

EX5
EX7
EX5R

EX

Bonus Voice & Sample Pack



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SYO-143



Loading Single Voice and Single Wave from different Sample Disks

If Voices and Waves are saved as VEC and WAVE files, not as an All Data file, you can load a Single Voice and Single Wave from different Sample Disks.

Follow these instructions:

1. Loading Single Voice

Select "LOAD FROM DISK - VCE: Voice". Change "From - To" from "all" to the display of single Voices. Load the selected SINGLE VOICES to the selected Numbers.

2. Loading Single Wave: Please look at **EL1/RAM, EL2/RAM, EL3/RAM** and **EL4/RAM** of the Voice list. There you can see the relationship of Voices and Waves. Change "From - To" from "all" to the display of single wave and load needed voices.

3. Changing element-wave assignment: In EX, single Wave will always be loaded to the next free Wave-Number. So mostly numbers of loaded waves will be changed. So you have to change the element-wave assignment (Voice Edit - OSC - Num). Don't forget to STORE the voice edits and to SAVE the VOICES and WAVES.

* For more information, please refer to the owner's manual.

CAUTION

- Take note that when data is loaded into the internal memory, the previously existing data will be lost. Please be careful.
- Take note that mistaken operations will erase important data from your disk permanently.

EX-VD01 Movie Textures

Please load the All Data file.

Programming: Mark Lingard

"Movie Textures" brings together a wide-sonic arsenal of instruments and atmospheres, which will add depth and atmosphere to your studio recordings or live performances. Lush pads, rich orchestras, dramatic effects and atmospheric arpeggios that are suitable not only for writing film scores but also add that extra edge and depth to any composition are included. The disk contains 32 new voices and 12 new performances, stored as "MOVIE".S1A (all data) are included. Each voice and performance comes with two scene variations, giving the user instant access to some radical variations. All six control knobs on each voice have been given dedicated functions to give further dynamic control over each sound and, of course, are MIDI recordable.

Voices "Movie Textures"

01. PD: NUAGE	17. ST: HOLLYWOOD
02. PD: XENOVIA PAD	18. ST: ORCH ARPEG 1
03. PD: SOLARIS	19. ST: ORCH ARPEG 2
04. PD: ALIEN DAWN	20. EN: FILM SCORE 1
05. PD: WATER SINE	21. EN: ORCH EVENT-2
06. FX: 4TH ELEMENT	22. EN: ORCH TO OBOE
07. FX: TRANQUILITY	23. BR: MINOR ATMOS
08. FX: H2-0	24. BR: SYMPHONIC
09. FX: AD NOCTVM	25. PF: PIANOSFEAR
10. FX: DARK SUN	26. PF: GHOST PIANO
11. FX: ICE-PHONE	27. SC: SIN-RING
12. SQ: E-SCAPE	28. WV: SINE SUBLIME
13. SQ: CYBERNAUT	29. VO: VOX ENSEMBLE
14. BA: DREAM BASS	30. SE: AMAZON
15. LD: AN STRINGS	31. SE: TEMPLE GONG
16. ST: OCT ASCEND	32. DR: ETHNI-KIT

Performances "Movie Textures"

01. PD: KRISTAL PAD	07. CO: SPY DUO
02. PD: DREAMSFEAR	08. ST: ENS-ASCEND
03. PD: BUISY PAD	09. BR: SYMPHONIC-02
04. FX: ALIEN SKY	10. EN: ORCH & OBOE
05. FX: SCI-FI HIT	11. ST: BIG ASCENT
06. FX: NIGHT VISION	12. SQ: ECO LOOP

EX-VD02 Super Syn

Please load the All Data file.

Programming: Mark Lingard

"Super Syn" brings to the user a collection of new synth and dance sounds including fat bass, cutting leads, rich pads, evolving FX and more. The arpeggio sequences will give an instant groove to any composition, a great tool both in the studio and the dance floor. The disk contains 32 new voices and 12 new performances, stored as "SUPERSYN".S1A (all data). Each voice and performance comes with two scene variations, giving the user instant access to some radical variations. All six control knobs on each voice have been given dedicated functions to give further dynamic control over each sound and, of course, are MIDI recordable.

Voices "Super Syn"

01. PD: MIOSOTA	18. LD: 4 OSC CHORD (2 OSC CHORO on only the EX7)
02. PD: JARRESQUE	19. ST: ADAGIO
03. PD: ANDES AIR	20. ST: REFLECTIONS
04. FX: MOOGULAR	21. BR: FANFARE
05. FX: RAINSDUN	22. BR: BIG BRASS
06. CO: BALLAD-02	23. BR: AN BRASS
07. CO: JAZZY JAM	24. VO: COLD BREATH
08. SQ: FREE JAZZ	25. SC: ELEMENTAL
09. SQ: RETRO SEQ 2	26. SC: LFO SWITCH
10. BA: COLD FUSION	

11. BA: FUNKY THUMB	27. OR: ST PAULS
12. BA: 60'S PICK	28. OR: RAIN TREE
13. BA: AN-EX BASS 1	29. GT: CUBE CHORUS
14. BA: AN-EX BASS 2	30. GT: STRATOSPHERE
15. BA: BASS > LEAD	31. PF: ROAD RADIO
16. LD: P5 HORN	32. DR: ALL BD & SNR
17. LD: FAT LEAD	

Performances "Super Syn"

01. PD: SYN STRING 5	07. CO: J. M SPLIT
02. ST: REFLECTIONS	08. BA: FUNKY PICK
03. CO: DESERT RAIN	09. CO: ANA-JAM
04. CO: CUBE BALLAD	10. CO: ORCH ARPEGGIO
05. CO: TREE COMBO	11. SC: SERENUS
06. CO: DEEP OBI	12. CO: DRUM & BASS

EX-VD03 ANALOG INSPIRATION

Please load the All Data file.

Programming: Matthias Sauer

The voice disk EX-VD03 contains fresh, basic analog sounds for the EX5/5R and EX7. What's new? 80 Voices, 16 Performances, 16 User Arpeggiator Styles, 16 Waveforms Load "ALL DATA" (complete set) or "ARP" (to reload user arpeggiator styles).

The first 32 Voices of INTERNAL 1 are uniquely creative. Programs I-033 to I-064 are more traditional analog sounds. In addition, you find 16 bonus waveforms with analog drum samples from I1-065 to I1-080 for building your own drum kit. To use the 16 user-arpeggiator styles, please switch on the arpeggiator (different voice names include the abbreviation "ARP"). You can use the 16 new styles in combination with any voice. Finally, 16 Performances are programmed as keyboard splits for live- and multitimbral studio applications (EX-7 users: PFM 1,2,3,4,6,12 may not work correctly due to DSP limitation).

Voices "ANALOG INSPIRATION"

01. Ba: VirtualDrone	29. Se: Rize FX
02. Sq: FlangWhirl	30. Sc: Sharp ARP
03. Sq: Metalix ARP	31. Ba: Touchie
04. Pd: LoFiz	32. Sc: SpaceStepz
05. BR: RaveHorn ARP	33. Pd: TradiPad1
06. Ba: CrazFing ARP	34. Pd: TradiPad2
07. Sq: Vintage Box	35. Pd: TradiPad3
08. Ba: Acid ARP	36. Pd: TradiPad4
09. Sc: DanzChord	37. Ld: Classic Pls
10. Pd: PW-Mod	38. Ld: Classic Saw
11. Ld: SyncHamr ARP	39. Ld: Classic Five
12. Sc: PhaFresh ARP	40. Ld: Classic 8va
13. Ba: NoiBaze ARP	41. St: PureStrngs 1
14. Pf: FunKey	42. St: PureStrngs 2
15. Ld: DynoHook	43. St: PureStrngs 3
16. Sq: Induztria	44. St: PhazStrngs
17. Ba: EuroNorm ARP	45. Ba: Standard 1
18. Sq: HPF Line ARP	46. Ba: Standard 2
19. Pd: CyberUnit	47. Ba: Standard 3
20. Sq: ChordLog ARP	48. Ba: Standard 4
21. Ba: RAver ARP	49. Ba: Standard 5
22. Ba: Hip it ARP	50. Ba: Standard 6
23. Sc: Fazplay ARP	51. Ba: Standard 7
24. Sq: Voquencer	52. Ba: Standard 8
25. Ba: Sweepie	53. Br: PolySyn 1
26. Ba: UnderG.	54. Br: PolySyn 2
27. Sq: Puristiq ARP	55. Br: PolySyn 3
28. Sq: Nasti	56. Br: PolySyn 4

57. Sq: Basics 1	69. —: AnlgDrm WV05
58. Sq: Basics 2	70. —: AnlgDrm WV06
59. Sq: Basics 3	71. —: AnlgDrm WV07
60. Sq: Basics 4	72. —: AnlgDrm WV08
61. Sq: Basics 5	73. —: AnlgDrm WV09
62. Sq: Basics 6	74. —: AnlgDrm WV10
63. Sq: Basics 7	75. —: AnlgDrm WV11
64. Sq: Basics 8	76. —: AnlgDrm WV12
65. —: AnlgDrm WV01	77. —: AnlgDrm WV13
66. —: AnlgDrm WV02	78. —: AnlgDrm WV14
67. —: AnlgDrm WV03	79. —: AnlgDrm WV15
68. —: AnlgDrm WV04	80. —: AnlgDrm WV16

Performances "ANALOG INSPIRATION"

01. Co: Pad-Poly	09. Co: Noiba-Phasyn
02. Co: Metal-Pad	10. Co: 2 Velo
03. Co: Pad-Lead	11. Co: Pop Split
04. Co: 2 Faze	12. Co: Veloq-Pad
05. Co: Drone-Pad	13. Co: 2 Clubby
06. Co: Pad-VeloSwp	14. Co: TB-Percsyn
07. Co: 2 Fat	15. Co: 2 Chords
08. Co: Touch-Echoes	16. Co: Aciba-Chord

EX-SVD01 HipHop

Please load file types VCE, WAVE and PTN.

Sampling and programming: Dave Polich

Additional programming: Avery Burdette

Loading Instructions:

The HipHop data is too large to fit into a “Synth-All” file and must be loaded in two steps, as a wave file and voice file. There is also a file of pattern data that can be used with the new drum kits. Some experimenting with transpose and play effects can reveal an infinite number of grooves and feels.

1. Select “Load Wave” from the disc. Load the HIPHOPVWV.S1M file.
2. Select “Load voice”. Load the HIPHOPVX.S1V file.
3. Select “Load pattern” and load the HIPHOPDPS1P file.
4. Now try voices 1-32 in internal bank 1.
5. Try patterns 1-14 with the new HipHop kits 1 and 2. Don’t forget to experiment with transpose and play effects.

No.	Voice Name	MW	MW2	EL1/RAM	EL2/RAM	EL3/RAM
1	DR: HipHop Kit 1					
2	DR: HipHop Kit 2					
3	DR: Loop 1 KN5	(KN5=BeatChan	REV send	RAM 01 Loop1		
4	DR: Loop 2		REV send	RAM 02 Loop2		
5	DR: Loop 3		REV send	RAM 03 Loop4		
6	DR: Big Claps		REV send	RAM 04 Claps		
7	FX: ChiknGrease		REV send	RAM05ChiknGrs	RAM03 Loop4	
8	Sq: Jamma		REV send	RAM 06 Jamma	RAM03 Loop4	RAM03 Claps
9	Se: Vox Hit M		REV send	RAM 08 UHH!	RAM07ColdCuff	
10	Se: Vox Hit F		REV send	RAM 09 C'mon	RAM01 Loop1	
11	Co: Love It Up	LFO1 PMD	LFO 1 speed	RAM 01 Loop1		
12	Sq: "O" Drums		REV send	RAM09 C'mon	RAM11 BoxSna	
13	Co: Girfren	LFO 1 PMD	LFO 1 speed	RAM02 Loop2		
14	Se: Blown Spkrs		REV send	RAM03 Loop4	RAM11 BoxSna	
15	Se: RippedSpkrs		REV send	RAM02 Loop2	RAM 04 Claps	
16	Sq: BeatMangler		REV send	RAM03 Loop4	RAM10 NoizSn	
17	Dr: LowLowRider	LFO 2Speed	REV send	RAM01 Loop1		
18	Sq: DoTheMath		REV send	RAM 03 Loop4	RAM 01 Loop1	
19	Se: Mo' Grease		REV send	RAM05 ChiknGrs	RAM05ChiknG	
20	Ba: SuprSnoopBs	VCO 2 EDGE	AN Feedback	AN		
21	Pt: 70'sRoadz	EF2 LFO Freq	EF2 L/R depth			
22	Ba: Sub Bass	LFO1 PMD	DCF Freq			
23	Fx: Stuff 1	LFO 1 PMD	DCF Filtr Depth			
24	Se: Stuff 2	LFO2 Depth	LFO1 Speed			
25	Sq: Stuff 3	REV send	FEG depth			
26	Se: Revers-o		REV send	RAM 10 NoizSnar		
27	Dr: Sine Bass	LFO PMD	REV send			
28	Ba: RubbaBass	LFO PMD	DCF freq			
29	Ba: Squirt Bass					
30	Se: UFO-X		LFO 1 Speed			
31	Wv: TimeCompress	EF2 EQ Gain	EF2BeatChange (KN1)	RAM 01 Loop1		
32	Sq: UpAllNite		REV send	RAM 03 Loop4	RAM 08 UHH!	

EX-SVD02 Choir & Voices

Please load file types VCE and WAVE.

Sampling: Johannes Waehneltd

Programming: Johannes Waehneltd & Björn Bojahr

Loading Intructions:

Since Choirs requires a larger amount of sampled data, the data has been compiled into 2 disks. Follow these instructions:

1. Take disk1 and select “Load Wave” in order to load the file CHOIRW-1.S1M. The default setting is “all”, so simply confirm with **Enter** and **Yes**. Now the entire wave data from the first disk will be loaded.
2. Insert Disk 2 and select Load Waveform again. You will see the file “CHOIRW2.S1M. This time, entering “all” will erase all data from disk 1. Move the cursor to “all” and press **Yes**. The Display shows: 0001 Hah Chor. Press **Enter+Yes** in order to load this wave.
3. Since disk 2 contains 2 waves, you have to load the second wave: Move the cursor to 0001 Hah Chor and press **Yes**. Now the display shows “0002 Hah Chor”. Press **Enter** and **Yes** in order to load this wave.
4. Now you have to load the voices: Select “Load Voices” and press **Enter** and **Yes**. Since the default destination is set to “all”, all current voices in the EX will be overwritten. Be sure to make a backup copy in advance.
5. Thanks for your patience! Please enjoy the voices 1-16 on internal bank 1.

No.	Voice Name	MW	MW2	EL1/RAM	EL2/RAM	EL3/RAM	EL4/RAM
1	Hah Choir	AWM LFO1 PMD	AWM DCF Freq	03 HahChor	04HahChor		
2	Dooh Choir	AWM LFO1 PMD	AWM DCF Freq	02ChorDuu	02ChorDu		
3	Hmh Choir	AWM LFO1 PMD	AWM DCF Freq	01MmhChor	01MmhChor	03 HahChor	
4	Huh Choir	AWM LFO1 PMD, AWM LFO2Deph	AWM Volume			04HahChor	
5	Doom	AWM LFO1 PMD	AWM DCF Freq	02ChorDuu	02ChorDuu	01MmhChor	01MmhChor
6	Gospel Mmh	AWM LFO1 PMD	AWM DCF Freq	01MmhChor	01MmhChor	01MmhChor	
7	Gospel Hah	AWM LFO1 PMD	AWM DCF Freq	03 HahChor	04 HahChor	03 HahChor	
8	Gospel Wooh	AWM LFO1 PMD	AWM DCF Freq				01MmhChor
9	Doo-Aah	AWM LFO1 PMD	AWM DCF Freq	02ChorDuu	02ChorDuu	04 HahChor	03 HahChor
10	Mmh-Hah Morf	AWM LFO1 PMD	AWM DCF Freq	01MmhChor	01MmhChor	03 HahChor	04 HahChor
11	Uh-Hah Morf	AWM LFO1 PMD	AWM DCF Freq			03 HahChor	04 HahChor
12	Scat Girls	AWM LFO1 PMD	AWM DCF Freq	02ChorDuu	02ChorDuu	02ChorDuu	
13	VintageChoir	AWM LFO1 PMD	InsL LPF Freq	01MmhChor	01MmhChor		
14	Phoice	AWM LFO1 PMD	AWM DCF Freq	03 HahChor	01MmhChor	01MmhChor	
15	Voxosphere	AWM LFO1 PMD	AWM DCF Freq	01MmhChor		01MmhChor	
16	Morgenstern	AWM LFO1 PMD	AWM DCF Freq	01MmhChor	04 HahChor	03 HahChor	

EX-SVD03 Electric Organ

Please load the All Data file.

Sampling and programming: Athan Billias and Charles Fielding

Additional programming: Avery Burdette

No.	Voice Name	MW	MW2	EL1/RAM	EL2/RAM
1	Or: Argent***	Rotary Spkr Speed		01 Argent_36	
2	Or: Or Bow'NV	Rotary Spkr Speed		02 BowNv_36	
3	Or: OR Bow2"Vib	Rotary Spkr Speed	EF 1 Drive	03 bowvb_36	
4	Or: Or Gospel	Rotary Spkr Speed		04 GosNv_36	
5	Or: Or Green	Rotary Spkr Speed		05 Green_36	
6	Or: Or Snt***	Rotary Spkr Speed		06 SntNv_36	
7	Or: JimmyPerc1el	Rotary Spkr Speed			

8	Or: BowVbs&Lesly	Rotary Spkr Speed		03 bowvb_36	
9	Or: Bownv Perc2	Rotary Spkr Speed	EL2 volume	03 bowvb_36	
10	Or: Santa Perc	Rotary Spkr Speed	EL2 volume (prc	06 SntNv_36	
11	Or: Bowvb Swish	Rotary Spkr Speed	EL2 Volume	03 bowvb_36	
12	Or: Perc Gospel	Rotary Spkr Speed	EL2 Volume	04 GosNv_36	
13	Or: Draw4Gospel	Rotary Spkr Speed	EL2 Volume	04 GosNv_36	
14	Or: Draw2.3Gospl	Rotary Spkr Speed	EL2 Volume	04 GosNv_36	
15	Or: Draw2Gospel	Rotary Spkr Speed	EL2 Volume	04 GosNv_36	
16	Or: LeslyGospel	Rotary Spkr Speed	EL2 Volume	04 GosNv_36	
17	Or: Jazz&Green	Rotary Spkr Speed	EL2 Volume	05 Green_36	
18	Or: Split #1	Rotary Spkr Speed		204 GosNv_36 3= 06 SntNv_36	
19	Or: Split #2	Rotary Spkr Speed		02 BowNv_36 3= 04 GosNv_36	
20	Or: Split #3	Rotary Spkr Speed		01 Argent_36 3= 05 Green_36	
21	Or: Big Rock	Rotary Spkr Speed	EL2 Volume	02 BowNv_36	
22	Or: Organ&Mpiano	Rotary Spkr Speed	Or Volume		06 SntNv_36
23	Ba: Walkin' On	Rotary Spkr Speed	Cymbal Volume	RAM04Gosnv_36	

EX-SVD04 Super EP

Please load file types VCE and WAVE.

Sampling and Programming: Johannes Waehneltd

Loading Intructions:

Since the Super EP-data is slightly too large to fit as a “Synth-All-File” on a single disk, wave and voice data have to be loaded in two steps.

1. Take the disk and select “Load Wave”. The default setting is “all”. Please confirm with **Enter** and **Yes** in order to load the file SUPEREP.S1M. Now the entire wave data from the first disk will be loaded. Make sure that you have saved resident sample data in the EX in advance.
2. Now you have to load the voices: Select “Load Voices” and press **Enter** and **Yes** in order to load the file “SUPEREP.S1V”. Since the default destination is set to “all”, all current voices in the EX will be overwritten. Be sure to make a backup copy in advance.
3. Please enjoy the voices 1-16 on internal bank 1.

No.	Voice Name	MW	MW2	EL1/RAM	EL2/RAM	EL3/RAM	EL4/RAM
1	Suitcase AP	InsL LFO Freq	InsL L/R Depth	01 Soft 1	02 Soft 2	03 Medium	04 Hard
2	I like T	InsS LFO Freq	InsL L/R Depth	01 Soft 1	02 Soft 2	03 Medium	04 Hard
3	OldOne	InsS LFO Freq	InsS L/R Depth	01 Soft 1	02 Soft 2	03 Medium	
4	EX goes DX	InsL LFO Depth	COM Cho Send,				
5	Knock it	InsL LFO Freq	InsL L/R Depth	01 Soft 1	03 Medium	04 Hard	
6	Dynomized	off	COM Cho Send,	01 Soft 1	02 Soft 2	03 Medium	04 Hard
7	Vintage FX	AWM LFO1 PMD	InsS Sensitive	01 Soft 1	03 Medium	04 Hard	01 Soft 1
8	Big Ballad	AWM DCF Freq	AWM Volume	01 Soft 1	02 Soft 2		
9	Soft Tines	InsL HPF Cutoff	COM Cho Send	01 Soft 1	02 Soft 2		
10	RingBell	AWM LFO1 AMD	AWM DCF Freq	01 Soft 1	01 Soft 1	03 Medium	03 Medium
11	Soft Chorus	InsL D/W Bal	COM Cho Send	01 Soft 1	02 Soft 2	03 Medium	
12	Amped	InsL Drive	InsL D/W Bal	01 Soft 1	02 Soft 2	03 Medium	04 Hard
13	Soft AP	InsL LFO Freq	InsL L/R Depth	01 Soft 1	02 Soft 2	03 Medium	
14	80th Stack	off	InsL D/W Bal	01 Soft 1	03 Medium		
15	Hybrid Bell	InsL LFO Depth	COM Cho Send,				01 Soft 1
16	Chorus	InsL FB Level	InsL D/W Bal	01 Soft 1	02 Soft 2	03 Medium	04 Hard

EX-SVD05 Best FM

Please load file types VCE and WAVE.

Sampling and Programming: Peter Krischker

No.	Voice Name	MW	MW2	EL1/RAM	EL2/RAM
1	Pt: Full Times	AWM LFO1 AMD	COM Cho Send	01 Hard Time	02 Soft Time
2	Pt: EX-Times	COM Rev Send	COM Cho Send	02 Soft Time	02 Soft Time
3	Pt: Hard Times	AWM LFO1 AMD	COM Cho Send	01 Hard Time	
4	Pt: Soft Times	AWM LFO1 AMD	COM Cho Send	02 Soft Time	
5	Pt: FullTimesPur	COM Rev Send	COM Cho Send	01 Hard Time	02 Soft Time
6	Or: PercOrg MW	InsL LFO Freq	COM Cho Send	03 PercOrgan	
7	Or: DrawOrgan MW	InsL LFO Freq	COM Cho Send	04 DrwOrgn	
8	Or: BOrgan MW	InsL LFO Freq	COM Cho Send	05 BOrgan	
9	Or: Perc. BO MW	InsL LFO Freq	COM Cho Send	03 PercOrgan	05 BOrgan
10	Or: DrawOrganDet	AWM LFO1 PMD	COM Cho Send	04 DrwOrgn	04 DrwOrgn
11	Or: Rauch MW	InsL LFO Freq	COM Cho Send	06 RauchOrg	
12	Or: BalladSplit	InsL LFO Freq	COM Cho Send	05 BOrgan	06 RauchOrg
13	Gt: DXStratocord	AWM LFO1 PMD	COM Cho Send	07 Strato	
14	Gt: Stratospace	AWM LFO1 PMD	COM Cho Send	07 Strato	07 Strato
15	Ba: DXFunkbass	AWM LFO1 PMD	COM Cho Send	06 FunkBass	
16	Ba: FunkbassFX	AWM LFO1 PMD	COM Cho Send	08 FunkBass	
17	Cp: MetalOctave	AWM LFO1 PMD	COM Cho Send	09 Metallo	09 Metallo
18	Cp: Spacebell	AWM LFO1 PMD	COM Cho Send	09 Metallo	09 Metallo
19	Cp: Metallophon	AWM LFO1 PMD	COM Cho Send	09 Metallo	
20	Or: PercOrg AT	COM Rev Send	COM Rev Send	03 PercOrgan	
21	Or: DrawOrgan AT	COM Rev Send	COM Rev Send	04 DrwOrgn	
22	Or: BOrgan AT	InsL LFO Freq	COM Cho Send	05 BOrgan	

EX-SVD06 Accordion, Flute, Violin...

Please load file types VCE and WAVE.

Sampling and Programming: Peter Krischker

No.	Voice Name	MW	MW2	EL1/RAM	EL2/RAM
1	Or: Musette	AWM DCF Freq	InsL Mix Level	01 Quetschn	
2	Or: SmallAkkord1	AWM LFO1 AMD	AWM DCF Reso	02 Small Akkordeon	
3	Or: Quetschn	AWM DCF Freq	InsL Mix Level	01 Quetschn	01 Quetschn
4	Or: TangoAkkord	AWM DCF Freq	AWM DCF Reso	02 Small Akkordeon	02 Small Akkordeon
5	Or: SmallAkkord2	AWM DCF Freq	AWM DCF Reso	02 Small Akkordeon	
6	Or: Harmonika	AWM LFO1 AMD...	AWM DCF Reso	03 Harmonika	
7	Or: HarmonVib	AWM LFO1 AMD	AWM DCF Reso	03 Harmonika	
8	St: SoloViolin1	AWM LFO1 PMD...	off	04 Violin	
9	St: SoloViolin2	AWM LFO1 PMD	off	04 Violin	05 SubViolin
10	Co: Strgs+Violin	AWM LFO1 PMD	off	04 Violin	05 SubViolin
11	Pt: Sweet Flute	AWM DCF Freq	AWM DCF Reso	06 SweetFlute	
12	Pt: VelSw Flute	AWM DCF Freq	AWM DCF Reso	06 SweetFlute	07 FluteAtt
13	Co: Strg+SwfFlut	AWM DCF Freq	AWM Volume	06 SweetFlute	
14	Co: Organ+Akk	InsL LFO Freq	AWM Volume		01 Quetschn (E4)
15	Co: MusetteSplit	AWM DCF Freq	AWM Volume	01 Quetschn	01 Quetschn
16	Co: 2Akkordeons	AWM DCF Freq	AWM Volume	01 Quetschn	02 Small Akkordeon

EX-SVD07 GM-Instruments

Please load file types VCE and WAVE.

Sampling and Programming: Peter Krischker

No.	Voice Name	MW	EL1/RAM	EL2/RAM	EL3/RAM
1	Pt: DX-Piano	AWM LFO1 PMD	01 EP_DX7	01 EP_DX7	
2	Pt: Clavi	AWM LFO1 PMD			
3	Cp: Music Box	AWM LFO1 PMD	03 Musicbox	03 Musicbox	
4	Cp: Vibes	AWM LFO1 PMD	04 Vibes	04 Vibes	
5	Cp: Marimba	AWM LFO1 PMD	05 Marimba		
6	Cp: Xylophon	AWM LFO1 PMD	06 Xylophon		
7	Cp: Tubular Bell	AWM LFO1 PMD	07 TublarBe		
8	Cp: Dulcimer	AWM LFO1 PMD	08 Dulcimer	09 Dulcimer	
9	Or: Reed Organ	AWM LFO1 PMD	10 ReedOrg		
10	Gt: Nylon Git	AWM LFO1 PMD			
11	Gt: Steelstr. Git	AWM LFO1 PMD			
12	Gt: Jazz Git	AWM LFO1 PMD			
13	Gt: Clean Git	AWM LFO1 PMD			
14	Gt: Mute Git	AWM LFO1 PMD			
15	Gt: Gt Harmonics	AWM LFO1 PMD			
16	Ba: Finger Bass	AWM LFO1 PMD			
17	Ba: Pick Bass	AWM LFO1 PMD			
18	Ba: Fretless Bs	AWM LFO1 PMD			
19	Ba: Slap Bass 1	AWM LFO1 PMD			
20	Ba: Slap Bass 2	AWM LFO1 PMD			
21	Ba: Syn Bass 1	AWM LFO1 PMD			
22	Ba: Syn Bass 2	AWM LFO1 PMD			
23	St: Violin	AWM LFO1 PMD	11 Violin	11 Violin	
24	St: Viola	AWM LFO1 PMD	12 Viola		
25	St: Harp	AWM LFO1 PMD	13 Harp		
26	St: Syn.Str 1	AWM LFO1 PMD	14 SynStrin	14 SynStrin	
27	St: Syn.Str 2	AWM LFO1 PMD	14 SynStrin	15 SynStrin	16 SynStrin
28	Br: Trumpet	AWM LFO1 PMD			
29	Br: Mute Trumpet	AWM LFO1 PMD			
30	Br: Trombone	AWM LFO1 PMD			
31	Br: Tuba	AWM LFO1 PMD	17 Tuba 1	18 Tuba 2	
32	Rd: Clarinet	AWM LFO1 PMD	34 Clarin		
33	Rd: Alto Sax	AWM LFO1 PMD	20 AltoSax		
34	Rd: Bariton Sax	AWM LFO1 PMD	21 Baritone		
35	Rd: Soprano Sax	AWM LFO1 PMD	19 Soprano		
36	Rd: Oboe	AWM LFO1 PMD	22 Oboe		
37	Rd: Eng. Horn	AWM LFO1 PMD	23 EnglishH		
38	Pr: Shakuhachi	AWM LFO1 PMD	27 Shakuhac		
39	Pt: Piccolo	AWM LFO1 PMD	24 Piccolo		
40	Pt: Pan Flute	AWM LFO1 PMD	25 PanFlut	26 Blow Bo	
41	Pt: Bottle	AWM LFO1 PMD	25 PanFlut		
42	Ld: Syn Callope	AWM LFO1 PMD	28 Callope	28 Callope	
43	Pd: Warm Pad	AWM LFO1 PMD	14 Synstrin	14 Synstrin	
44	Pd: New Age Pad	AWM LFO1 PMD	39 NewAge	14 Synstrin	31Atmosph
45	Et: Banjo	AWM LFO1 PMD	33 Banjo		

EX5
EX7
EX5R

EX BONUS PACK



PAK OF 10 = 1

Sample Pack

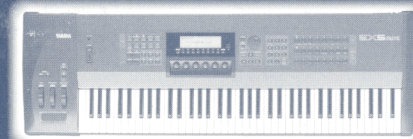


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EX5 • MUSIC SYNTHESIZER • REALTIME CONTROL • EXTENDED SYNTHESIS
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