

VINTAGE SONIC ADRENALINE



YAMAHA EX 5

# ANALOG MONSTER

# A N A L O G M O N S T E R

EX5/r & EX7 Meets THE AN1X

## DEAREST FRIENDS

First of all: Save your sounds before you upload this collection onto you EX5/EX5R or EX7.

This collection is brought to you by a group of members of the EX forum.

The Saga started somewhere in december of last year due to a little difference of opinion between us and another forum about the sounds that are offered for free by some synth programmers on the net and whether or not there should be copyrights on those sounds. That's why I came up with the idea: "Why not make those sounds ourselves?". We've got the tools for it, all we need is the manpower (woman-power too of course).

So we started up a topic on the forum (thank you Yamex5) and it all came together and became this wonderful project. At the start we had decided to make between 1 or 10 ANsounds (or even more!), so the more members that would participate, the more variation we would get.

The more the merrier.

The take-off was in January 2004 so it would all land on it's feet by the end February 2004. So now, two months later, we got this great, strong and unique collection of An1x-sounds compiled for the Ex5/Ex5r and Ex7. Sharp leads, deep basses, floating effects and rhythmic sequences are followed by one and other. For the newbies among us is this fine example of what the Ex5 has got in store for you. This is "**Analog Monster**". I hope you will all enjoy this very much and that this will be a start of a lot of songs and compositions...

## THANKS TO ALL THE CONTRIBUTORS:

Bill - Powerpop - Derek Cook - MZ - Ski - WD - Yamex5  
Jim Attfield - Zobbe - Philth - marcE

## A SPECIAL THANKS GOES TO

>>> Ski for advertising <<<

>>> Torus for the graphics and layout <<<

>>> Yamex5 and Derek Cook cause they were always there to give me a helping hand <<<

ENJOY THE ANSOUNDS!

*With my best regards,... marcE*

*PS: All the sounds are free to be used and are not converted from the AN1X. "Analog Monster" has been created for all EX users to enjoy and share. You may freely use "Analog Monster" on any non-commercial or commercial endeavor (though credit in commercial work would be greatly appreciated). You may also freely copy and redistribute "Analog Monster", as long as all files, samples, patches, and the documentation are left intact and unaltered. "Analog Monster" is NEVER to be sold or otherwise distributed for profit, nor is it to be included in other compilations that are sold.*

**h t t p : / / e x 5 t e c h . c o m**

# ANALOG MONSTER

Yamaha EX5 & EX5r Voice Listings

INTERNAL BANK 1

<b>Bank</b>	<b>Cat</b>	<b>Name</b>	<b>Type</b>	<b>Lyrs</b>	<b>Author</b>	<b>Comments</b>
001	A01	Ld Cars C3 - C4	An(Poly)	1	Bill	
002	A02	Fx Down Pad	An(Poly)	1	Bill	
003	A03	Ba Vel Bass	An(Layer)	2	Bill	
004	A04	Br OB Horn MW	An(Poly)	1	Bill	
005	A05	Pc BD & Rattle	An(Poly)	1	Bill	
006	A06	Fx SloSync	An(Poly)	1	Bill	
007	A07	Fx Snake	An(Poly)	1	Bill	
008	A08	Fx FM=AN	An(Poly)	1	Bill	
009	A09	Pd Pulse Pad	An(Poly)	1	Bill	
010	A10	Pf AN Keys 1	An(Poly)	1	Bill	
011	A11	Pf AN Keys 2	An(Poly)	1	Bill	
012	A12	Pf AN Keys 3	An(Poly)	1	Bill	
013	A13	Pf AN Keys MW	An(Poly)	1	Bill	
014	A14	Pf AN Keys MW2	An(Poly)	1	Bill	
015	A15	Cp Snap RV	An(Poly)	1	Bill	
016	A16	Fx ARPchirp	An(Poly)	1	Bill	
017	B01	Cp Zap	An(Poly)	1	Bill	
018	B02	St Film Silk	An(Poly)	1	Bill	
019	B03	Fx Landing pp	An(Poly)	1	Powerpop	
020	B04	Ld PhazLead pp	An(Poly)	1	Powerpop	
021	B05	Sc Guitar? pp	An(Poly)	1	Powerpop	
022	B06	Ld Phatt pp	An(Layer)	2	Powerpop	
023	B07	Ld Slight Sync	An(Poly)	1	Derek Cook	See Appendix A7
024	B08	Ld RingModLead	An(Poly)	1	Derek Cook	See Appendix A7
025	B09	Fx Close To Edge	An(Poly)	1	Derek Cook	See Appendix A7
026	B10	Ld SyncedSquare	An(Poly)	1	Derek Cook	See Appendix A7
027	B11	Ld Lead or Bass	An(Poly)	1	Derek Cook	See Appendix A7
028	B12	Ld Snappy Lead	An(Poly)	1	Derek Cook	See Appendix A7
029	B13	Ld Khoroshev	An(Layer)	2	Derek Cook	See Appendix A7
030	B14	Gt SteveHowe BL	An(Poly)	1	Derek Cook	See Appendix A7
031	B15	Ld Syncing	An(Poly)	1	Derek Cook	See Appendix A7
032	B16	Fx DirtySynch	An(Poly)	1	Derek Cook	See Appendix A7

# ANALOG MONSTER

Yamaha EX5 & EX5r Voice Listings  
INTERNAL BANK 1

<b>Bnk</b>	<b>Cat</b>	<b>Name</b>	<b>Type</b>	<b>Lyrs</b>	<b>Author</b>	<b>Comments</b>
033	C01	Ba 70Z Fat Bass	An(Layer)	2	-MZ-	See Appendix A5
034	C02	Sc FM BoingZ	An(Poly)	1	-MZ-	See Appendix A5
035	C03	Sc FM BellZ	An(Layer)	2	-MZ-	See Appendix A5
036	C04	Fx Wave BrakeZ	An(Layer)	2	-MZ-	See Appendix A5
037	C05	Pd PWM SweepZ	An(Layer)	2	-MZ-	See Appendix A5
038	C06	Ld SyncMaster	An(Layer)	2	Ski	See Appendix A4
039	C07	Ld Maquechoux	An(Layer)	2	Ski	See Appendix A4
040	C08	Ld Hocus Focus	An(Layer)	2	Ski	See Appendix A4
041	C09	Ld Luckier AN	An(Poly)	1	Ski	See Appendix A4
042	C10	Ld Tom Sawyer	An(Layer)	2	Ski	See Appendix A4
043	C11	Ld CS15 TriSnap	An(Layer)	2	Ski	See Appendix A4
044	C12	Ba CS15Collagen	An(Layer)	2	Ski	See Appendix A4
045	C13	Ba SC15 Phat++	An(Layer)	2	Ski	See Appendix A4
046	C14	Pd Pglider_WD	An(Poly)	1	WD	
047	C15	Ba BassMass_WD	An(Poly)	1	WD	
048	C16	Ld Hbreaker_WD	An(Poly)	1	WD	
049	D01	Ld MagicWand_WD	An(Poly)	1	WD	
050	D02	Or Jorgan_WD	An(Poly)	1	WD	
051	D03	Cp Milk Bottles	An(Poly)	1	Yamex5	See Appendix A1
052	D04	Ld Munchkins	An(Poly)	1	Yamex5	See Appendix A1
053	D05	Gt Arabian Lute	An(Poly)	1	Yamex5	See Appendix A1
054	D06	Pc Chrome Snare	An(Poly)	1	Yamex5	See Appendix A1
055	D07	Ld Pianetto Vib	An(Layer)	2	Yamex5	See Appendix A1
056	D08	Cp RingMod Bell	An(Poly)	1	Yamex5	See Appendix A1
057	D09	Ba Perc Bass	An(Layer)	2	Yamex5	See Appendix A1
058	D10	Se Thunder Echo	An(Poly)	1	Yamex5	See Appendix A1
059	D11	Se Bubble/Drips	An(Poly)	1	Yamex5	See Appendix A1
060	D12	Cp Marimbas	An(Poly)	1	Yamex5	See Appendix A1
061	D13	Ba Analog 1 mE	An(Poly)	1	marcE	See Appendix A2
062	D14	Ld Analog 2 mE	An(Poly)	1	marcE	See Appendix A2
063	D15	Fx AN FX SQ mE	An(Poly)	1	marcE	See Appendix A2
064	D16	Ba Analog 3 mE	An(Poly)	1	marcE	See Appendix A2

# ANALOG MONSTER

Yamaha EX5 & EX5r Voice Listings

INTERNAL BANK 1

<b>Bank</b>	<b>Cat</b>	<b>Name</b>	<b>Type</b>	<b>Lyrs</b>	<b>Author</b>	<b>Comments</b>
065	E01	Ba Analog 4 mE	An(Poly)	1	marcE	See Appendix A2
066	E02	Sq Ana Sq 1 mE	An(Poly)	1	marcE	See Appendix A2
067	E03	Ld Analog 5 mE	An(Poly)	1	marcE	See Appendix A2
068	E04	Fx Modular 1 mE	An(Poly)	1	marcE	See Appendix A2
069	E05	Ba Analog 6 mE	An(Poly)	1	marcE	See Appendix A2
070	E06	Sq Ana Sq 2 mE	An(Poly)	1	marcE	See Appendix A2
071	E07	Fx Modular 2 mE	An(Poly)	1	marcE	See Appendix A2
072	E08	Fx Modular 3 mE	An(Poly)	1	marcE	See Appendix A2
073	E09	Ba Analog 7 mE	An(Poly)	1	marcE	See Appendix A2
074	E10	Sq Ana Sq 3 mE	An(Poly)	1	marcE	See Appendix A2
075	E11	Ld Analog 8 mE	An(Poly)	1	marcE	See Appendix A2
076	E12	Fx Ana Fx Sq 2 mE	An(Poly)	1	marcE	See Appendix A2
077	E13	Ba Analog 9 mE	An(Poly)	1	marcE	See Appendix A2
078	E14	Sq Ana Sq4 mE	An(Poly)	1	marcE	See Appendix A2
079	E15	Ba Analog 10 mE	An(Poly)	1	marcE	See Appendix A2
080	E16	Sq Ana Sq 5 mE	An(Poly)	1	marcE	See Appendix A2
081	F01	Sq Ana Sq 6 mE	An(Poly)	1	marcE	See Appendix A2
082	F02	Ba Analog 11 mE	An(Poly)	1	marcE	See Appendix A2
083	F03	Ba Analog 12 mE	An(Poly)	1	marcE	See Appendix A2
084	F04	Ba Analog 13 mE	An(Poly)	1	marcE	See Appendix A2
085	F05	Ld Analog 14 mE	An(Poly)	1	marcE	See Appendix A2
086	F06	Ba Analog 15 mE	An(Poly)	1	marcE	See Appendix A2
087	F07	Ld Analog 16 mE	An(Poly)	1	marcE	See Appendix A2
088	F08	Sq Ana Sq 7 mE	An(Poly)	1	marcE	See Appendix A2
089	F09	Ld Analog 17 mE	An(Poly)	1	marcE	See Appendix A2
090	F10	Ba Analog 18 mE	An(Poly)	1	marcE	See Appendix A2
091	F11	Sq Ana Sq 8 mE	An(Poly)	1	marcE	See Appendix A2
092	F12	Ld Analog 19 mE	An(Poly)	1	marcE	See Appendix A2
093	F13	Sq Ana Sq 9 mE	An(Poly)	1	marcE	See Appendix A2
094	F14	Ld Analog 20 mE	An(Poly)	1	marcE	See Appendix A2
095	F15	Pd Analog 21 mE	An(Poly)	1	marcE	See Appendix A2
096	F16	Fx Ana Fx Sq 3 mE	An(Poly)	1	marcE	See Appendix A2

# ANALOG MONSTER

Yamaha EX5 & EX5r Voice Listings

INTERNAL BANK 1

<b>Bank</b>	<b>Cat</b>	<b>Name</b>	<b>Type</b>	<b>Lyrs</b>	<b>Author</b>	<b>Comments</b>
097	G01	Ba Analog 22 mE	An(Poly)	1	marcE	See Appendix A2
098	G02	Sq Ana Sq 10 mE	An(Poly)	1	marcE	See Appendix A2
099	G03	Ld Analog 23 mE	An(Poly)	1	marcE	See Appendix A2
100	G04	Sq Ana Sq 11 mE	An(Poly)	1	marcE	See Appendix A2
101	G05	Sq Ana Sq 12 mE	An(Poly)	1	marcE	See Appendix A2
102	G06	Sq Ana Sq 13 mE	An(Poly)	1	marcE	See Appendix A2
103	G07	Ld Analog 24 mE	An(Poly)	1	marcE	See Appendix A2
104	G08	Fx Ana Fx Sq 4 mE	An(Poly)	1	marcE	See Appendix A2
105	G09	Sq Ana Sq 14 mE	An(Poly)	1	marcE	See Appendix A2
106	G10	Sq Ana Sq 15 mE	An(Poly)	1	marcE	See Appendix A2
107	G11	Sq Ana Sq 16 mE	An(Poly)	1	marcE	See Appendix A2
108	G12	Sq Ana Sq 17 mE	An(Poly)	1	marcE	See Appendix A2
109	G13	Sq Ana Sq 18 mE	An(Poly)	1	marcE	See Appendix A2
110	G14	Sq Ana Sq 19 mE	An(Poly)	1	marcE	See Appendix A2
111	G15	Sq Ana Sq 20 mE	An(Layer)	2	marcE	See Appendix A2
112	G16	Ba Analog 25 mE	An(Layer)	2	marcE	See Appendix A2
113	H01	Sq Ana Sq 21 mE	An(Layer)	2	marcE	See Appendix A2
114	H02	Ld Analog 26 mE	An(Layer)	2	marcE	See Appendix A2
115	H03	Ba Analog 27 mE	An(Layer)	2	marcE	See Appendix A2
116	H04	Sq Ana Sq 22 mE	An(Layer)	2	marcE	See Appendix A2
117	H05	Ld Analog 28 mE	An(Layer)	2	marcE	See Appendix A2
118	H06	Sq Ana Sq 23 mE	An(Layer)	2	marcE	See Appendix A2
119	H07	Ld Analog 29 mE	An(Layer)	2	marcE	See Appendix A2
120	H08	Ba Analog 30 mE	An(Layer)	2	marcE	See Appendix A2
121	H09	Sq Ana Sq 24 mE	An(Layer)	2	marcE	See Appendix A2
122	H10	Ba Analog 31 mE	An(Layer)	2	marcE	See Appendix A2
123	H11	Ld Analog 32 mE	An(Layer)	2	marcE	See Appendix A2
124	H12	Ld Analog 33 mE	An(Layer)	2	marcE	See Appendix A2
125	H13	Sq Ana Sq 25 mE	An(Layer)	2	marcE	See Appendix A2
126	H14	Ba Analog 34 mE	An(Layer)	2	marcE	See Appendix A2
127	H15	Ld Analog 35 mE	An(Layer)	2	marcE	See Appendix A2
128	H16	Sq Ana Sq 26 mE	An(Layer)	2	marcE	See Appendix A2

# ANALOG MONSTER

Yamaha EX5 & EX5r Voice Listings

INTERNAL BANK 2

<b>Bnk</b>	<b>Cat</b>	<b>Name</b>	<b>Type</b>	<b>Lyrs</b>	<b>Author</b>	<b>Comments</b>
001	A01	Sq Ana Sq 27 mE	An(Layer)	2	marcE	See Appendix A2
002	A02	Sq Ana Sq 28 mE	An(Layer)	2	marcE	See Appendix A2
003	A03	Sq Ana Sq 29 mE	An(Layer)	2	marcE	See Appendix A2
004	A04	Ba Analog 36 mE	An(Poly)	1	marcE	See Appendix A2
005	A05	Ld Analog 37 mE	An(Poly)	1	marcE	See Appendix A2
006	A06	Ld Analog 38 mE	An(Poly)	1	marcE	See Appendix A2
007	A07	Ld Analog 39 mE	An(Poly)	1	marcE	See Appendix A2
008	A08	Ba Analog 40 mE	An(Poly)	1	marcE	See Appendix A2
009	A09	Sq Ana Sq 30 mE	An(Poly)	1	marcE	See Appendix A2
010	A10	Sq Ana Sq 31 mE	An(Poly)	1	marcE	See Appendix A2
011	A11	Sq Ana Sq 32 mE	An(Poly)	1	marcE	See Appendix A2
012	A12	Ld Analog 41 mE	An(Poly)	1	marcE	See Appendix A2
013	A13	Ld Analog 42 mE	An(Poly)	1	marcE	See Appendix A2
014	A14	Sq Ana Sq 33 mE	An(Layer)	2	marcE	See Appendix A2
015	A15	Ba Ufo Bass JA	An(Layer)	2	Jim Attfield	See Appendix A3
016	A16	Ld Leader JA	An(Poly)	1	Jim Attfield	See Appendix A3
017	B01	Ld StrngldCat JA	An(Poly)	1	Jim Attfield	See Appendix A3
018	B02	Pd WindTunnel JA	An(Layer)	2	Jim Attfield	See Appendix A3
019	B03	Fx MetalWind JA	An(Poly)	1	Jim Attfield	See Appendix A3
020	B04	Fx CloseEnctr JA	An(Poly)	1	Jim Attfield	See Appendix A3
021	B05	Ld Xigma JA	An(Poly)	1	Jim Attfield	See Appendix A3
022	B06	Pf LooseTines JA	An(Layer)	2	Jim Attfield	See Appendix A3
023	B07	Ld Ringo JA	An(Poly)	1	Jim Attfield	See Appendix A3
024	B08	Pf Harpie JA	An(Layer)	2	Jim Attfield	See Appendix A3
025	B09	Pf AnaRhodes	An(Poly)	1	Zobbe	See Appendix A6
026	B10	Ld Zoblead	An(Layer)	2	Zobbe	See Appendix A6
027	B11	Ld Melankoli AT	An(Poly)	1	Zobbe	See Appendix A6
028	B12	Fx FunInEflat	An(Poly)	1	Zobbe	See Appendix A6
027	B13	Sq Heavy Music	An(Layer)	2	Zobbe	See Appendix A6
030	B14	Sq AnalogLoopsZ	An(Poly)	1	Zobbe	See Appendix A6
031	B15	Fx Bad Dream	An(Poly)	1	Philth	
032	B16	Fx LFO Warfair	An(Poly)	1	Philth	

# ANALOG MONSTER

Yamaha EX5 & EX5r Voice Listings

INTERNAL BANK 2

<b>Bnk</b>	<b>Cat</b>	<b>Name</b>	<b>Type</b>	<b>Lyrs</b>	<b>Author</b>	<b>Comments</b>
033	C01	Ld Light Pulse	AN{Poly}+AWM	1	Derek Cook	See Appendix A7
034	C02	Ba DirtyOldBass	AN{Poly}+AWM	1	Derek Cook	See Appendix A7
035	C03	Ld OnePulseSync	AN{Poly}+AWM	1	Derek Cook	See Appendix A7
036	C04	Ld Flanged Lead	AN{Poly}+AWM	1	Derek Cook	See Appendix A7
037	C05	Ba ClickBass/Ld	AN{Poly}+AWM	1	Derek Cook	See Appendix A7
038	C06	Ld Monster	AN{Poly}+AWM	1	Derek Cook	See Appendix A7
039	C07	Et Ethnic Pluck	AN{Poly}+AWM	1	Derek Cook	See Appendix A7
040	C08	Ld Arena	AN{Layer}+AWM	2	Derek Cook	See Appendix A7
041	C09	Ld ANalysis	AN{Poly}+AWM	1	Derek Cook	See Appendix A7
042	C10	Br Slow Brass	AN{Poly}+AWM	1	Derek Cook	See Appendix A7
043	C11	Ld DirtyMonster	AN{Poly}+AWM	1	Derek Cook	See Appendix A7

# ANALOG MONSTER

Yamaha EX7 Voice Listings

INTERNAL BANK 1

<b>Bnk</b>	<b>Cat</b>	<b>Name</b>	<b>Type</b>	<b>Lyrs</b>	<b>Author</b>	<b>Comments</b>
001	A01	Ld Cars C3 - C4	An(Poly)	1	Bill	
002	A02	Fx Down Pad	An(Poly)	1	Bill	
003	A03	Br OB Horn MW	An(Poly)	1	Bill	
004	A04	Pc BD & Rattle	An(Poly)	1	Bill	
005	A05	Fx SloSync	An(Poly)	1	Bill	
006	A06	Fx Snake	An(Poly)	1	Bill	
007	A07	Fx FM=AN	An(Poly)	1	Bill	
008	A08	Pd Pulse Pad	An(Poly)	1	Bill	
009	A09	Pf AN Keys 1	An(Poly)	1	Bill	
010	A10	Pf AN Keys 2	An(Poly)	1	Bill	
011	A11	Pf AN Keys 3	An(Poly)	1	Bill	
012	A12	Pf AN Keys MW	An(Poly)	1	Bill	
013	A13	Pf AN Keys MW2	An(Poly)	1	Bill	
014	A14	Cp Snap RV	An(Poly)	1	Bill	
015	A15	Fx ARPchirp	An(Poly)	1	Bill	
016	A16	Cp Zap	An(Poly)	1	Bill	
017	B01	St Film Silk	An(Poly)	1	Bill	
018	B02	Fx Landing pp	An(Poly)	1	Powerpop	
019	B03	Ld PhazLead pp	An(Poly)	1	Powerpop	
020	B04	Sc Guitar? pp	An(Poly)	1	Powerpop	
021	B05	Ld Slight Sync	An(Poly)	1	Derek Cook	See Appendix A7
022	B06	Ld RingModLead	An(Poly)	1	Derek Cook	See Appendix A7
023	B07	Fx Close To Edge	An(Poly)	1	Derek Cook	See Appendix A7
024	B08	Ld SyncedSquare	An(Poly)	1	Derek Cook	See Appendix A7
025	B09	Ld Lead or Bass	An(Poly)	1	Derek Cook	See Appendix A7
026	B10	Ld Snappy Lead	An(Poly)	1	Derek Cook	See Appendix A7
027	B11	Gt SteveHowe BL	An(Poly)	1	Derek Cook	See Appendix A7
028	B12	Ld Syncing	An(Poly)	1	Derek Cook	See Appendix A7
029	B13	Fx DirtySynch	An(Poly)	1	Derek Cook	See Appendix A7
030	B14	Sc FM BoingZ	An(Poly)	1	-MZ-	See Appendix A5
031	B15	Ld Luckier AN	An(Poly)	1	Ski	See Appendix A4
032	B16	Pd Pglider_WD	An(Poly)	1	WD	

# ANALOG MONSTER

Yamaha EX7 Voice Listings

INTERNAL BANK 1

<b>Bank</b>	<b>Cat</b>	<b>Name</b>	<b>Type</b>	<b>Lyrs</b>	<b>Author</b>	<b>Comments</b>
033	C01	Ba BassMass_WD	An(Poly)	1	WD	
034	C02	Ld Hbreaker_WD	An(Poly)	1	WD	
035	C03	Ld MagicWand_WD	An(Poly)	1	WD	
036	C04	Or Jorgan_WD	An(Poly)	1	WD	
037	C05	Cp Milk Bottles	An(Poly)	1	Yamex5	See Appendix A1
038	C06	Ld Munchkins	An(Poly)	1	Yamex5	See Appendix A1
039	C07	Gt Arabian Lute	An(Poly)	1	Yamex5	See Appendix A1
040	C08	Pc Chrome Snare	An(Poly)	1	Yamex5	See Appendix A1
041	C09	Cp RingMod Bell	An(Poly)	1	Yamex5	See Appendix A1
042	C10	Se Thunder Echo	An(Poly)	1	Yamex5	See Appendix A1
043	C11	Se Bubble/Drips	An(Poly)	1	Yamex5	See Appendix A1
044	C12	Cp Marimbas	An(Poly)	1	Yamex5	See Appendix A1
045	C13	Ba Analog 1 mE	An(Poly)	1	marcE	See Appendix A2
046	C14	Ld Analog 2 mE	An(Poly)	1	marcE	See Appendix A2
047	C15	FX AN FX SQ mE	An(Poly)	1	marcE	See Appendix A2
048	C16	Ba Analog 3 mE	An(Poly)	1	marcE	See Appendix A2
049	D01	Ba Analog 4 mE	An(Poly)	1	marcE	See Appendix A2
050	D02	Sq Ana Sq 1 mE	An(Poly)	1	marcE	See Appendix A2
051	D03	Ld Analog 5 mE	An(Poly)	1	marcE	See Appendix A2
052	D04	Fx Modular 1 mE	An(Poly)	1	marcE	See Appendix A2
053	D05	Ba Analog 6 mE	An(Poly)	1	marcE	See Appendix A2
054	D06	Sq Ana Sq 2 mE	An(Poly)	1	marcE	See Appendix A2
055	D07	Fx Modular 2 mE	An(Poly)	1	marcE	See Appendix A2
056	D08	Fx Modular 3 mE	An(Poly)	1	marcE	See Appendix A2
057	D09	Ba Analog 7 mE	An(Poly)	1	marcE	See Appendix A2
058	D10	Sq Ana Sq 3 mE	An(Poly)	1	marcE	See Appendix A2
059	D11	Ld Analog 8 mE	An(Poly)	1	marcE	See Appendix A2
060	D12	Fx Ana Fx Sq 2 mE	An(Poly)	1	marcE	See Appendix A2
061	D13	Ba Analog 9 mE	An(Poly)	1	marcE	See Appendix A2
062	D14	Sq Ana Sq 4 mE	An(Poly)	1	marcE	See Appendix A2
063	D15	Ba Analog 10 mE	An(Poly)	1	marcE	See Appendix A2
064	D16	Sq Ana Sq 5 mE	An(Poly)	1	marcE	See Appendix A2

# ANALOG MONSTER

Yamaha EX7 Voice Listings

INTERNAL BANK 1

<b>Bank</b>	<b>Cat</b>	<b>Name</b>	<b>Type</b>	<b>Lyrs</b>	<b>Author</b>	<b>Comments</b>
065	E01	Sq Ana Sq 6 mE	An(Poly)	1	marcE	See Appendix A2
066	E02	Ba Analog 11 mE	An(Poly)	1	marcE	See Appendix A2
067	E03	Ba Analog 12 mE	An(Poly)	1	marcE	See Appendix A2
068	E04	Ba Analog 13 mE	An(Poly)	1	marcE	See Appendix A2
069	E05	Ld Analog 14 mE	An(Poly)	1	marcE	See Appendix A2
070	E06	Ba Analog 15 mE	An(Poly)	1	marcE	See Appendix A2
071	E07	Ld Analog 16 mE	An(Poly)	1	marcE	See Appendix A2
072	E08	Sq Ana Sq 7 mE	An(Poly)	1	marcE	See Appendix A2
073	E09	Ld Analog 17 mE	An(Poly)	1	marcE	See Appendix A2
074	E10	Ba Analog 18 mE	An(Poly)	1	marcE	See Appendix A2
075	E11	Sq Ana Sq 8 mE	An(Poly)	1	marcE	See Appendix A2
076	E12	Ld Analog 19 mE	An(Poly)	1	marcE	See Appendix A2
077	E13	Sq Ana Sq 9 mE	An(Poly)	1	marcE	See Appendix A2
078	E14	Ld Analog 20 mE	An(Poly)	1	marcE	See Appendix A2
079	E15	Pd Analog 21 mE	An(Poly)	1	marcE	See Appendix A2
080	E16	Fx Ana Fx Sq 3 mE	An(Poly)	1	marcE	See Appendix A2
081	F01	Ba Analog 22 mE	An(Poly)	1	marcE	See Appendix A2
082	F02	Sq Ana Sq 10 mE	An(Poly)	1	marcE	See Appendix A2
083	F03	Ld Analog 23 mE	An(Poly)	1	marcE	See Appendix A2
084	F04	Sq Ana Sq 11 mE	An(Poly)	1	marcE	See Appendix A2
085	F05	Sq Ana Sq 12 mE	An(Poly)	1	marcE	See Appendix A2
086	F06	Sq Ana Sq 13 mE	An(Poly)	1	marcE	See Appendix A2
087	F07	Ld Analog 24 mE	An(Poly)	1	marcE	See Appendix A2
088	F08	Fx Ana Fx Sq 4 mE	An(Poly)	1	marcE	See Appendix A2
089	F09	Sq Ana Sq 14 mE	An(Poly)	1	marcE	See Appendix A2
090	F10	Sq Ana Sq 15 mE	An(Poly)	1	marcE	See Appendix A2
091	F11	Sq Ana Sq 16 mE	An(Poly)	1	marcE	See Appendix A2
092	F12	Sq Ana Sq 17 mE	An(Poly)	1	marcE	See Appendix A2
093	F13	Sq Ana Sq 18 mE	An(Poly)	1	marcE	See Appendix A2
094	F14	Sq Ana Sq 19 mE	An(Poly)	1	marcE	See Appendix A2
095	F15	Ba Analog 36 mE	An(Poly)	1	marcE	See Appendix A2
096	F16	Ld Analog 37 mE	An(Poly)	1	marcE	See Appendix A2

# ANALOG MONSTER

Yamaha EX7 Voice Listings

INTERNAL BANK 1

<b>Bnk</b>	<b>Cat</b>	<b>Name</b>	<b>Type</b>	<b>Lyrs</b>	<b>Author</b>	<b>Comments</b>
097	G01	Ld Analog 38 mE	An(Poly)	1	marcE	See Appendix A2
098	G02	Ld Analog 39 mE	An(Poly)	1	marcE	See Appendix A2
099	G03	Ba Analog 40 mE	An(Poly)	1	marcE	See Appendix A2
100	G04	Sq Ana Sq 30 mE	An(Poly)	1	marcE	See Appendix A2
101	G05	Sq Ana Sq 31 mE	An(Poly)	1	marcE	See Appendix A2
102	G06	Sq Ana Sq 32 mE	An(Poly)	1	marcE	See Appendix A2
103	G07	Ld Analog 41 mE	An(Poly)	1	marcE	See Appendix A2
104	G08	Ld Analog 42 mE	An(Poly)	1	marcE	See Appendix A2
105	G09	Ld Leader JA	An(Poly)	1	Jim Attfield	See Appendix A3
106	G10	Ld StrngldCat JA	An(Poly)	1	Jim Attfield	See Appendix A3
107	G11	Fx MetalWind JA	An(Poly)	1	Jim Attfield	See Appendix A3
108	G12	Fx CloseEnctr JA	An(Poly)	1	Jim Attfield	See Appendix A3
109	G13	Ld Xigma JA	An(Poly)	1	Jim Attfield	See Appendix A3
110	G14	Ld Ringo JA	An(Poly)	1	Jim Attfield	See Appendix A3
111	G15	Pf AnaRhodes	An(Poly)	1	Zobbe	See Appendix A6
112	G16	Ld Melankoli AT	An(Poly)	1	Zobbe	See Appendix A6
113	H01	Fx FunInEflat	An(Poly)	1	Zobbe	See Appendix A6
114	H02	Sq AnalogLoopsZ	An(Poly)	1	Zobbe	See Appendix A6
115	H03	Fx Bad Dream	An(Poly)	1	Philth	
116	H04	Fx LFO Warfair	An(Poly)	1	Philth	
117	H05	Ld Light Pulse	AN(Poly)+AWM	1	Derek Cook	See Appendix A7
118	H06	Ba DirtyOldBass	AN(Poly)+AWM	1	Derek Cook	See Appendix A7
119	H07	Ld OnePulseSync	AN(Poly)+AWM	1	Derek Cook	See Appendix A7
120	H08	Ld Flanged Lead	AN(Poly)+AWM	1	Derek Cook	See Appendix A7
121	H09	Ba ClickBass/Ld	AN(Poly)+AWM	1	Derek Cook	See Appendix A7
122	H10	Ld Monster	AN(Poly)+AWM	1	Derek Cook	See Appendix A7
123	H11	Et Ethnic Pluck	AN(Poly)+AWM	1	Derek Cook	See Appendix A7
124	H13	Ld ANalysis	AN(Poly)+AWM	1	Derek Cook	See Appendix A7
125	H14	Br Slow Brass	AN(Poly)+AWM	1	Derek Cook	See Appendix A7
126	H15	Ld DirtyMonster	AN(Poly)+AWM	1	Derek Cook	See Appendix A7

## APPENDIX A . 1

Notes from Michael W. Loutris (yamex5)

LOC/NMBR	BNK	CAT	NAME	TYPE
<b>I1-001</b>	<b>A01</b>	<b>Cp:</b>	<b>Milk Bottles</b>	<b>1 AN voice</b>
Playable through out the keyboard range. MW1 - VCA AMD: Very subtle, adds 'life' to the patch. MW2 - FEG Atk time: Adds a more percussive attack.				
<b>I1-002</b>	<b>A02</b>	<b>Ld:</b>	<b>Munchkins</b>	<b>1 AN voice</b>
Due to the modulation frequency, this patch has steps slightly larger than a 1/2 step and goes increasingly out of tune away from C3.				
<b>I1-003</b>	<b>A03</b>	<b>Gt:</b>	<b>Arabian Lute</b>	<b>1 AN voice</b>
Sounds most like a MidEastern string instrument from C3 and higher, but the bottom range is interesting in it's own right. MW1 - AEG Depth: Controls the percussiveness and 'dryness' of the string.				
<b>I1-004</b>	<b>A04</b>	<b>Pc:</b>	<b>Chrome Snare</b>	<b>1 AN voice</b>
From E0 through E1, playing random keys with your hand flattened will sound like fire crackers (small fireworks). From F1 to C3 this patch will sound like a snare drum. Above C3 the sound is not very attractive.				
<b>I1-005</b>	<b>A05</b>	<b>Ld:</b>	<b>Pianetto Vib</b>	<b>2 AN voices</b>
Playable throughout the keyboard range. In the highest octaves, the attack is piano-like.				
<b>I1-006</b>	<b>A06</b>	<b>Cp:</b>	<b>RingMod Bell</b>	<b>1 AN voice</b>
From E0 to F2 this patch sounds tympani-like. From F2 to G6 the tone is bell-like.				
<b>I1-007</b>	<b>A07</b>	<b>Ba:</b>	<b>Perc Bass</b>	<b>2 AN voices</b>
Playable in all registers, useful also as a lead patch.				
<b>I1-008</b>	<b>A08</b>	<b>Se:</b>	<b>Thunder Echo</b>	<b>1 AN voice</b>
E0 through C3 is the useful range. Thunder is simulated by playing sequences of 2 to 5 notes, with the notes in the sequence usually very close to each other. Each sequence should be separated by a fifth to a third, starting from around C3 and playing each new sequence at a lower pitch than the last. There should be rests in between the sequences of a few seconds to give time for the last sequence to quiet down and the new one to be heard. The lowest notes are very quiet, so wait before starting them.				
<b>I1-009</b>	<b>A09</b>	<b>Se:</b>	<b>Bubble/Drips</b>	<b>1 AN voice</b>
The range E0 through B3 sounds like a liquid bubbling. Play random notes near each other in fairly quick succession. The range C4 through G6 sounds a little like water dripping. Play these notes with 1 or 2 second rests in between. MW1 - FEG Depth: Changes to the standard "bwah" sound. MW2 - VCF FMD: Causes the filter to be swept by the LFO.				
<b>I1-010</b>	<b>A10</b>	<b>Cp:</b>	<b>Marimbass</b>	<b>1 AN voice</b>
The useful range is C3 through G6. The lower range doesn't resemble a marimba and is uninteresting.				

## A P P E N D I X A . 2

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Notes from MarcE

Hey friends!

To be honest: I'm really glad this project is done. It hasn't cost me blood, but A LOT of sweat and tears. When I proposed to do this and told it on the forum, I didn't have one single ANsound ready that could be used for this purpose. After a couple of nights 'good night sleep I thought: 'Why not try to create real analog sounds, so that they sound genuine?'. The day after I started to make sounds with only the AN motor.

Normally I wouldn't be a hard job for me, but cause of the morphine I really was a tough thing to do compared to what I could do before I had to have morphine. Like, one day I was thinking 'this is a super-sound!', but the day after, I didn't like it anymore. The morphine really got to me. There were times that I was thinking of calling of the whole project, but cause of the great support of my loving family I went through with it. I hope that these new sounds still get the level you are used to get from me, if not, I'm sorry for that then. I really did my utter best to make this project into something beautiful. I started over and over again, to make it 'perfect'.

The meaning of a lot of these sounds is to give the people, that aren't really used to the V.A. synths, a chance to hear the power and flexibility of the AN1x. I sincerely hope you can hear that in my sounds. I even tried to recreate analog synths. Some of them sound like and old Moog or Roland. I have to add that I was an owner of a AN1x a couple of years ago and that it wasn't that hard to get some of the sounds from way back out of the EX5.

If you browse the sounds, feel free to use the MW1, MW2, ribbon and the knobs :-} You will hear the SEQsounds with an arpeggio, but you can use the step sequencer too for that. Some sounds really look like they're ARE from the 70s-80s. The Tangerine Dream and Klaus Schulze -feeling is not far away!

Friends, I hope you will enjoy these new ANsounds and again sorry if they aren't what you were expecting from me, but I did my very best: the best you can get out of me at this moment :-{

Greetings,  
marcE

## APPENDIX A . 3

Notes From Jim Attfield

VOICE	CAT	NAME	CONTROLLERS	NOTES
<b>I1-001</b>	<b>Bass</b>	<b>UFO Bass</b>	AT - Pitch Down MW1 - Cutoff MW1 - Resonance MW1 - FEG Decay KN1 - Cutoff KN2 - Resonance KN3 - FEG Decay KN5 - Reverb send KN6 - Chorus send	Squelchy bass- bursts into life with MW1 or knobs - try scene2!
<b>I1-002</b>	<b>Lead</b>	<b>Leader</b>	KN5 - Reverb send KN6 - Chorus send	Standard cutting lead type.
<b>I1-003</b>	<b>Lead</b>	<b>StrngldCat</b>	AT - Pitch Down MW1 - Cutoff MW1 - Resonance MW1 - FEG Decay KN1 - Cutoff KN2 - Resonance KN3 - FEG Decay KN5 - Reverb send KN6 - Chorus send	Piercing lead but play fast with heavy aftertouch and hear that cat squeal!
<b>I1-004</b>	<b>Pad</b>	<b>WindTunnel</b>	None	Auto Pan and Rotary speakers can you hear the fan at the end of the tunnel?
<b>I1-005</b>	<b>FX</b>	<b>MetalWind</b>	None	Cold and metallic wind effect. Uses 3-band EQ and LR delay.
<b>I1-006</b>	<b>FX</b>	<b>CloseEncntr</b>	KN5 - Reverb send KN6 - Chorus send	Hold down a key and hear the UFO's circle! Scenes active.
<b>I1-007</b>	<b>Lead</b>	<b>Xigma</b>	AT - Pitch Down	Rich and buzzy, uses AT to down pitch.
<b>I1-008</b>	<b>Piano</b>	<b>LooseTines</b>	KN1 - AN Sync Pitch KN5 - Reverb send KN6 - Chorus send AN Velocity - Reverb Send	Something broke loose in my Electric piano!
<b>I1-009</b>	<b>Lead</b>	<b>Ringo</b>	KN1 - AN Sync Pitch KN2 - AN Sync Depth	Amazing what you can do with a Ring modulator. KN2 seems to have little effect though.
<b>I1-010</b>	<b>Piano</b>	<b>Harpie</b>	KN5 - Reverb send KN6 - Chorus send	Supposed to be a harpsichord but morphed into something else. Uses Rotary Sp 2 insert effect.

## A P P E N D I X A . 4

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Notes from Ski

LOC	NMBR	BNK	CAT	NAME	TYPE	LYRS	COMMENTS
I-1	001	A-01	Ld	<b>SyncMaster</b>	AN[Layer]+AWM	2	New original AN Voice. A very nasal/metallic osc sync sound.
I-1	002	A-02	Ld	<b>Maquechoux</b>	AN[Layer]+AWM	2	New original AN Voice. An interesting octave layer. Also makes a unique bass.
I-1	003	A-03	Ld	<b>Hocus Focus</b>	AN[Layer]+AWM	2	New original AN Voice. Ping-pong detuning gives this Voice real movement.
I-1	004	A-04	Ld	<b>Luckier AN</b>	AN[Poly]+AWM	1	Updated AN Voice from "Ski BOATS".
I-1	005	A-05	Ld	<b>Tom Sawyer</b>	AN[Layer]+AWM	2	Updated AN Voice from "Ski BOATS".
I-1	006	A-06	Ld	<b>CS15 TriSnap</b>	AN[Layer]+AWM	2	AN Voice from "Ski BOATS" modeled after a Yamaha CS-15 patch.
I-1	007	A-07	Ba	<b>CS15Collagen</b>	AN[Layer]+AWM	2	AN Voice from "Ski BOATS" modeled after a Yamaha CS-15 patch.
I-1	008	A-08	Ba	<b>CS15 Phat++</b>	AN[Layer]+AWM	2	AN Voice from "Ski BOATS" modeled after a Yamaha CS-15 patch.

### Ctrl Assignments for Original Voices 1-3

PW - Pitch +/- 1 Semitone	Knob 1 - Filter Cutoff Frequency
MW1 - Pitch/Other Modulation	Knob 2 - Filter Resonance
MW2 - Filter Resonance	Knob 3 - Envelope Attack Time
Ribbon - Filter Cutoff Frequency	Knob 4 - Envelope Release Time
Aftertouch - Pitch/Other Modulation	Knob 5 - Reverb Amount
	Knob 6 - Delay Amount

## A P P E N D I X A . 5

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A little contribution to the EX5Tech AN project from -MZ- (feb.2004).

### I1-001 Ba 70Z Fat Bass

Fat and bouncy 70's bass. Emulation of a very simple yet efficient MOOG 15 patch. Works well in old-school sequences too. Load Z.AN.s1r and switch ARP on...

### I1-002 Sc FM BoingZ

When FM springs...

### I1-003 Sc FM BellZ

FM is hell !

### I1-004 Ld Devil'Z Bell

A very ANalog-ish FDSP patch, with the guts of a Memorymoog (the least reliable keyboard since the harpsi-chord has been invented). Can be used as bass or lead, can't be hidden in a mix !!

### I1-005 Fx Wave BreakZ

The big wave comes from the right side of the keyboard and breaks on the left shore...

### I1-006 Pd PWM SweepZ

## A P P E N D I X A . 6

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Notes from Lars

I never really made any voices before. So this is not professional at all.

I will understand if you choose not to add them to the compilation.

<b>I1-001</b>	<b>AnaRhodes</b>	is just a kind of Rhodes sounding analogue thingy.
<b>I1-002</b>	<b>ZobLead</b>	is a sync lead with some effects on modulation wheels.
<b>I1-003</b>	<b>Melankoli AT</b>	is my own favorite lead with a lot of expression in aftertouch.
<b>I1-004</b>	<b>FunInEflat</b>	is a kind of pad with a reverb generated drone. Careful with volume and modulation wheels, so don't raise the com. volume to much.
<b>I1-005</b>	<b>Heavy music.</b>	A loop.
<b>I2-006</b>	<b>AnalogLoopsZ</b>	Another loopy thingy.

## A P P E N D I X A . 7

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Notes from Dacook

I don't have many words on the patches, as I think they speak for themselves (for better or worse), but here are some notes on some of the voices:

**All my patches have a common controller setup, which is:**

K1 - VCA EG Attack	K4 - VCF Resonance	MW1 - VCO 1 & 2 Pitch Mod Depth
K2 - VCF EG Attack	K5 - Reverb Send	MW2 - LFO 1 Speed
K3 - VCF Cutoff Frequency	K6 - Chorus Send	

**Khoroshev** - This is very reminiscent (I believe) of the AN1x lead sound that Igor Khoroshev used on Yes' "The Ladder" album. I love this lead patch!

**Steve Howe BL** (BL=Bowed Lead) - this is to my ears a very good approximation of the bowed lead guitar sound that Steve Howe is quite fond of. Most effective in the key range C3-C5

**OnePulseSync** - This patch sounds as if it's a dual VCO patch, but it isn't. It's just one VCO modulated by oscillator sync.

**Arena** - This is my first attempt at getting close to the lead sounds of Clive Nolan (Arena and Pendragon).

## A P P E N D I X B

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Abbreviation Key

**PW** - PITCH WHEEL

**MW1** - MODULATION WHEEL NUMBER ONE (FROM LEFT TO RIGHT)

**MW2** - MODULATION WHEEL NUMBER TWO (FROM LEFT TO RIGHT)

**RIBBON** - RIBBON CONTROLLER

**AFTERTOUCH** - ALSO AT. KEY PRESSURE APPLIED WHILE HOLDING NOTE/S

**K** - ALSO KNB. ANY ONE OF THE SIX CONTROL KNOBS

**LOC** - LOCATION

**NIMBR** - VOICE NUMBER

**BNK** - BANK NUMBER

**CAT** - VOICE CATEGORY

**NAME** - VOICE NAME

**TYPE** - VOICE ARCHITECTURE TYPE

**LYRS** - VOICE ELEMENT LAYERS