



Patch Information Document

Collection Name	SimonSays...
Author	Ski
Filename	SimnSays.s1v (voice/patch) and SimpleSi.s1s (demo song)
Date	June 17, 2000
Contact Info	email: mailto:ztja05@zdnmail.com
Voice Location(s)	Internal 1, locations A1 & A2
Description/Notes	<p>In volume, this is only a small release, with but a single patch and a demo song (there's also a slightly modified patch for use with the demo song). However, in sound, I hope that you'll find it a big one. This is a huge four element Orchestral/ Ambient patch that was made as an example of a few programming techniques for Simon on the EX5Tech boards. It turned into something bigger and better than I expected, so I decided to release it as a single patch collection for everyone.</p> <p>Out of the box, SimonSays... gives you a big orchestral sound. Played hard, you'll hear electric piano, an ambient background sound with lots of motion (the "Melow" sample), a brass ensemble, and strings. Played softly, it becomes for the most part a string ensemble, with the swirling ambient sound providing a backdrop. The attack and release also become softer when played at low velocities.</p> <p>But wait, there's more! As with my other releases, SimonSays... has loads of controller mappings to allow you to sculpt the sound into many very different things. I was recently accused of subverting EX voices for evil purposes. I take offense at this remark, and must strongly disagree. Like assault weapons, my voices are not evil in themselves. It's what people do with them, using the controllers, that is sometimes less than holy.</p> <p>Shove MW1 up, and Simon says, "Give me a wicked left/right delay on the brass element." Pull MW2 back, and Simon says, "Make the brass, ambient, and strings disappear (in that order), leaving me mellow, distant, Rhodes piano." Push MW2 forward past center, and the Rhodes fades out as the brass rises to take its place. Simon says, "Give me an onboard mixer!" so knobs 1-4 control the levels of the Rhodes, ambient, brass, and strings, in that order. Knobs 5 and 6 control reverb and chorus (as if this thing needed to sound bigger). Press on the after touch, and Simon says, "Modulate the pitch and filter ever so gently."</p> <p>One last note: If you have any trouble with these patches (or the demo) not sounding, try moving all the controllers a bit first, and press to trigger the aftertouch. Then switch to another voice and back again, and all should be OK. Hopefully you won't have a problem, but every now and then, my EX acts a bit flaky after first loading the patches from disk.</p> <p>I hope you enjoy playing this patch as much as I have. Thanks to Simon for getting me going on this one.</p> <p>Ski</p> <p><u>About the Demo Song, "SimpleSi"</u> (Note: Be sure to use the second patch, "SimonSays.FC", for the demo song.)</p> <p>While the SimonSays... patch is fairly complex, the demo song is quite simple. It was recorded in one pass, on one track, with one patch. No punch-ins, no editing, no replacements, and no quantization (ouch, does THAT show at times!). It's just a quick movie soundtrack/orchestral kind of thing I threw together to demo the patch. Except for the opening, and a bit at the end, I don't even use the controllers during the song. Most of the variation in sound comes from velocity. Exceptions: The very beginning uses MW2 to morph the sound, and shortly thereafter, some nasty swells are made with knob 4 controlling the strings level. At the end of the main section, MW1 is used to add a delay to the brass, after which MW2 is used to reduce the sound to Rhodes & strings for the "reprise" (shortest song I've ever heard with a reprise!). Be sure to listen on a good system!</p>
Copyright Info	Free to use and copy as desired. Re-distribution is allowed, as long as this info file is included. These patches and the demo song are NEVER to be sold.

Voice List & Descriptions					
#	Voice Name	Voice Type	Mono/Poly	Description	Performance Notes
1.	SimonSays...	Orchestral/ Ambient (4 element AWM)	Poly	A big, four element AWM patch with multiple uses. Highly variable sound based on playing style and controller settings.	Be sure to try all controllers, and to play with varying velocities to explore all the sonic nuances this patch can offer.
2.	SimonSays.FC	"	"	Same as SimonSays... but with the Foot Controller mapped to control overall patch volume. Use this patch with the demo song.	The foot controller mapping is hooked up bass backwards, with volume <u>decreasing</u> as the foot controller is moved forward. If you want to have the foot controller assigned to volume, a better way to do it is to make the following changes in this patch: Set the overall patch volume (in "Common") to zero, and then change the controller set #16 "COM Volume Depth" value from -40 to +40. The demo song won't fade properly at the end with this setting, but it will make for a better patch for you to play, with the foot controller <u>increasing</u> volume as it's moved forward.
3.					
4.					
5.					
6.					
7.					
8.					

Controller Assignments								
#	Voice Name	PW	MW1	MW2	RB	AT	BC	FC
		KN1	KN2	KN3	KN4	KN5	KN6	
1.	SimonSays...	Pitch Bend (+/- 1 full note)	Delay Effect Amount and Feedback (Brass element only)	Morph Wheel. (pull all the way down for E. Piano only)	Pitch Bend (+/- 1 octave)	Subtle Pitch and Filter Modulation	N/A	N/A
		E. Piano Level	"Mellow" Ambient Level	Brass Level	Strings Level	Reverb Send	Chorus Send	
2.	SimonSays.FC	*	*	*	*	*	*	Patch Volume
		*	*	*	*	*	*	
3.								
4.								
5.								
6.								
7.								
8.								

* Indicates the same value as in the main patch, "SimonSays..."