Organ Pad	MW: Cutoff & Reso
DF Slow Jupiter	Slow Attacking Fat Jupiter String	MW: Cutoff & Reso AT: vibrato
DF Voice Organ	Fat electric organ (mainly the higher keys)	MW: Resonance AT: vibrato
DF Wah Organ	Funky organ, good for leads	MW: Decay Mod Env AT: vibrato

Combinator templates

We introduce 8 Combinator devices; these templates have specifically been developed for Deepflight ReFill. The sample source of Deepflight sounds very rich - that's why we didn't use chorusing effects. In general, chorusing effects thicken and add stereo width to the sound. But for Deepflight's sounds, which are fat and thick by themselves it would have caused unwanted and unpleasant phasing effects... sometimes less is more. We tried to keep the original sound clarity, and used only dinamic, time based and filter effects in these Combinator templates. Yes. And a little distortion sometimes.

The Combi templates can be found in the Combinator->Templates folder. Use them as a starting point to create new patches starting from scratch - as we did. All other patches in the ReFill are based on these templates.

DF Ambient Dream Machine [AmbDream]

It's a relatively simple device, with 2 instrument slots. As for effects, it contains a stereo delay and a reverb unit only. The effects can be connected in parallel (version P), or in serial (version S) mode.
You can load 2 NN-XT instruments for creating wide, fat sounds.
There are 2 independent LFOs (from Malström): Mod-A is responsible for volume crossfade morphing, Mod-B is for autopan. You can set the LFO speed on the Malström's panel. Both LFOs are running in free mode.

Button1 (CC#75) - Auto Vol. Morph : Enables or disables Mod-A LFO.

Button2 (CC#76) - Auto Pan : Enables or disables Mod-B LFO.

Button3 (CC#77) - Hold: it sets the NN-XTs' AMP Env Release to maximum. The sounds won't stop after you released the keys; it can be useful in live situation.

Button4 (CC#78) - Custom EQ: you can enable MClass Equaliser, setting the correct EQ may help you to fit both instruments in your mix.

Rotary1 (CC#71) - Instr. Balance: controls the Volume balance between the two instruments.

Rotary2 (CC#72) - Delay: controls the stereo delay Wet amount.

Rotary3 (CC#73) - Reverb: controls the reverb Wet amount.

Rotary4 (CC#74) - Main Volume: sets the master volume (independent of Rotary1).

DF Bandsweep Machine [Bandswp]

This is a very complex patch using vocoder to create wide, continuously sweeping textures. The bands of the vocoder are controlled by 4 independent LFO's. Like in the previous Ambient Dream Machine patch, you can find 2 instrument slots. By default, the LFOs are set to sine. But feel free to modify them, you can create vivid morphing textures, wide arps using different waveforms and speed rates.

There are 2 versions in the template folder. V1 is the simple version, it uses one vocoder. V2 is much more complicated, each band has its own vocoder, and you can set the volume of each band and panorama in the 'bands mixer'.

Button1 (CC#75) - Auto Pan: enables or disables crossfade panning between SLoT1 and SLOT2 instruments. You can modify the LFO settings in the Malström device named 'Crossfade LFO'.

Button2 (CC#76) - 4 / 8 Bands mode: Enabling it (8 bands mode), you get more narrow bands.

Button3 (CC#77) - Release Hold: it sets the NN-XTs' AMP Env Release to maximum. The sounds won't stop after you release the keys.

Button4 (CC#78) - Master EQ: enables MClass Equaliser.

Rotary1 (CC#71) - Balance 1-2: controls the Volume balance between the two instruments.

Rotary2 (CC#72) - Bands Dry / Wet: controls the Volume balance between the original instruments and the filtered sounds.

Rotary3 (CC#73) - Reverb: controls the reverb send amount.

Rotary4 (CC#74) - Master Vol.: controls the master volume.

DF Bass Stomp [Bstomp]

This machine can create strong compressed bass sounds. In turn: after the NN-XT there is a scream4 with tape saturation and amp sim, MClass compressor, MClass equalizer and maximizer, all in series-connection in the effect chain.

Button1 (CC#75) - Damage On: enable or disable tape saturation.

Button2 (CC#76) - Bass Boost: add extra bass boost (it enables the screamer's internal EQ).

Button3 (CC#77) - Compressor On: enable or disable the compressor.

Button4 (CC#78) - Master Limiter: enable or disable the Maximizer.

Rotary1 (CC#71) - Drive: it controls the tape saturation (damage) amount. Please note that it also controls the master volume of scream4 (gain reduction).

Rotary2 (CC#72) - Cab type (1-4): sets the scream4's speaker cab type. Turning the rotary hard right will switch off the cab simulation.

Rotary3 (CC#73) - Compression: it controls the compressing amount, modifying both treshold and ratio.

Rotary4 (CC#74) - Master Gain: sets the loudness. It controls both the output gain of the compressorAND the input gain of the maximizer.

DF Keysplits [KSP]

When you play live, sometimes you need to split your keyboard: for example your left hand plays bass while your right hand plays chord accompaniment or solo. The key mapping panel of Combinator offers a very easy way to do it. By default we set the splitting point to C3, but you can modify it if needed. This Combi uses 2 NN-XT devices: use the first one for the lower and the second one for the upper part. Just load and play live!

Button1 & **Rotary1**: it may be varying, depending on the actual loaded effect (by default: screamer), but in general they control the effect of lower part.

Button2 & **Rotary2**: they control the effect of upper part (reverb by default).

Button3 (CC#77) - Custom EQ: you can enable MClass Equaliser to fit both instruments in your mix.

Button4 (CC#78) - Main limiter: enabling the limiter may smooth the 2 parts and help you to prevent unintentional clips and pops at high volume settings.

Rotary3 (CC#73) - Balance LO/UP: controls the Volume balance between lower/upper part.

Rotary4 (CC#74) - Main Volume: sets the master volume for both instruments.

DF Lead Stomp [LdStomp]

It's a multi-effect chain, designed for leads, inspired by Line6 Pod. The effect order follows the rules of the traditional guitar effect. Following the sound source (NN-XT) it starts with ECF-42 Envelope controlled filter, which also has a free running sine LFO (from Malström) as filter modulator. After that, in turn: a distortion unit (scream4), a stereo delay (RV7000), a Cab/Amp simulator (scream4), MClass compressor, MClass equalizer and a reverb unit (RV7000) at the end. As you can see, this setup offers hundreds of tweakeable parameters, but only the most important controls are placed on the Combi panels... so if you need more controls, click "Show Devices" and feel free to tweak those knobs!

Button1 (CC#75) - Sine Sweep LFO: it enables the ECF-42 filter modulation by a slow sine LFO.

Button2 (CC#76) - Distr. Stomp: Enables or disables the distortion unit.

Button3 (CC#77) - Cab/Amp: Enables or disables the Cab/Amp simulation unit.

Button4 (CC#78) - Delay: Enables or disables the stereo delay.

Rotary1 (CC#71) - ECF Cutoff: controls the ECF-42 cutoff frequency. Please note that this filter works in monophonic mode.

Rotary2 (CC#72) - Drive: if distortion is enabled (Button2), it controls the damage amount.

Rotary3 (CC#73) - Body Resonance: when Cab/Amp is enabled (Button3), it controls the body resonance. High settings can be used to create autowah ?? effect.

Rotary4 (CC#74) - Reverb Vol.: controls the reverb wet amount.

DF MonoPoly S1 [MPSwp1]

The name "Monopoly" comes from the main feature of this device: polyphonic instrument with monophonic filter. In the 80s many analogue synths used this method (like Korg Poly800), probably because it needs only one filter - a very economical device! ;-) This template is a filter sweeping machine. It can be used to create sweeping pads (slow sine LFO), auto Bass/Arp (Saw LFO with tempo sync), and many other interesting instruments.

Button1 (CC#75) - Free Run: The filter LFO can work in 2 ways. If free run is active, the filter modulation runs continuously, otherwise the filter LFO is retriggered when you play a new key.

Button2 (CC#76) - Tempo Sync: Clicking this button (so that its light switches on) synchronizes the LFO to the song tempo, in one of 16 possible time divisions.

Button3 (CC#77) - Filter type: you can switch between 24 dB lowpass and 12 dB bandpass filters.

Button4 (CC#78) - Custom EQ: you can enable MClass Equaliser. This useful device may help you to fit the instrument in your mix - feel free to modify the actual settings to achieve the optimal result. I recommend you to compare the result in A-B test (on-off).

Rotary1 (CC#71) - LFO type: you can set the LFO waveform: sine, triangle, saw or square.

Rotary2 (CC#72) - LFO speed: controls the frequency of the filter LFO. For a faster modulation rate, turn the knob to the right.

Rotary3 (CC#73) - filter cutoff: set the cutoff frequency of the monophonic filter (ECF-42). A useful ?? tip: if you want to modify the filter modulation settings, open combinator, flip the rack and modify the 'freq CV' knob (first on the left) in the ECF-42 envelope controlled filter.

Rotary4 (CC#74) - Main Volume: it sets Main Volume of the NN-XT (CC#13).

The patch also contains a medium hall reverb; set bypass if you don't need it.

DF MonoPoly S2 [MPSwp2]

Another sweeping machine, but for different purpose. This template can be used to create vivid bass, polysynth and lead patches.
The monophonic filter has 2 modulators: a free running sine LFO and envelope of ECF-42. This envelope is triggered by note on, while the LFO works continously and independently.

Button1 (CC#75) - Tempo Sync: it synchronizes the LFO to the song tempo.

Button2 (CC#76) - Filter Env Amount: you can switch between 2 different env amount settings, they determine the influence of the filter envelope. By default we set it to 0 (no effect) and to 64. You can modify these values in the Modulator routing panel (Env Filter device).

Button3 (CC#77) - Pan delay: there is a RV7000 reverb modul with panning delay preset at the end of the signal chain; you can enable or disable it

Button4 (CC#78) - Custom EQ: you can enable MClass Equaliser, it can help you to fit the instrument in your mix.

Rotary1 (CC#71) - LFO speed: controls the sine LFO's rate. It works in free running mode.

Rotary2 (CC#72) - filter cutoff: controls the ECF-42 cutoff frequency.

Rotary3 (CC#73) - filter resonance: controls the ECF-42 filter resonance.

Rotary4 (CC#74) - filter ENV Decay: controls the ECF-42 envelope decay - longer decay means longer sweep. By default, it's linked with envelope release, but you may unlink them.Feel free to try different release settings to get interesting (and sometimes unwanted) result!

Note: high resonance settings may cause extremly loud sounds sometimes, to protect your ears and the equipments we placed an MClass limiter after the ECF-42.

DF Multilayer Pads [MPads]

However the NN-XT also allows you to use multiple layers, the programming and handling layers in NN-XT are a bit difficult. This Combinator patch gives you an easy way to create fat ensemble pads and unisono stuff with just few clicks! You can load up to 4 NN-XT instruments, the volume of these partials can independently be controlled by the rotary encoders.

Button1 (CC#75) - Wide Pan 1-2: by default, all partials sound from centre. This knob set the panorama of Partial1 left and Partial2 to right position, giving you a wide stereo effects.

Button2 (CC#76) - Wide Pan 1-2: same as above, but for Partial3 & 4.

Button3 (CC#77) - Reverb: you can enable or disable the RV7000 reverb modul.

Button4 (CC#78) - Custom EQ: you can enable MClass Equaliser, it can help you to fit the whole multi-instrument in your mix.

Rotary1-4 - Part volumes: you can set the volume of the 4 partials independently.

Credits

Andras Haasz: main idea, recording & sound design

Viktor Haasz: sound editor

Marco Raaphorst, Eric Corminier: consultant

Kilfish: graphic design, artwork

Dr. Gabor Bardosi: consulting editor of this Users' Guide

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