Unofficial LSDJ patchbook

Collected by WaveBoy

Version 1.01

Indhold

Pulse channel

Organ patch

Pul instrument

Parameter	Value
Patchname	Organ
Type:	Pulse
Envelope	71
Wave	12,5
Output	L+R
Length	unlim
Sweep	FF
Vib.type	Triangle
Pu2 Tune	0
Pu2 Fine	1
Automate	Off
Table	On

Table

	Vol	TSP	CMD		CMD	
0	00	00	V	61		00
1	00	00		00		00
2	00	00	E	38		00
3	00	00		00		00
4	00	00		00		00
5	00	00		00		00
6	00	00		00		00
7	00	00		00		00
8	00	00		00		00
9	00	00		00		00
A	00	00		00		00
B	00	00		00		00
C	00	00		00		00
D	00	00		00		00
E	00	00		00		00
F	00	00	H	00		00

Pulse Sctratch

Pul instrument

Parameter	Value
Patchname	
Type:	Pulse
Envelope	A3
Wave	50
Output	L+R
Length	unlim
Sweep	FF
Vib.type	HF
Pu2 Tune	0
Pu2 Fine	0
Automate	Off
Table	On

Table

	Vol	TSP	CMD		CMD	
0	00	00	P	00		00
1	00	00		00		00
2	00	00		00		00
3	00	00	K	00		00
4	00	00		00		00
5	00	00		00		00
6	00	00		00		00
7	00	00		00		00
8	00	00		00		00
9	00	00		00		00
A	00	00		00		00
B	00	00		00		00
C	00	00		00		00
D	00	00		00		00
E	00	00		00		00
F	00	00		00		00

Note: Works best around C7

Rising C64-Style

Pul instrument

Parameter	Value
Patchname	
Type:	Pulse
Envelope	1F
Wave	25
Output	L+R
Length	unlim
Sweep	FF
Vib.type	HF
Pu2 Tune	0
Pu2 Fine	0
Automate	Off
Table	On

Table

	Vol	TSP	CMD		CMD	
0	00	00		00		00
1	00	04		00		00
2	00	04		00		00
3	00	07		00		00
4	00	07		00		00
5	00	00		00		00
6	00	00	H	00		00
7	00	00		00		00
8	00	00		00		00
9	00	00		00		00
A	00	00		61		00
B	00	00		00		00
C	00	00		00		00
D	00	00		00		00
E	00	00		00		00
F	00	00		00		00

Dreamy Chords

Pul instrument

Field	Value
Patchname	
Type:	Pulse
Envelope	B8
Wave	12,5
Output	L+R
Length	unlim
Sweep	FF
Vib.type	Sine
Pu2 Tune	0
Pu2 Fine	0
Automate	Off
Table	On

Table

	Vol	TSP	CMD		CMD	
0	00	F4		00		00
1	00	04		00		00
2	00	07		00		00
3	00	0C		00		00
4	00	00	H	00		00
5	00	00		00		00
6	00	00		00		00
7	00	00		00		00
8	00	00	O	R		00
9	00	00		00		00
A	00	00		00		00
B	00	00		00		00
C	00	00		00		00
D	00	00		00		00
E	00	00	O	L		00
F	00	00		00		00

Major Chord Slow Arp

Pul instrument

Field	Value
Patchname	
Type:	Pulse
Envelope	C6
Wave	50
Output	L+R
Length	unlim
Sweep	FF
Vib.type	HF
Pu2 Tune	0
Pu2 Fine	0
Automate	Off
Table	On

Table

	Vol	TSP	CMD		CMD	
0	00	00		00		00
1	00	00		00		00
2	00	00		00		00
3	00	00		00		00
4	00	04		00		00
5	00	04		00		00
6	00	04		00		00
7	00	04		00		00
8	00	07		00		00
9	00	07		00		00
A	00	07		00		00
B	00	07		00		00
C	00	07		00		00
D	00	00	H	00		00
E	00	00		00		00
F	00	00		00		00

Pulse Snare #1

Pul instrument

Field	Value
Patchname	
Type:	Pulse
Envelope	F1
Wave	50
Output	L+R
Length	unlim
Sweep	FF
Vib.type	HF
Pu2 Tune	0
Pu2 Fine	0
Automate	Off
Table	On

Table

	Vol	TSP	CMD		CMD	
0	00	F5	V	FA	P	FD
1	00	00		00		00
2	00	00		00		00
3	00	00		00		00
4	00	04		00		00
5	00	00		00		00
6	00	00		00		00
7	00	00		00		00
8	00	00		00		00
9	00	00		00		00
A	00	00		00		00
B	00	00		00		00
C	00	00		00		00
D	00	00		00		00
E	00	00		00		00
F	00	00		00		00

Pulse Snare #2

Pul instrument

		Table			
		Vol	**TSP**	**CMD**	**CMD**
Patchname		0	00	18	00	00
Type:	Pulse	1	00	0C	00	00
		2	00	07	00	00
Envelope	A1	3	00	03	00	00
Wave	50	4	00	00	00	00
Output	L+R	5	00	00	00	00
Length	unlim	6	00	00	00	00
Sweep	FF	7	00	00	00	00
Vib.type	HF	8	00	00	00	00
		9	00	00	00	00
Pu2 Tune	0	A	00	00	00	00
Pu2 Fine	0	B	00	00	00	00
		C	00	00	00	00
Automate	Off	D	00	00	00	00
Table	On	E	00	00	00	00
		F	00	00	00	00

NOTES:
- PLAY THIS AT A D#4 FOR THE BEST RESULTS. - WORKS IN BOTH PULSE CHANNELS. - IF SET ENVELOPE AS ANYTHING BELOW 81, MAKE SURE TO SET THE SECOND DIGIT TO A 2.

Kick+Bass+glitch

Pul instrument

		Table					
		Vol	**TSP**	**CMD**		**CMD**	
Patchname		0	00	00	W	0050	P	FF
Type:	Pulse	1	00	00		00		00
		2	00	00		00		00
Envelope	40	3	00	00		00		00
Wave	50	4	00	00		00		00
Output	L+R	5	00	00	P	D6		00
Length	unlim	6	00	00		00		00
Sweep	0	7	00	00		00		00
Vib.type	HF	8	00	00		00		00
		9	00	00		00		00
Pu2 Tune	82	A	00	00		00		00
Pu2 Fine	F	B	00	00		00		00
		C	00	00		00		00
Automate	Off	D	00	00		00		00
Table	On	E	00	00		00		00
		F	00	00		00		00

Space kick

Pul instrument

		Table					
		Vol	**TSP**	**CMD**		**CMD**	
Patchname		0	00	00	P	C9	E	55
Type:	Pulse	1	00	00		00		00
		2	00	00		00		00
Envelope	F2	3	00	00		00		00
Wave	50	4	00	04		00		00
Output	L+R	5	00	00	E	00		00
Length	unlim	6	00	00		00	M	66
Sweep	FF	7	00	00		00		00
Vib.type	HF	8	00	00		00		00
		9	00	00		00		00
Pu2 Tune	0	A	00	00		00		00
Pu2 Fine	0	B	00	00		00	M	77
		C	00	00		00		00
Automate	Off	D	00	00		00		00
Table	On	E	00	00		00	H	0E
		F	00	00		00		00

Good lead thats gooder than u

Pul instrument

Patchname		
Type:	Pulse	
Envelope	84	
Wave	50	
Output	L+R	
Length	unlim	
Sweep	FF	
Vib.type	HF	
Pu2 Tune	0	
Pu2 Fine	0	
Automate	Off	
Table	On	

Table

#	Vol	TSP	CMD		CMD	
0	00	FF	V	01	O	R
1	00	00		00	O	L
2	00	00		00	O	LR
3	00	00		00		00
4	00	04		00		00
5	00	00		00		00
6	00	00		00		00
7	00	00		00		00
8	00	00		00		00
9	00	00		00		00
A	00	00		00		00
B	00	00		00		00
C	00	00		00		00
D	00	00		00		00
E	00	00		00		00
F	00	00		00		00

NOTES:
WORKS WELL IN HIGHER NOTES OBV

Big Major 7th

Pul instrument

Patchname		
Type:	Pulse	
Envelope	A8	
Wave	12,5	
Output	L+R	
Length	unlim	
Sweep	FF	
Vib.type	HF	
Pu2 Tune	0	
Pu2 Fine	0	
Automate	Off	
Table	On	

Table

#	Vol	TSP	CMD		CMD	
0	00	00		00		00
1	00	10		00		00
2	00	07		00		00
3	00	17		00		00
4	00	0B		00		00
5	00	0C		00		00
6	00	04		00		00
7	00	13		00		00
8	00	07		00		00
9	00	17		00		00
A	00	00		00		00
B	00	10		00		00
C	00	04		00		00
D	00	13		00		00
E	00	0B		00		00
F	00	0C		00		00

50% 3 note arp

Pul instrument

Patchname		
Type:	Pulse	
Envelope	A4	
Wave	50	
Output	L+R	
Length	unlim	
Sweep	FF	
Vib.type	HF	
Pu2 Tune	0	
Pu2 Fine	0	
Automate	Off	
Table	On	

Table

#	Vol	TSP	CMD		CMD	
0	00	00		00		00
1	00	04		00		00
2	00	07		00		00
3	00	00	H	00		00
4	00	00		00		00
5	00	00		00		00
6	00	00		00		00
7	00	00		00		00
8	00	00		00		00
9	00	00		00		00
A	00	00		00		00
B	00	00		00		00
C	00	00		00		00
D	00	00		00		00
E	00	00		00		00
F	00	00		00		00

NOTES:
FOR MORE AWESOME. TURN AUTOMATE ON AND FILL YOUR PATTERN WITH THE NOTE YOU WANT TO ARP. THEN
IT'LL BE COMPLETELY TEMPO CONTROLLED AND REALLY AWESOME AND STUFF. YEAH ♥♥

Simple ARP

Pul instrument

Patchname		
Type:	Pulse	
Envelope	A8	
Wave	12,5	
Output	L+R	
Length	unlim	
Sweep	FF	
Vib.type	HF	
Pu2 Tune	0	
Pu2 Fine	0	
Automate	Off	
Table	On	

Table

	Vol	TSP	CMD		CMD	
0	00	0C		00		00
1	00	00		00		00
2	00	0C		00		00
3	00	00	H	00		00
4	00	00		00		00
5	00	00		00		00
6	00	0C		00		00
7	00	00		00		00
8	00	00		00		00
9	00	00		00		00
A	00	00		00		00
B	00	00		00		00
C	00	0C		00		00
D	00	00	K	00		00
E	00	00		00		00
F	00	00		00		00

NOTES:
YOU CAN CHANGE UP THE ENVELOPE ON HOWEVER LONG YOU WANT IT. CHANGE THE WAVE DEPENDING IF YOU WANT A THICKER SOUND.

Nustyle kick

Pul instrument

Patchname		
Type:	Pulse	
Envelope	A8	
Wave	50	
Output	L+R	
Length	unlim	
Sweep	FF	
Vib.type	HF	
Pu2 Tune	0	
Pu2 Fine	0	
Automate	Off	
Table	On	

Table

	Vol	TSP	CMD		CMD	
0	00	0C		00	P	0F
1	00	00		00		00
2	00	0C		00		00
3	00	00		00		00
4	00	00		00		00
5	00	00		00		00
6	00	00		00		00
7	00	00		00		00
8	00	00		00		00
9	00	00		00		00
A	00	00		00		00
B	00	00		00		00
C	00	00		00	K	00
D	00	00		00		00
E	00	00		00		00
F	00	00		00		00

NOTES:
THE TSP BLIP GIVES IT A NICE LITTLE PUNCH AT THE BEGINNING ^_^ SOUNDS LIKE A NUSTYLE KICK... I THINK IT SOUNDS BEST AROUND C5...

Hoppy arp

Pul instrument

Patchname		
Type:	Pulse	
Envelope	E8	
Wave	50	
Output	L+R	
Length	unlim	
Sweep	FF	
Vib.type	HF	
Pu2 Tune	0	
Pu2 Fine	0	
Automate	Off	
Table	On	

Table

	Vol	TSP	CMD		CMD	
0	00	00	C	05	V	61
1	00	00		00	E	23
2	00	00		00	E	10
3	00	00	W	12,5	O	L
4	00	00		00	E	21
5	00	00		00	E	00
6	00	00	W	50	O	R
7	00	00		00	E	81
8	00	00		00	E	31
9	00	00		00	O	LR
A	00	00	H	00		00
B	00	00		00		00
C	00	00		00	H	00
D	00	00		00		00
E	00	00		00		00
F	00	00		00		00

Caver

Pul instrument

Field	Value
Patchname	
Type:	Pulse
Envelope	0A
Wave	50
Output	L+R
Length	unlim
Sweep	FF
Vib.type	HF
Pu2 Tune	0
Pu2 Fine	0
Automate	Off
Table	On

Table

	Vol	TSP	CMD		CMD	
0	00	00		00	W	12,5
1	00	00		00	W	50
2	00	04		00		00
3	00	04		00		00
4	00	08		00		00
5	00	08		00		00
6	00	00		00	H	00
7	00	00		00		00
8	00	00		00		00
9	00	00		00		00
A	00	00		00		00
B	00	00		00		00
C	00	00		00		00
D	00	00		00		00
E	00	00		00		00
F	00	00		00		00

TOM

Pul instrument

Field	Value
Patchname	
Type:	Pulse
Envelope	A1
Wave	50
Output	L+R
Length	unlim
Sweep	FF
Vib.type	HF
Pu2 Tune	0
Pu2 Fine	0
Automate	Off
Table	On

Table

	Vol	TSP	CMD		CMD	
0	00	0C		00		00
1	00	00		00		00
2	00	00		00		00
3	00	00		00		00
4	00	00		00		00
5	00	00		00		00
6	00	00		00		00
7	00	00		00		00
8	00	00		00		00
9	00	00		00		00
A	00	00		00		00
B	00	00		00		00
C	00	00		00		00
D	00	00		00		00
E	00	00		00		00
F	00	00		00		00

ECHOEY LEAD BRUVA

Pul instrument

Field	Value
Patchname	
Type:	Pulse
Envelope	B7
Wave	12,5
Output	L+R
Length	unlim
Sweep	FF
Vib.type	HF
Pu2 Tune	0
Pu2 Fine	0
Automate	Off
Table	On

Table

	Vol	TSP	CMD		CMD	
0	00	00	V	21	W	12,5
1	00	00		00		00
2	00	00		00		00
3	00	00		00		00
4	00	00		00		00
5	00	00		00		00
6	00	00		00		00
7	00	00		00		00
8	00	00		00	W	25
9	00	00		00		00
A	00	00		00		00
B	00	00		00		00
C	00	00		00		00
D	00	00		00	W	50
E	00	00		00		00
F	00	00		00		00

NOTES:
LOWEST NOTES GIVE THE BEST SOUND... E.G. C3

Banjo and Bluegrass Bass

Pul instrument

Patchname	
Type:	Pulse
Envelope	F8
Wave	12,5
Output	L+R
Length	unlim
Sweep	FF
Vib.type	HF
Pu2 Tune	0
Pu2 Fine	0
Automate	Off
Table	On

Table

	Vol	TSP	CMD		CMD	
0	FF	00	E	D2		00
1	00	00	E	63		00
2	00	00		00		00
3	00	00		00		00
4	00	00		00		00
5	00	00		00		00
6	00	00		00		00
7	00	00		00		00
8	00	00	H	07		00
9	00	00		00		00
A	00	00		00		00
B	00	00		00		00
C	00	00		00		00
D	00	00		00		00
E	00	00		00		00
F	00	00		00		00

Spacey Percussion

Pul instrument

Patchname	
Type:	Pulse
Envelope	F1
Wave	50
Output	L+R
Length	unlim
Sweep	FF
Vib.type	HF
Pu2 Tune	0
Pu2 Fine	0
Automate	Off
Table	On

Table

	Vol	TSP	CMD		CMD	
0	00	EB	V	FA	P	DF
1	00	00	C	D0		00
2	00	00		00		00
3	00	00		00		00
4	00	04		00		00
5	00	00		00		00
6	00	00		00		00
7	00	00		00		00
8	00	00		00		00
9	00	00		00		00
A	00	00		00		00
B	00	00		00		00
C	00	00		00		00
D	00	00		00		00
E	00	00		00		00
F	00	00		00		00

Note: you can change **TSP**. The lower you go, the lower it will sound…

Pretty Cool Leadbr0s

Pul instrument

Patchname	
Type:	Pulse
Envelope	A4
Wave	75
Output	L+R
Length	unlim
Sweep	FF
Vib.type	HF
Pu2 Tune	0
Pu2 Fine	0
Automate	Off
Table	On

Table

	Vol	TSP	CMD		CMD	
0	00	00	O	R	W	50%
1	00	00	O	LR	W	12,5%
2	00	00	O	L	W	75%
3	00	00	O	LR	W	25%
4	00	04		00	W	75%
5	00	00		00		00
6	00	00		00		00
7	00	00		00		00
8	00	00		00		00
9	00	00		00		00
A	00	00		00		00
B	00	00		00		00
C	00	00		00		00
D	00	00		00		00
E	00	00		00		00
F	00	00		00		00

Wav channel

Organ

Wav instrument

			Table				
Patchname				Vol	TSP	CMD	CMD
Type:	Wav		0	00	00	V	B1	00
			1	00	00		00	00
Volume	3		2	00	00		00	00
Output	L+R		3	00	00		00	00
Vib.Type	HF		4	00	00		00	00
			5	00	00		00	00
Synth	3		6	00	00	H	05	00
Play	Manual		7	00	00		00	00
Length	F		8	00	00		00	00
Replease	0		9	00	00		00	00
Speed	4		A	00	00		00	00
			B	00	00		00	00
Automate	Off		C	00	00		00	00
Table	On		D	00	00		00	00
			E	00	00		00	00
			F	00	00		00	00

Pulse Width Modulation

Wav instrument

			Synth	
Patchname			Wave	Saw
Type:	Wav		Filter	LowP
			Q	0
Volume	3		Dist	Wrap
Output	L+R		Phase	Normal
Vib.Type	Saw			
			Start:	
Synth	0		Volume	20
Play	Ping-Pong		Cutoff	20
Length	F		Phase	0
Replease	F		Vshift	0
Speed	4			
			End:	
Automate	Off		Volume	20
Table	Off		Cutoff	20
			Phase	1E
			Vshift	0

Nes Bass

Wav instrument

Patchname	
Type:	Wav
Volume	3
Output	L+R
Vib.Type	HF
Synth	0
Play	Manual
Length	F
Replease	0
Speed	4
Automate	Off
Table	On

Synth

Wave	Triangle
Filter	AllP
Q	0
Dist	Clip
Phase	Normal

Start:

Volume	86
Cutoff	0
Phase	0
Vshift	0

End:

Volume	10
Cutoff	FF
Phase	0
Vshift	0

	Vol	TSP	CMD		CMD	
0	00	00		00		00
1	00	00		00		00
2	00	00		00		00
3	00	00		00		00
4	00	04		00		00
5	00	00		00		00
6	00	00		00		00
7	00	00	K	00		00
8	00	00		00		00
9	00	00		00		00
A	00	00		00		00
B	00	00		00		00
C	00	00		00		00
D	00	00		00		00
E	00	00		00		00
F	00	00		00		00

Triangle Wrap Wave

Wav instrument

Patchname	
Type:	Wav
Volume	3
Output	L+R
Vib.Type	HF
Synth	0
Play	Manual
Length	F
Replease	0
Speed	6
Automate	Off
Table	Off

Synth

Wave	Square
Filter	LowP
Q	0
Dist	Wrap
Phase	Normal

Start:

Volume	C0
Cutoff	FF
Phase	8
Vshift	0

End:

Volume	10
Cutoff	FF
Phase	0
Vshift	0

Shifting Wave

Patchname	
Type:	Wav
Volume	3
Output	L+R
Vib.Type	HF
Synth	0
Play	Once
Length	C
Replease	0
Speed	6
Automate	Off
Table	Off

Synth

Wave	Square
Filter	LowP
Q	0
Dist	Wrap
Phase	Normal

Start:

Volume	69
Cutoff	5F
Phase	6
Vshift	0

End:

Volume	FF
Cutoff	40
Phase	0
Vshift	0

Lead/bass/kick m9

Wav instrument

Field	Value
Patchname	
Type:	Wav
Volume	3
Output	L+R
Vib.Type	HF
Synth	0
Play	Manual
Length	F
Replease	0
Speed	4
Automate	Off
Table	Off

Synth

Wave	Sine
Filter	LowP
Q	0
Dist	Clip
Phase	Normal

Start:

Volume	80
Cutoff	FF
Phase	2
Vshift	0

End:

Volume	10
Cutoff	FF
Phase	0
Vshift	0

NOTES:
WORKS WELL AS A BASS FOR CALM PARTS OR INTRO'S/OUTRO'S AS WELL AS AN AWESOME LEAD IF YOU'RE WILLING TO GIVE UP A BASSLINE OR IF YOU USE DUAL LSDJ. YOU CAN ALSO DOUBLE IT AS A KICK IF YOU HAVE A PITCH BEND AT EC PAIRED WITH A 0C TRANSPOSE, FOLLOWED BY F4'S IN THE TRANSPOSE COLUMN UNTIL LIKE 8 WHERE THERE'LL BE A KILL COMMAND. ENJOY :D

808 kick bass

Wav instrument

Field	Value
Patchname	
Type:	Wav
Volume	3
Output	L+R
Vib.Type	HF
Synth	0
Play	Manual
Length	F
Replease	0
Speed	4
Automate	Off
Table	On

Synth

Wave	Sine
Filter	LowP
Q	0
Dist	Clip
Phase	Normal

Start:

Volume	40
Cutoff	FF
Phase	0
Vshift	0

End:

Volume	10
Cutoff	FF
Phase	0
Vshift	0

Table

	Vol	TSP	CMD		CMD	
0	00	30	P	E0	G	00
1	00	00	L	E0		00
2	00	00		00		00
3	00	00		00		00
4	00	04		00		00
5	00	00		00		00
6	00	00		00		00
7	00	00		00		00
8	00	00		00		00
9	00	00		00		00
A	00	00		00		00
B	00	00		00		00
C	00	00		00		00
D	00	00		00		00
E	00	00		00		00
F	00	00	H	0E		00

NOTES:
808 STYLE MELODIC KICK. STARTS TO SOUND LESS GOOD AROUND C3. BUT PLAYING AROUND WITH THE P AND L SETTINGS CAN MAKE IT SOUND BETTER. HIGHER TRANSPOSE=PUNCHIER KICK SOUND. USE A SQUARE WAVE FOR COOL MELODIC GABBER KICKS.

Hardstyle/Jumpstyle kick

Wav instrument

Field	Value
Patchname	
Type:	Wav
Volume	3
Output	L+R
Vib.Type	HF
Synth	0
Play	Manual
Length	0
Replease	0
Speed	0
Automate	Off
Table	On

Synth

Wave	Pulse
Filter	HighP
Q	6
Dist	Clip
Phase	Normal

Start:

Volume	31
Cutoff	31
Phase	0
Vshift	0

End:

Volume	FF
Cutoff	43
Phase	0
Vshift	0

Table

	Vol	TSP	CMD		CMD	
0	00	00		00	P	F7
1	00	00		00		00
2	00	00		00		00
3	00	00		00		00
4	00	00		00		00
5	00	00		00		00
6	00	00		00		00
7	00	00		00		00
8	00	00		00		00
9	00	00		00		00
A	00	00		00		00
B	00	00		00		00
C	00	00		00		00
D	00	00		00		00
E	00	00		00		00
F	00	00		00		00

NOTES:
THERE IS NO KILL COMAND IN THE TABLE THE KICK SOUNDS GOOD BETWEEN BPM 110 -170 AS ALWAYS ENJOY
ALMOST FORGOT MAKE SURE TO PLAY IT ON C5 AND UP

Wav Kick

Wav instrument

Field	Value
Patchname	
Type:	Wav
Volume	3
Output	L+R
Vib.Type	HF
Synth	0
Play	Manual
Length	F
Replease	0
Speed	4
Automate	Off
Table	On

Synth

Wave	Sine
Filter	LowP
Q	0
Dist	Clip
Phase	Normal

Start:
Volume	A3
Cutoff	0F
Phase	0
Vshift	

End:
Volume	10
Cutoff	FF
Phase	0
Vshift	0

Table

	Vol	TSP	CMD		CMD	
0	00	00	P	E7	P	F7
1	00	00		00		00
2	00	00		00		00
3	00	00		00		00
4	00	00		00		00
5	00	00		00		00
6	00	00		00		00
7	00	00	K	00		00
8	00	00		00		00
9	00	00		00		00
A	00	00		00		00
B	00	00		00		00
C	00	00		00		00
D	00	00		00		00
E	00	00		00		00
F	00	00		00		00

NOTES:
MAKE SURE TO PLAY IT AT AROUND C5 OR C6 TO GET THE BEST RESULTS. IF YOU WANT SOMETHING A BIT MORE
POWERFUL (A LA THRASH OR ANY OTHER AGGRESSIVE STYLE). PLAY IT AT C7 OR C8 - C9 COULD WORK TOO.
DEPENDING ON THE TEMPO OF YOUR TRACK YOU MIGHT NEED TO ADJUST THE PLACEMENT OF THE K COMMAND IN
THE TABLE. IF YOU HEAR A POP OR THUMP AFTER THE KICK. SET THE K COMMAND BACK A BIT.

Panning Lead

Wav instrument

Field	Value
Patchname	
Type:	Wav
Volume	3
Output	L+R
Vib.Type	HF
Synth	0
Play	Ping-Pong
Length	F
Replease	F
Speed	6
Automate	Off
Table	On

Synth

Wave	Sine
Filter	BandP
Q	7
Dist	Clip
Phase	Resyn2

Start:
Volume	20
Cutoff	49
Phase	10
Vshift	0

End:
Volume	30
Cutoff	6B
Phase	0
Vshift	11

Table

	Vol	TSP	CMD		CMD	
0	00	00		00	O	LR
1	00	00		00		00
2	00	00		00	O	L
3	00	00		00		00
4	00	00		00	O	LR
5	00	00		00		00
6	00	00		00	O	R
7	00	00		00		00
8	00	00		00	H	00
9	00	00		00		00
A	00	00		00		00
B	00	00		00		00
C	00	00		00		00
D	00	00		00		00
E	00	00		00		00
F	00	00		00		00

NOTES:
WORKS REALLY WELL WITH THE L-CMD. THE TIMBRE SHIFTS BETWEEN THE OCTAVES. MAKING THIS A COOL.
VERSATILE INSTRUMENT.

Project S-11 Arp Lead

Wav instrument

Field	Value
Patchname	
Type:	Wav
Volume	3
Output	L+R
Vib.Type	HF
Synth	0
Play	Manual
Length	F
Replease	0
Speed	4
Automate	Off
Table	On

Synth

Wave	Saw
Filter	LowP
Q	0
Dist	Clip
Phase	Normal

Start:
Volume	10
Cutoff	FF
Phase	0
Vshift	0

End:
Volume	10
Cutoff	FF
Phase	0
Vshift	0

Table

	Vol	TSP	CMD		CMD	
0	00	00	G	00		00
1	00	00		00		00
2	00	00		00		00
3	00	00	F	01		00
4	00	00	H	61		00
5	00	00		00		00
6	00	00		00		00
7	00	00		00		00
8	00	00		00		00
9	00	00	F	FF		00
A	00	00	H	67		00
B	00	00		00		00
C	00	00	H	00		00
D	00	00		00		00
E	00	00		00		00
F	00	00		00		00

Ultra Sexeh Arp

Wav instrument

Field	Value
Patchname	
Type:	Wav
Volume	3
Output	L+R
Vib.Type	HF
Synth	0
Play	Once
Length	F
Replease	0
Speed	E
Automate	Off
Table	On

Synth

Param	Value
Wave	Saw
Filter	LowP
Q	0
Dist	Clip
Phase	Wrap

Start:

Param	Value
Volume	50
Cutoff	FF
Phase	0
Vshift	0

End:

Param	Value
Volume	10
Cutoff	FF
Phase	0
Vshift	0

Table

#	Vol	TSP	CMD	CMD
0	00	00	00	00
1	00	00	00	00
2	00	03	00	00
3	00	03	00	00
4	00	07	00	00
5	00	07	00	00
6	00	0A	00	00
7	00	0A	00	00
8	00	0E	00	00
9	00	0E	00	00
A	00	00	H 00	00
B	00	00	00	00
C	00	00	00	00
D	00	00	00	00
E	00	00	00	00
F	00	00	00	00

Andromeda #01

Wav instrument

Field	Value
Patchname	
Type:	Wav
Volume	3
Output	L+R
Vib.Type	HF
Synth	0
Play	Loop
Length	7
Replease	5
Speed	1
Automate	Off
Table	Off

Synth

Param	Value
Wave	Saw
Filter	AllP
Q	2
Dist	Clip
Phase	Resyn

Start:

Param	Value
Volume	70
Cutoff	20
Phase	0A
Vshift	2

End:

Param	Value
Volume	30
Cutoff	6F
Phase	7
Vshift	0

NOTES:
U CAN EXPERIMENT WITH THE SPEED AND THE LENGHT FOR A INTERESTING BEAT :D

Pulse PWM approx

Wav instrument

Field	Value
Patchname	
Type:	Wav
Volume	3
Output	L+R
Vib.Type	HF
Synth	0
Play	Manual
Length	F
Replease	0
Speed	4
Automate	Off
Table	Off

Synth

Wave	Sine
Filter	LowP
Q	0
Dist	Clip
Phase	Normal

Start:

Volume	BC
Cutoff	FF
Phase	1F
Vshift	0

End:

Volume	BC
Cutoff	FF
Phase	0
Vshift	0

Wobble

Wav instrument

Field	Value
Patchname	
Type:	Wav
Volume	3
Output	L+R
Vib.Type	HF
Synth	0
Play	PingPong
Length	3
Replease	A
Speed	2
Automate	Off
Table	Off

Synth

Wave	Pulse
Filter	HighP
Q	5
Dist	Clip
Phase	Resyn2

Start:

Volume	50
Cutoff	CF
Phase	11
Vshift	0

End:

Volume	0
Cutoff	0
Phase	0
Vshift	0

Dubstep Wobble Bass

Wav instrument

Field	Value
Patchname	
Type:	Wav
Volume	3
Output	L+R
Vib.Type	HF
Synth	0
Play	Once
Length	F
Replease	0
Speed	4
Automate	Off
Table	On

Synth

Wave	Sine
Filter	AllP
Q	F
Dist	Wrap
Phase	Resyn2

Start:

Volume	FF
Cutoff	FF
Phase	0
Vshift	0

End:

Volume	0
Cutoff	FF
Phase	0
Vshift	0

Table

	Vol	TSP	CMD		CMD	
0	00	FB	V	01		00
1	00	FC		00		00
2	00	FD		00		00
3	00	FE		00		00
4	00	FF		00		00
5	00	00		00		00
6	00	00		00		00
7	00	00		00		00
8	00	00		00		00
9	00	00		00		00
A	00	00		00		00
B	00	00		00		00
C	00	00		00		00
D	00	00		00		00
E	00	00	K	00		00
F	00	00		00		00

Say "Yo!"

Wav instrument

Patchname	
Type:	Wav
Volume	3
Output	L+R
Vib.Type	HF
Synth	0
Play	PingPong
Length	F
Replease	F
Speed	1
Automate	Off
Table	Off

Synth

Wave	Saw
Filter	HighP
Q	C
Dist	Wrap
Phase	Normal

Start:

Volume	0
Cutoff	0
Phase	6
Vshift	0

End:

Volume	10
Cutoff	FF
Phase	0
Vshift	50

Noise?

Wav instrument

Patchname	
Type:	Wav
Volume	3
Output	L+R
Vib.Type	HF
Synth	0
Play	Manual
Length	0
Replease	0
Speed	4
Automate	Off
Table	On

Synth

Wave	Saw
Filter	LowP
Q	9
Dist	Wrap
Phase	Normal

Start:

Volume	30
Cutoff	20
Phase	0
Vshift	99

End:

Volume	30
Cutoff	30
Phase	0
Vshift	0

Table

	Vol	TSP	CMD		CMD	
0	00	00		00	V	FF
1	00	00		00	H	00
2	00	00		00		00
3	00	00		00		00
4	00	00		00		00
5	00	00		00		00
6	00	00		00		00
7	00	00		00		00
8	00	00		00		00
9	00	00		00		00
A	00	00		00		00
B	00	00		00		00
C	00	00		00		00
D	00	00		00		00
E	00	00		00		00
F	00	00		00		00

Phrase

	Note	Instr	CMD	
0	C5	I	F	7
1	C5	I	Z	7
2	C5	I	Z	7
3	C5	I	Z	7
4	C4	I	Z	7
5	C4	I	Z	7
6	C4	I	Z	7
7	C4	I	Z	7
8	C4	I	Z	7
9	C4	I	Z	7
A	C4	I	Z	7
B	C4	I	Z	7
C	C3	I	Z	7
D	C3	I	Z	7
E	C3	I	Z	7
F	C3	I	Z	7

Guitar Sounds

Kit instrument

Property	Value
Patchname	
Type:	Kit
Kit 1	Tr-727
Kit 2	Tr-727
Volume	3
Output	L+R
Pitch	0
Offset	00/00
Len	06/06
Loop	On/on
Speed	1
Dist	Clip
Vib. Type	HF
Automate	On
Table	On

Phrase

	Note	Instr	CMD	
0	LCA	I		
1		I		
2		I		
3		I		
4	LCA	I	P	55
5		I		
6		I		
7		I		
8	LCA	I	S	55
9		I		
A		I		
B		I		
C	LCA	I	V	55
D		I		
E		I		
F		I		

Punk Rock Guitar

Wav instrument

Property	Value
Patchname	
Type:	Wav
Volume	3
Output	L+R
Vib.Type	HF
Synth	0
Play	Manual
Length	4
Replease	0
Speed	5
Automate	Off
Table	On

Synth

Wave	Tri
Filter	LowP
Q	F
Dist	Wrap
Phase	Resyn2

Start:

Volume	15
Cutoff	49
Phase	0F
Vshift	5A

End:

Volume	0
Cutoff	20
Phase	19
Vshift	34

NYGAAAGHSHFDSFSSABEEZZHGGXX

Wav instrument

Property	Value
Patchname	
Type:	Wav
Volume	3
Output	L+R
Vib.Type	HF
Synth	0
Play	Once
Length	1
Replease	0
Speed	5
Automate	Off
Table	Off

Synth

Wave	Saw
Filter	LowP
Q	2
Dist	Wrap
Phase	Normal

Start:

Volume	70
Cutoff	FF
Phase	3
Vshift	0

End:

Volume	0F
Cutoff	FF
Phase	2
Vshift	0

Buzz Bass/Lead

Wav instrument

Patchname	
Type:	Wav
Volume	3
Output	L+R
Vib.Type	HF
Synth	0
Play	Ping-pong
Length	1
Replease	0
Speed	6
Automate	Off
Table	Off

Synth

Wave	Saw
Filter	Allp
Q	0
Dist	Wrap
Phase	Normal

Start:

Volume	FF
Cutoff	FF
Phase	5
Vshift	0

End:

Volume	70
Cutoff	FF
Phase	6
Vshift	0

Distorted Bass

Wav instrument

Patchname	
Type:	Wav
Volume	3
Output	L+R
Vib.Type	HF
Synth	0
Play	Once
Length	F
Replease	0
Speed	4
Automate	Off
Table	Off

Synth

Wave	Saw
Filter	Allp
Q	0
Dist	Wrap
Phase	Resyn2

Start:

Volume	FF
Cutoff	FF
Phase	0
Vshift	0

End:

Volume	1
Cutoff	FF
Phase	1F
Vshift	0

Saw Wave Bass

Wav instrument

Patchname	
Type:	Wav
Volume	3
Output	L+R
Vib.Type	HF
Synth	0
Play	Manual
Length	F
Replease	0
Speed	4
Automate	Off
Table	On

FFEEDDCCBBAA9988

Whatever waveform you draw in here will loop over forever, so you can make really clean waveforms.

Brutal Glitch Bass

Wav instrument

Field	Value
Patchname	
Type:	Wav
Volume	3
Output	L+R
Vib.Type	HF
Synth	
Play	Ping-Pong
Length	F
Replease	0
Speed	8
Automate	Off
Table	Off

Synth

Field	Value
Wave	Saw
Filter	LowP
Q	5
Dist	Wrap
Phase	Normal

Start:

Field	Value
Volume	70
Cutoff	AF
Phase	7
Vshift	

End:

Field	Value
Volume	F0
Cutoff	FF
Phase	1F
Vshift	0

NOTES:
PLAY IT LOW (IN THE 2'S)

Noise Channel

Almost c64 Sounding Noise kick

Noise instrument

Field	Value
Patchname	
Type:	Noise
Envelope	E1
Wave	
Output	L+R
Length	Unlim
Shape	A7
C CMD	
Automate	Off
Table	On

Table

	Vol	TSP	CMD		CMD	
0	00	00		00		00
1	00	03		00		00
2	00	00		00		00
3	00	03		00		00
4	00	00		00		00
5	00	03		00		00
6	00	00		00		00
7	00	00	H	00		00
8	00	00		00		00
9	00	00		00		00
A	00	00		00		00
B	00	00		00		00
C	00	00		00		00
D	00	00		00		00
E	00	00		00		00
F	00	00		00		00

Drum roll

Noise instrument

Field	Value
Patchname	
Type:	Noise
Envelope	A1
Wave	
Output	L+R
Length	unlim
Shape	EF
C CMD	Free
Automate	Off
Table	On

Table

	Vol	TSP	CMD		CMD	
0	00	00	R	03		00
1	00	00		00		00
2	00	00		00		00
3	00	00		00		00
4	00	00		00		00
5	00	00		00		00
6	00	00		00		00
7	00	00		00		00
8	00	00		00		00
9	00	00		00		00
A	00	00		00		00
B	00	00		00		00
C	00	00		00		00
D	00	00		00		00
E	00	00		00		00
F	00	00		00		00

Nkick

Noise instrument

Patchname	
Type:	Noise
Envelope	F2
Wave	
Output	L+R
Length	unlim
Shape	FF
C CMD	Free
Automate	Off
Table	On

Table

	Vol	TSP	CMD		CMD	
0	00	00	S	7C		00
1	00	00	S	86		00
2	00	00	S	A4		00
3	00	00		00		00
4	00	00	K	00		00
5	00	00		00		00
6	00	00		00		00
7	00	00		00		00
8	00	00		00		00
9	00	00		00		00
A	00	00		00		00
B	00	00		00		00
C	00	00		00		00
D	00	00		00		00
E	00	00		00		00
F	00	00		00		00

Juicy Noise Kick

Noise instrument

Patchname	
Type:	Noise
Envelope	D8
Wave	
Output	L+R
Length	unlim
Shape	FF
C CMD	Free
Automate	Off
Table	On

Table

	Vol	TSP	CMD		CMD	
0	00	00	S	D4		00
1	00	00	S	d0		00
2	00	00	S	E0		00
3	00	00	S	E0		00
4	00	00	S	E0		00
5	00	00	S	E0		00
6	00	00	K	00		00
7	00	00		00		00
8	00	00		00		00
9	00	00		00		00
A	00	00		00		00
B	00	00		00		00
C	00	00		00		00
D	00	00		00		00
E	00	00		00		00
F	00	00		00		00

NOTES:

WORKS WELL WITH C-5. TESTED AT 170BPM. THE SAME IDEA SHOULD WORK AT LOWER TEMPOS TOO. STARTING AT A SHAPE OF AROUND D4 AND INCREASING IT FROM THERE TENDS TO RESULT IN A DEEP CRUNCHY SOUND SUITABLE FOR A BASS DRUM.

Noise clap/snare

Noise instrument

Patchname	
Type:	Noise
Envelope	C1
Wave	
Output	L+R
Length	unlim
Shape	F0
C CMD	Free
Automate	Off
Table	On

Table

	Vol	TSP	CMD		CMD	
0	00	FF		00		00
1	00	FF		00		00
2	00	F1		00		00
3	00	00		00		00
4	00	00		00		00
5	00	00		00		00
6	00	00		00		00
7	00	00		00		00
8	00	00		00		00
9	00	00		00		00
A	00	00		00		00
B	00	00		00		00
C	00	00		00		00
D	00	00		00		00
E	00	00		00		00
F	00	00		00		00

Acoustic snare

Noise instrument

Parameter	Value
Patchname	
Type:	Noise
Envelope	F8
Wave	
Output	L+R
Length	unlim
Shape	BF
C CMD	Free
Automate	Off
Table	On

Table

	Vol	TSP	CMD		CMD	
0	F1	00		00		00
1	00	00	S	4E		00
2	00	00		00	E	22
3	00	00		00		00
4	00	00		00		00
5	00	00		00		00
6	00	00		00		00
7	00	00		00		00
8	00	00		00		00
9	00	00		00		00
A	00	00		00		00
B	00	00		00		00
C	00	00		00		00
D	00	00		00		00
E	00	00		00		00
F	00	00	H	0C	H	0C

Really Nice Noise Snare

Noise instrument

Parameter	Value
Patchname	
Type:	Noise
Envelope	C1
Wave	
Output	L+R
Length	20
Shape	D5
C CMD	Free
Automate	Off
Table	On

Table

	Vol	TSP	CMD		CMD	
0	00	FF		00		00
1	00	C9		00		00
2	00	99		00		00
3	00	18		00		00
4	00	00		00		00
5	00	00		00		00
6	00	00		00		00
7	00	00		00		00
8	00	00		00		00
9	00	00		00		00
A	00	00		00		00
B	00	00		00		00
C	00	00		00		00
D	00	00		00		00
E	00	00		00		00
F	00	00	H	0E		00

PulsenzOr snare

Noise instrument

Parameter	Value
Patchname	
Type:	Noise
Envelope	A8
Wave	
Output	L+R
Length	unlim
Shape	FF
C CMD	Free
Automate	Off
Table	On

Table

	Vol	TSP	CMD		CMD	
0	00	00		00		00
1	00	00		00		00
2	00	00		00		00
3	00	00		00		00
4	00	00		00		00
5	00	00		00		00
6	00	00		00		00
7	00	00		00		00
8	00	00		00		00
9	00	00		00		00
A	00	00		00		00
B	00	00		00		00
C	00	00		00		00
D	00	00		00		00
E	00	00		00		00
F	00	00		00		00

Super Cool Snare

Noise instrument

Parameter	Value
Patchname	
Type:	Noise
Envelope	A1
Wave	
Output	L+R
Length	unlim
Shape	ED
C CMD	Free
Automate	Off
Table	On

Table

	Vol	TSP	CMD		CMD	
0	00	14		00		00
1	00	11		00		00
2	00	0F		00		00
3	00	00		00		00
4	00	04		00		00
5	00	01		00		00
6	00	00	K	00		00
7	00	00		00		00
8	00	00		00		00
9	00	00		00		00
A	00	00		00		00
B	00	00		00		00
C	00	00		00		00
D	00	00		00		00
E	00	00		00		00
F	00	00		00		00

Snare drum

Noise instrument

Patchname	
Type:	Noise
Envelope	E1
Wave	
Output	L+R
Length	1C
Shape	FF
C CMD	Free
Automate	Off
Table	On

Table

	Vol	TSP	CMD	CMD
0	00	FF	00	00
1	00	FB	00	00
2	00	F6	00	00
3	00	00	00	00
4	00	00	00	00
5	00	00	00	00
6	00	00	00	00
7	00	00	00	00
8	00	00	00	00
9	00	00	00	00
A	00	00	00	00
B	00	00	00	00
C	00	00	00	00
D	00	00	00	00
E	00	00	00	00
F	00	00	00	00

Snare II

Noise instrument

Patchname	
Type:	Noise
Envelope	F1
Wave	
Output	L+R
Length	Unlim
Shape	AA
C CMD	Free
Automate	Off
Table	On

Table

	Vol	TSP	CMD		CMD	
0	00	00	S	22		00
1	00	00	S	11		00
2	00	00		00		00
3	00	00	H	02		00
4	00	00		00		00
5	00	00		00		00
6	00	00		00		00
7	00	00		00		00
8	00	00		00		00
9	00	00		00		00
A	00	00		00		00
B	00	00		00		00
C	00	00		00		00
D	00	00		00		00
E	00	00		00		00
F	00	00		00		00

Clap

Noise instrument

Patchname	
Type:	Noise
Envelope	92
Wave	
Output	L+R
Length	29
Shape	CF
C CMD	Free
Automate	Off
Table	On

Table

	Vol	TSP	CMD		CMD	
0	00	00		00		00
1	00	00		00		00
2	00	00	S	0E		00
3	00	00		00		00
4	00	00		00		00
5	00	00		00		00
6	00	00		00		00
7	00	00		00		00
8	00	00		00		00
9	00	00		00		00
A	00	00		00		00
B	00	00		00		00
C	00	00		00		00
D	00	00		00		00
E	00	00		00		00
F	00	00		00		00

Side snare click/clave

Noise instrument

Patchname	
Type:	Noise

Envelope	F2
Wave	
Output	L+R
Length	Unlim
Shape	F8
C CMD	Free

Automate	Off
Table	On

Table

	Vol	TSP	CMD	CMD	
0	00	13	00		00
1	00	1F	00		00
2	00	0	00	K	00
3	00	0	00		00
4	00	00	00		00
5	00	00	00		00
6	00	00	00		00
7	00	00	00		00
8	00	00	00		00
9	00	00	00		00
A	00	00	00		00
B	00	00	00		00
C	00	00	00		00
D	00	00	00		00
E	00	00	00		00
F	00	00	00		00

Earthquake Noise

Noise instrument

Patchname	
Type:	Noise

Envelope	A8
Wave	
Output	L+R
Length	Unlim
Shape	A7
C CMD	Free

Automate	Off
Table	On

Table

	Vol	TSP	CMD	CMD	
0	00	1	00		00
1	00	2	00		00
2	00	3	00		00
3	00	4	00		00
4	00	00 H	00	H	00
5	00	00	00		00
6	00	00	00		00
7	00	00	00		00
8	00	00	00		00
9	00	00	00		00
A	00	00	00		00
B	00	00	00		00
C	00	00	00		00
D	00	00	00		00
E	00	00	00		00
F	00	00	00		00

GEODUDE KIK+SNR

Noise instrument

Patchname	
Type:	Noise

Envelope	FF
Wave	
Output	L+R
Length	15
Shape	C0
C CMD	Free

Automate	Off
Table	On

Table

	Vol	TSP	CMD	CMD	
0	00	00	00		00
1	00	00	00		00
2	00	00	00		00
3	00	F1	00		00
4	00	00	00		00
5	00	00	00		00
6	00	00	00		00
7	00	00	00		00
8	00	00	00		00
9	00	00	00		00
A	00	00	00		00
B	00	00	00		00
C	00	00	00		00
D	00	00	00		00
E	00	00	00		00
F	00	00	00		00

Kik

Noise instrument

	Patchname	
Type:	Noise	
Envelope	F1	
Wave		
Output	L+R	
Length	Unlim	
Shape	EE	
C CMD		
Automate	Off	
Table	On	

Table:

#	Vol	TSP	CMD		CMD
0	00	00	S	EE	00
1	00	00	S	FF	00
2	00	00	S	EE	00
3	00	00	S	FF	00
4	00	00	S	EE	00
5	00	00	S	FF	00
6	00	00		00	00
7	00	00		00	00
8	00	00	H	07	00
9	00	00		00	00
A	00	00		00	00
B	00	00		00	00
C	00	00		00	00
D	00	00		00	00
E	00	00		00	00
F	00	00		00	00

Noise kick

Noise instrument

Patchname		
Type:	Noise	
Envelope	D2	
Wave		
Output	L+R	
Length	20	
Shape	D0	
C CMD	Free	
Automate	Off	
Table	On	

Table:

#	Vol	TSP	CMD	CMD
0	00	FF	00	00
1	00	FF	00	00
2	00	F6	00	00
3	00	00	00	00
4	00	00	00	00
5	00	00	00	00
6	00	00	00	00
7	00	00	00	00
8	00	00	00	00
9	00	00	00	00
A	00	00	00	00
B	00	00	00	00
C	00	00	00	00
D	00	00	00	00
E	00	00	00	00
F	00	00	00	00

Note: Use "**Shape**" to make your kick more exciting

Noise Snare

Noise instrument

Patchname	
Type:	Noise
Envelope	F8
Wave	
Output	L+R
Length	2A
Shape	E1
C CMD	Free
Automate	Off
Table	Off

Reverse Drums

Noise instrument

Patchname	
Type:	Noise
Envelope	19
Wave	
Output	L+R
Length	unlim
Shape	CA
C CMD	Free
Automate	Off
Table	Off

Note: Change ”**Lenght**” to make it more exciting

Snare and Hi-Hat in one

Noise instrument

Patchname	
Type:	Noise
Envelope	A2
Wave	
Output	L+R
Length	unlim
Shape	FA
C CMD	Free
Automate	Off
Table	Off

Crunchy Percussion

Noise instrument

Patchname	
Type:	Noise
Envelope	E1
Wave	
Output	L+R
Length	unlim
Shape	DF
C CMD	Free
Automate	Off
Table	ON

Table

	Vol	TSP	CMD		CMD	
0	00	00	S	F2		00
1	00	00		00		00
2	00	00	S	F2		00
3	00	00		00		00
4	00	04		00		00
5	00	00		00		00
6	00	00		00		00
7	00	00		00		00
8	00	00		00		00
9	00	00		00		00
A	00	00		00		00
B	00	00		00		00
C	00	00		00		00
D	00	00		00		00
E	00	00		00		00
F	00	00		00		00

NOTES:
KICK - C3 HI HAT - C8 SNARE - C6

Jellica noise kick

Noise instrument

			Table							
			Vol		**TSP**	**CMD**			**CMD**	
Patchname		0	00		00	S	9F			00
Type:	Noise	1	00		00		00			00
		2	00		00		00			00
		3	00		00		00			00
Envelope	F8	4	00		04		00			00
Wave		5	00		00		00			00
Output	L+R	6	00		00		00			00
Length	unlim	7	00		00	K	00			00
Shape	FF	8	00		00		00			00
C CMD	Free	9	00		00		00			00
		A	00		00		00			00
Automate	Off	B	00		00		00			00
Table	On	C	00		00		00			00
		D	00		00		00			00
		E	00		00		00			00
		F	00		00		00			00