

Unofficial LSDJ patchbook



Collected by WaveBoy

Version 1.01

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Pulse channel

Organ patch

Pul instrument		Table									
			Vol		TSP	CMD		CMD			
Patchname	Organ	0	00		00	V	61			00	
Type:	Pulse	1	00		00		00			00	
		2	00		00	E	38			00	
Envelope	71	3	00		00		00			00	
Wave	12.5	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	Triangle	8	00		00		00			00	
		9	00		00		00			00	
Pu2 Tune	0	A	00		00		00			00	
Pu2 Fine	1	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	H	00			00	

Pulse Sctrach

Pul instrument		Table									
			Vol		TSP	CMD		CMD			
Patchname		0	00		00	P	00			00	
Type:	Pulse	1	00		00		00			00	
		2	00		00		00			00	
Envelope	A3	3	00		00	K	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	

Note: Works best around C7

Rising C64-Style

Pul instrument		Table									
			Vol		TSP	CMD		CMD			
Patchname		0	00		00		00			00	
Type:	Pulse	1	00		04		00			00	
		2	00		04		00			00	
Envelope	1F	3	00		07		00			00	
Wave	25	4	00		07		00			00	
Output	L+R	5	00		00		00			00	
Length	unlim	6	00		00	H	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	

Dreamy Chords

Pul instrument		Table		TSP	CMD		CMD	
			Vol					
		0	00	F4		00		00
Patchname		1	00	04		00		00
Type:	Pulse	2	00	07		00		00
		3	00	0C		00		00
Envelope	B8	4	00	00	H	00		00
Wave	12,5	5	00	00		00		00
Output	L+R	6	00	00		00		00
Length	unlim	7	00	00		00		00
Sweep	FF	8	00	00	O	R		00
Vib.type	Sine	9	00	00		00		00
		A	00	00		00		00
Pu2 Tune	0	B	00	00		00		00
Pu2 Fine	0	C	00	00		00		00
		D	00	00		00		00
Automate	Off	E	00	00	O	L		00
Table	On	F	00	00		00		00

Major Chord Slow Arp

Pul instrument		Table		TSP	CMD		CMD	
			Vol					
		0	00	00		00		00
Patchname		1	00	00		00		00
Type:	Pulse	2	00	00		00		00
		3	00	00		00		00
Envelope	C6	4	00	04		00		00
Wave	50	5	00	04		00		00
Output	L+R	6	00	04		00		00
Length	unlim	7	00	04		00		00
Sweep	FF	8	00	07		00		00
Vib.type	HF	9	00	07		00		00
		A	00	07		00		00
Pu2 Tune	0	B	00	07		00		00
Pu2 Fine	0	C	00	07		00		00
		D	00	00	H	00		00
Automate	Off	E	00	00		00		00
Table	On	F	00	00		00		00

Pulse Snare #1

Pul instrument		Table		TSP	CMD		CMD	
			Vol					
		0	00	F5	V	FA	P	FD
Patchname		1	00	00		00		00
Type:	Pulse	2	00	00		00		00
		3	00	00		00		00
Envelope	F1	4	00	04		00		00
Wave	50	5	00	00		00		00
Output	L+R	6	00	00		00		00
Length	unlim	7	00	00		00		00
Sweep	FF	8	00	00		00		00
Vib.type	HF	9	00	00		00		00
		A	00	00		00		00
Pu2 Tune	0	B	00	00		00		00
Pu2 Fine	0	C	00	00		00		00
		D	00	00		00		00
Automate	Off	E	00	00		00		00
Table	On	F	00	00		00		00

Pulse Snare #2

		Table		TSP	CMD		CMD	
		Vol						
Pul instrument		0	00	18		00		00
Patchname		1	00	0C		00		00
Type:	Pulse	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
Pu2 Tune	0	9	00	00		00		00
Pu2 Fine	0	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

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

		Table		TSP	CMD		CMD	
		Vol						
Pul instrument		0	00	00	W	0050	P	FF
Patchname		1	00	00		00		00
Type:	Pulse	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
Pu2 Tune	82	9	00	00		00		00
Pu2 Fine	F	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

Space kick

		Table		TSP	CMD		CMD	
		Vol						
Pul instrument		0	00	00	P	C9	E	55
Patchname		1	00	00		00		00
Type:	Pulse	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
Pu2 Tune	0	9	00	00		00		00
Pu2 Fine	0	A	00	00		00		00
Automate	Off	B	00	00		00	M	77
Table	On	C	00	00		00		00
		D	00	00		00		00
		E	00	00		00	H	0E
		F	00	00		00		00

Good lead thats gooder than u

Pul instrument		Table		TSP		CMD		CMD	
Patchname		0	Vol	FF	V	01		O	R
Type:	Pulse	1	00	00		00		O	L
		2	00	00		00		O	LR
Envelope	84	3	00	00		00			00
Wave	50	4	00	04		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:

WORKS WELL IN HIGHER NOTES OBU

Big Major 7th

Pul instrument		Table		TSP		CMD		CMD	
Patchname		0	Vol	00		00			00
Type:	Pulse	1	00	10		00			00
		2	00	07		00			00
Envelope	A8	3	00	17		00			00
Wave	12,5	4	00	08		00			00
Output	L+R	5	00	0C		00			00
Length	unlim	6	00	04		00			00
Sweep	FF	7	00	13		00			00
Vib.type	HF	8	00	07		00			00
		9	00	17		00			00
Pu2 Tune	0	A	00	00		00			00
Pu2 Fine	0	B	00	10		00			00
		C	00	04		00			00
Automate	Off	D	00	13		00			00
Table	On	E	00	0B		00			00
		F	00	0C		00			00

50% 3 note arp

Pul instrument		Table		TSP		CMD		CMD	
Patchname		0	Vol	00		00			00
Type:	Pulse	1	00	04		00			00
		2	00	07		00			00
Envelope	A4	3	00	00	H	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:

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		Table		TSP	CMD		CMD	
			Vol					
Patchname		0	00	0C		00		00
Type:	Pulse	1	00	00		00		00
		2	00	0C		00		00
Envelope	A8	3	00	00	H	00		00
Wave	12,5	4	00	00		00		00
Output	L+R	5	00	00		00		00
Length	unlim	6	00	0C		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	0C		00		00
Automate	Off	D	00	00	K	00		00
Table	On	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		Table		TSP	CMD		CMD	
			Vol					
Patchname		0	00	0C		00	P	0F
Type:	Pulse	1	00	00		00		00
		2	00	0C		00		00
Envelope	A8	3	00	00		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	K	00
Automate	Off	D	00	00		00		00
Table	On	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		Table		TSP	CMD		CMD	
			Vol					
Patchname		0	00	00	C	05	V	61
Type:	Pulse	1	00	00		00	E	23
		2	00	00		00	E	10
Envelope	E8	3	00	00	W	12,5	O	L
Wave	50	4	00	00		00	E	21
Output	L+R	5	00	00		00	E	00
Length	unlim	6	00	00	W	50	O	R
Sweep	FF	7	00	00		00	E	81
Vib.type	HF	8	00	00		00	E	31
		9	00	00		00	O	LR
Pu2 Tune	0	A	00	00	H	00		00
Pu2 Fine	0	B	00	00		00		00
		C	00	00		00	H	00
Automate	Off	D	00	00		00		00
Table	On	E	00	00		00		00
		F	00	00		00		00

Caver

Pul instrument		Table						CMD	
Patchname		0	Vol		TSP	CMD			
Type:	Pulse	1	00		00		00	W	12,5
		2	00		00		00	W	50
Envelope	0A	3	00		04		00		00
Wave	50	4	00		08		00		00
Output	L+R	5	00		08		00		00
Length	unlim	6	00		00		00	H	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

TOM

Pul instrument		Table						CMD	
Patchname		0	Vol		TSP	CMD			
Type:	Pulse	1	00		0C		00		00
		2	00		00		00		00
Envelope	A1	3	00		00		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

ECHOEY LEAD BRUVA

Pul instrument		Table						CMD	
Patchname		0	Vol		TSP	CMD			
Type:	Pulse	1	00		00	V	21	W	12,5
		2	00		00		00		00
Envelope	B7	3	00		00		00		00
Wave	12,5	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	W	25
		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	W	50
Table	On	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		Table		TSP	CMD		CMD	
Patchname		0	Vol					
Type:	Pulse	1	00	00	E	D2		00
		2	00	00	E	63		00
Envelope	F8	3	00	00		00		00
Wave	12,5	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	H	07		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

Spacey Percussion

Pul Instrument		Table		TSP	CMD		CMD	
Patchname		0	Vol					
Type:	Pulse	1	00	EB	V	FA	P	DF
		2	00	00	C	D0		00
Envelope	F1	3	00	00		00		00
Wave	50	4	00	04		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

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

Pretty Cool Leadbr0s

Pul Instrument		Table		TSP	CMD		CMD	
Patchname		0	Vol					
Type:	Pulse	1	00	00	O	R	W	50%
		2	00	00	O	LR	W	12,5%
Envelope	A4	3	00	00	O	L	W	75%
Wave	75	4	00	04		00	W	25%
Output	L+R	5	00	00		00	W	75%
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

Wav channel

Organ									
Wav instrument		Table							
Patchname		0	00		TSP	CMD		CMD	
Type:	Wav	1	00		00	V	B1		00
Volume	3	2	00		00		00		00
Output	L+R	3	00		00		00		00
Vib.Type	HF	4	00		00		00		00
Synth	3	5	00		00		00		00
Play	Manual	6	00		00	H	05		00
Length	F	7	00		00		00		00
Replease	0	8	00		00		00		00
Speed	4	9	00		00		00		00
Automate	Off	A	00		00		00		00
Table	On	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 Width Modulation									
Wav instrument		Synth							
Patchname		Wave	Saw		Filter	LowP		Q	0
Type:	Wav	Dist	Wrap		Phase	Normal			
Volume	3	Start:			Volume	20			
Output	L+R	Cutoff	20		Phase	0			
Vib.Type	Saw	Vshift	0						
Synth	0	End:			Volume	20			
Play	Ping-Pong	Cutoff	20		Phase	1E			
Length	F	Vshift	0						
Replease	F								
Speed	4								
Automate	Off								
Table	Off								

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

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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		Synth	
Patchname		Wave	Sine
Type:	Wav	Filter	LowP
		Q	0
Volume	3	Dist	Clip
Output	L+R	Phase	Normal
Vib.Type	HF		
Synth	0	Start:	
Play	Manual	Volume	80
Length	F	Cutoff	FF
Replease	0	Phase	2
Speed	4	Vshift	0
		End:	
Automate	Off	Volume	10
Table	Off	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		Synth		Table		TSP		CMD		CMD	
Patchname		Wave	Sine	0	00	30	P	E0	G	00	
Type:	Wav	Filter	LowP	1	00	00	L	E0		00	
		Q	0	2	00	00		00		00	
Volume	3	Dist	Clip	3	00	00		00		00	
Output	L+R	Phase	Normal	4	00	04		00		00	
Vib.Type	HF			5	00	00		00		00	
Synth	0	Start:		6	00	00		00		00	
Play	Manual	Volume	40	7	00	00		00		00	
Length	F	Cutoff	FF	8	00	00		00		00	
Replease	0	Phase	0	9	00	00		00		00	
Speed	4	Vshift	0	A	00	00		00		00	
		End:		B	00	00		00		00	
Automate	Off	Volume	10	C	00	00		00		00	
Table	On	Cutoff	FF	D	00	00		00		00	
		Phase	0	E	00	00		00		00	
		Vshift	0	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		Synth		Table		TSP		CMD		CMD	
Patchname		Wave	Pulse	0	00	00		00	P	F7	
Type:	Wav	Filter	HighP	1	00	00		00		00	
		Q	6	2	00	00		00		00	
Volume	3	Dist	Clip	3	00	00		00		00	
Output	L+R	Phase	Normal	4	00	00		00		00	
Vib.Type	HF			5	00	00		00		00	
Synth	0	Start:		6	00	00		00		00	
Play	Manual	Volume	31	7	00	00		00		00	
Length	0	Cutoff	31	8	00	00		00		00	
Replease	0	Phase	0	9	00	00		00		00	
Speed	0	Vshift	0	A	00	00		00		00	
		End:		B	00	00		00		00	
Automate	Off	Volume	FF	C	00	00		00		00	
Table	On	Cutoff	43	D	00	00		00		00	
		Phase	0	E	00	00		00		00	
		Vshift	0	F	00	00		00		00	

NOTES:

THERE IS NO KILL COMMAND 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		Synth		Table		TSP		CMD		CMD	
Patchname	Type	Wave	Sine	0	Vol	00	P	E7	P	F7	
		Filter	LowP	1	00	00		00		00	
		Q	0	2	00	00		00		00	
		Dist	Clip	3	00	00		00		00	
		Phase	Normal	4	00	00		00		00	
Volume	3			5	00	00		00		00	
Output	L+R			6	00	00		00		00	
Vib.Type	HF			7	00	00	K	00		00	
Synth	0	Start:	A3	8	00	00		00		00	
Play	Manual	Volume	0F	9	00	00		00		00	
Length	F	Cutoff	0	A	00	00		00		00	
Replease	0	Phase	0	B	00	00		00		00	
Speed	4	Vshift	0	C	00	00		00		00	
		End:		D	00	00		00		00	
Automate	Off	Volume	10	E	00	00		00		00	
Table	On	Cutoff	FF	F	00	00		00		00	
		Phase	0								
		Vshift	0								

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		Synth		Table		TSP		CMD		CMD	
Patchname	Type	Wave	Sine	0	Vol	00		00	O	LR	
		Filter	BandP	1	00	00		00		00	
		Q	7	2	00	00		00	O	L	
		Dist	Clip	3	00	00		00		00	
		Phase	Resyn2	4	00	00		00	O	LR	
Volume	3			5	00	00		00		00	
Output	L+R			6	00	00		00	O	R	
Vib.Type	HF			7	00	00		00		00	
Synth	0	Start:	20	8	00	00		00	H	00	
Play	Ping-Pong	Volume	49	9	00	00		00		00	
Length	F	Cutoff	10	A	00	00		00		00	
Replease	F	Phase	0	B	00	00		00		00	
Speed	6	Vshift	0	C	00	00		00		00	
		End:		D	00	00		00		00	
Automate	Off	Volume	30	E	00	00		00		00	
Table	On	Cutoff	68	F	00	00		00		00	
		Phase	0								
		Vshift	11								

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		Synth		Table		TSP		CMD		CMD	
Patchname	Type	Wave	Saw	0	Vol	00	G	00		00	
		Filter	LowP	1	00	00		00		00	
		Q	0	2	00	00		00		00	
		Dist	Clip	3	00	00	F	01		00	
		Phase	Normal	4	00	00	H	61		00	
Volume	3			5	00	00		00		00	
Output	L+R			6	00	00		00		00	
Vib.Type	HF			7	00	00		00		00	
Synth	0	Start:	10	8	00	00		00		00	
Play	Manual	Volume	FF	9	00	00	F	FF		00	
Length	F	Cutoff	0	A	00	00	H	67		00	
Replease	0	Phase	0	B	00	00		00		00	
Speed	4	Vshift	0	C	00	00	H	00		00	
		End:		D	00	00		00		00	
Automate	Off	Volume	10	E	00	00		00		00	
Table	On	Cutoff	FF	F	00	00		00		00	
		Phase	0								
		Vshift	0								

Ultra Sexeh Arp

Wav instrument		Synth		Table		TSP		CMD		CMD	
Patchname		Wave	Saw	0	00	00		00			00
Type:	Wav	Filter	LowP	1	00	00		00			00
Volume	3	Q	0	2	00	03		00			00
Output	L+R	Dist	Clip	3	00	03		00			00
Vib.Type	HF	Phase	Wrap	4	00	07		00			00
Synth	0	Start:		5	00	07		00			00
Play	Once	Volume	50	6	00	0A		00			00
Length	F	Cutoff	FF	7	00	0A		00			00
Replease	0	Phase	0	8	00	0E		00			00
Speed	E	Vshift	0	9	00			00			00
Automate	Off	End:		A	00	00	H	00			00
Table	On	Volume	10	B	00	00		00			00
		Cutoff	FF	C	00	00		00			00
		Phase	0	D	00	00		00			00
		Vshift	0	E	00	00		00			00
				F	00	00		00			00

Andromeda #01

Wav instrument		Synth	
Patchname		Wave	Saw
Type:	Wav	Filter	AllP
Volume	3	Q	2
Output	L+R	Dist	Clip
Vib.Type	HF	Phase	Resyn
Synth	0	Start:	
Play	Loop	Volume	70
Length	7	Cutoff	20
Replease	5	Phase	0A
Speed	1	Vshift	2
Automate	Off	End:	
Table	Off	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		Synth	
Patchname		Wave	Sine
Type:	Wav	Filter	LowP
		Q	0
Volume	3	Dist	Clip
Output	L+R	Phase	Normal
Vib.Type	HF		
Synth	0	Start:	
Play	Manual	Volume	BC
Length	F	Cutoff	FF
Replease	0	Phase	1F
Speed	4	Vshift	0
Automate	Off	End:	
Table	Off	Volume	BC
		Cutoff	FF
		Phase	0
		Vshift	0

Wobble

Wav instrument

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		Synth		Table		TSP		CMD		CMD	
Patchname	Wav	Wave	Sine	0	00	FC	V	01			00
Type:		Filter	Allp	1	00						00
		Q	F	2	00	FD		00			00
Volume	3	Dist	Wrap	3	00	FE		00			00
Output	1+8	Phase	Resync	4	00	FF		00			00
Vib.Type	HF			5	00			00			00
		Start:		6	00			00			00
Synth	0	Volume	FF	7	00			00			00
Play	Once	Cutoff	FF	8	00			00			00
Length	1	Phase	0	9	00			00			00
Release	0	Vshift	0	A	00			00			00
Speed	4			B	00			00			00
		End:		C	00			00			00
Automate	Off	Volume	0	D	00			00			00
Table	On	Cutoff	FF	E	00		K	00			00
		Phase	0	F	00			00			00
		Vshift	0					00			00

Say "Yo!"

Wav instrument		Synth	
Patchname		Wave	Saw
Type:	Wav	Filter	HighP
		Q	C
Volume	3	Dist	Wrap
Output	L+R	Phase	Normal
Vib.Type	HF		
Synth	0	Start:	
Play	PingPong	Volume	0
Length	F	Cutoff	0
Replease	F	Phase	6
Speed	1	Vshift	0
		End:	
Automate	Off	Volume	10
Table	Off	Cutoff	FF
		Phase	0
		Vshift	50

Noise?

Wav instrument		Synth		Table		TSP		CMD		CMD	
Patchname		Wave	Saw	0	00	00	00	00	00	V	FF
Type:	Wav	Filter	LowP	1	00	00	00	00	00	H	00
		Q	9	2	00	00	00	00	00		00
Volume	3	Dist	Wrap	3	00	00	00	00	00		00
Output	L+R	Phase	Normal	4	00	00	00	00	00		00
Vib.Type	HF			5	00	00	00	00	00		00
Synth	0	Start:		6	00	00	00	00	00		00
Play	Manual	Volume	30	7	00	00	00	00	00		00
Length	0	Cutoff	20	8	00	00	00	00	00		00
Replease	0	Phase	0	9	00	00	00	00	00		00
Speed	4	Vshift	99	A	00	00	00	00	00		00
Automate	Off	End:		B	00	00	00	00	00		00
Table	On	Volume	30	C	00	00	00	00	00		00
		Cutoff	30	D	00	00	00	00	00		00
		Phase	0	E	00	00	00	00	00		00
		Vshift	0	F	00	00	00	00	00		00

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

Guitar Sounds

Kit instrument

Patchname
Type:

Kit 1
Kit 2
Volume
Output
Pitch
Offset
Len
Loop
Speed
Dist
Vib. Type

Automate
Table

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

Patchname
Type:

Volume
Output
Vib.Type

Synth
Play
Length
Replease
Speed

Automate
Table

Synth

Wave
Filter
Q
Dist
Phase

Start:

Volume
Cutoff
Phase
Vshift

End:

Volume
Cutoff
Phase
Vshift

NYGAAAGHSHFDSFSSABEEZZHGGXX

Wav instrument

Patchname
Type:

Volume
Output
Vib.Type

Synth
Play
Length
Replease
Speed

Automate
Table

Synth

Wave
Filter
Q
Dist
Phase

Start:

Volume
Cutoff
Phase
Vshift

End:

Volume
Cutoff
Phase
Vshift

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



Brutal Glitch Bass

Wav instrument		Synth	
Patchname		Wave	Saw
Type:	Wav	Filter	LowP
Volume	3	Q	5
Output	L+R	Dist	Wrap
Vib.Type	HF	Phase	Normal
Synth		Start:	
Play	Ping-Pong	Volume	70
Length	F	Cutoff	AF
Replease	0	Phase	7
Speed	8	Vshift	
Automate	Off	End:	
Table	Off	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		Table		TSP		CMD		CMD	
			Vol						
Patchname		0	00	00		00		00	
Type:	Noise	1	00	03		00		00	
		2	00	00		00		00	
Envelope	E1	3	00	03		00		00	
Wave		4	00	00		00		00	
Output	L+R	5	00	03		00		00	
Length	Unlim	6	00	00		00		00	
Shape	A7	7	00	00	H	00		00	
C CMD		8	00	00		00		00	
		9	00	00		00		00	
Automate	Off	A	00	00		00		00	
Table	On	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		Table		TSP		CMD		CMD	
			Vol						
Patchname		0	00	00	R	03		00	
Type:	Noise	1	00	00		00		00	
		2	00	00		00		00	
Envelope	A1	3	00	00		00		00	
Wave		4	00	00		00		00	
Output	L+R	5	00	00		00		00	
Length	unlim	6	00	00		00		00	
Shape	EF	7	00	00		00		00	
C CMD	Free	8	00	00		00		00	
		9	00	00		00		00	
Automate	Off	A	00	00		00		00	
Table	On	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

Table									
Noise instrument		Vol		TSP	CMD			CMD	
	0	00		00	S	7C		00	
Patchname	1	00		00	S	86		00	
Type: Noise	2	00		00	S	A4		00	
	3	00		00				00	
Envelope F2	4	00		00	K	00		00	
Wave	5	00		00		00		00	
Output L+R	6	00		00		00		00	
Length unlim	7	00		00		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	

Juicy Noise Kick

Table									
Noise instrument		Vol		TSP	CMD			CMD	
	0	00		00	S	D4		00	
Patchname	1	00		00	S	d0		00	
Type: Noise	2	00		00	S	E0		00	
	3	00		00	S	E0		00	
Envelope D8	4	00		00	S	E0		00	
Wave	5	00		00	S	E0		00	
Output L+R	6	00		00	K	00		00	
Length unlim	7	00		00		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	

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

Table									
Noise instrument		Vol		TSP	CMD			CMD	
	0	00		FF		00		00	
Patchname	1	00		FF		00		00	
Type: Noise	2	00		F1		00		00	
	3	00		00		00		00	
Envelope C1	4	00		00		00		00	
Wave	5	00		00		00		00	
Output L+R	6	00		00		00		00	
Length unlim	7	00		00		00		00	
Shape F0	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	

Acoustic snare

		Table							
Noise instrument			Vol		TSP	CMD		CMD	
Patchname		0	F1		00		00		00
Type:	Noise	1	00		00	S	4E		00
		2	00		00			E	22
		3	00		00		00		00
Envelope	F8	4	00		00		00		00
Wave		5	00		00		00		00
Output	L+R	6	00		00		00		00
Length	unlim	7	00		00		00		00
Shape	BF	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	H	0C	H	0C

Really Nice Noise Snare

		Table							
Noise instrument			Vol		TSP	CMD		CMD	
Patchname		0	00		FF		00		00
Type:	Noise	1	00		C9		00		00
		2	00		99		00		00
		3	00		18		00		00
Envelope	C1	4	00		00		00		00
Wave		5	00		00		00		00
Output	L+R	6	00		00		00		00
Length	20	7	00		00		00		00
Shape	D5	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	H	0E		00

Pulsenz0r snare

		Table							
Noise instrument			Vol		TSP	CMD		CMD	
Patchname		0	00		00		00		00
Type:	Noise	1	00		00		00		00
		2	00		00		00		00
		3	00		00		00		00
Envelope	A8	4	00		00		00		00
Wave		5	00		00		00		00
Output	L+R	6	00		00		00		00
Length	unlim	7	00		00		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

Super Cool Snare

		Table							
Noise instrument			Vol		TSP	CMD		CMD	
Patchname		0	00		14		00		00
Type:	Noise	1	00		11		00		00
		2	00		0F		00		00
		3	00		00		00		00
Envelope	A1	4	00		04		00		00
Wave		5	00		01		00		00
Output	L+R	6	00		00	K	00		00
Length	unlim	7	00		00		00		00
Shape	ED	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

Snare drum

Noise instrument		Table					
		Vol	TSP	CMD		CMD	
Patchname		0	00	FF	00		00
Type:	Noise	1	00	FB	00		00
		2	00	F6	00		00
		3	00	00	00		00
Envelope	E1	4	00	00	00		00
Wave		5	00	00	00		00
Output	L+R	6	00	00	00		00
Length	1C	7	00	00	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

Snare II

Noise instrument		Table					
		Vol	TSP	CMD		CMD	
Patchname		0	00	S	22		00
Type:	Noise	1	00	S	11		00
		2	00	00	00		00
		3	00	H	02		00
Envelope	F1	4	00	00	00		00
Wave		5	00	00	00		00
Output	L+R	6	00	00	00		00
Length	Unlim	7	00	00	00		00
Shape	AA	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

Clap

Noise instrument		Table					
		Vol	TSP	CMD		CMD	
Patchname		0	00	00	00		00
Type:	Noise	1	00	00	00		00
		2	00	00	S	0E	00
		3	00	00	00		00
Envelope	92	4	00	00	00		00
Wave		5	00	00	00		00
Output	L+R	6	00	00	00		00
Length	29	7	00	00	00		00
Shape	CF	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

Side snare click/clave

Noise instrument		Table		TSP	CMD		CMD	
		Vol						
		0	00	13		00		00
Patchname		1	00	1F		00		00
Type:	Noise	2	00	0		00	K	00
		3	00	0		00		00
Envelope	F2	4	00	00		00		00
Wave		5	00	00		00		00
Output	L+R	6	00	00		00		00
Length	Unlim	7	00	00		00		00
Shape	F8	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

Earthquake Noise

Noise instrument		Table		TSP	CMD		CMD	
		Vol						
		0	00	1		00		00
Patchname		1	00	2		00		00
Type:	Noise	2	00	3		00		00
		3	00	4		00		00
Envelope	A8	4	00	00	H	00	H	00
Wave		5	00	00		00		00
Output	L+R	6	00	00		00		00
Length	Unlim	7	00	00		00		00
Shape	A7	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

GEODUDE KIK+SNR

Noise instrument		Table		TSP	CMD		CMD	
		Vol						
		0	00	00		00		00
Patchname		1	00	00		00		00
Type:	Noise	2	00	00		00		00
		3	00	F1		00		00
Envelope	FF	4	00	00		00		00
Wave		5	00	00		00		00
Output	L+R	6	00	00		00		00
Length	15	7	00	00		00		00
Shape	C0	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

Kik

Noise instrument		Table		TSP	CMD	CMD	
Patchname		0	Vol	00	S	EE	00
Type:	Noise	1	00	00	S	FF	00
Envelope	F1	2	00	00	S	EE	00
Wave		3	00	00	S	FF	00
Output	L+R	4	00	00	S	EE	00
Length	Unlim	5	00	00	S	FF	00
Shape	EE	6	00	00		00	00
C CMD		7	00	00		00	00
Automate	Off	8	00	00	H	07	00
Table	On	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		Table		TSP	CMD	CMD	
Patchname		0	Vol	00	FF	00	00
Type:	Noise	1	00	00	FF	00	00
Envelope	D2	2	00	00	F6	00	00
Wave		3	00	00	00	00	00
Output	L+R	4	00	00	00	00	00
Length	20	5	00	00	00	00	00
Shape	D0	6	00	00	00	00	00
C CMD	Free	7	00	00	00	00	00
Automate	Off	8	00	00	00	00	00
Table	On	9	00	00	00	00	00
		A	00	00	00	00	00
		B	00	00	00	00	00
		C	00	00	00	00	00
		D	00	00	00	00	00
		E	00	00	00	00	00
		F	00	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

		Table							
		Vol		TSP	CMD			CMD	
Patchname		0	00	00	S	F2			00
Type:	Noise	1	00	00		00			00
		2	00	00	S	F2			00
		3	00	00		00			00
Envelope	E1	4	00	04		00			00
Wave		5	00	00		00			00
Output	L+R	6	00	00		00			00
Length	unlim	7	00	00		00			00
Shape	DF	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

NOTES:

KICK - C3 HI HAT - C8 SHARE - C6

Jellica noise kick

Table									
Noise instrument			Vol		TSP	CMD		CMD	
		0	00		00	S	9F		00
Patchname		1	00		00		00		00
Type:	Noise	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