

DX7

DREAM SEQ. A New DX7 Voice By Mark Phillips.

TRI	36	36	38	2	OFF	3
WAVE	SPEED	DELAY	PMD	AMD	SYNC	PMS

R1	R2	R3	R4
18	60	95	60
L1	L2	L3	L4
48	51	50	50

PITCH ENVELOPE

C3
KEY TRANSPOSE

ON
OSC. SYNC

POLY	7	0	OFF	OFF	0
POLY/MONO	RANGE	STEP	MODE	GLISSANDO	TIME
	PITCH BEND			PORTAMENTO	

(CONTROLLER)	RANGE	PITCH	AMPLITUDE	EG BIAS
MOD WHEEL	15	OFF	OFF	ON
FOOT CONTROL	15	OFF	OFF	ON
BREATH CONTROL	15	OFF	OFF	OFF
AFTERTOUCH	8	OFF	OFF	OFF

FREQUENCY		DETUNE		AMS	
2.00		0		2	
ENVELOPE DATA					
R1	R2	R3	R4	RS	
19	26	53	25		
L1	L2	L3	L4		
46	56	71	46		
KEYBOARD SCALING					
CURVE		BREAKPOINT		DEPTH	
L	-L	A-1		L	0
R	-L			R	0
OP#		OUTPUT LEVEL		VELOCITY	
2		54		3	

FREQUENCY		DETUNE		AMS	
1.02		+3		0	
ENVELope DATA					
R1	R2	R3	R4	RS 0	
10	19	41	12		
L1	L2	L3	L4		
48	58	20	0		
KEYBOARD SCALING					
CURVE		BREAKPOINT		DEPTH	
L	-L	A-1		L	0
R	-L			R	0
OP#	OUTPUT LEVEL		VELOCITY		
4	92		3		

FREQUENCY		DETUNE		AMS	
2.04		+1		3	
ENVELope DATA					
R1	R2	R3	R4	RS	
14	72	48	17	0	
L1	L2	L3	L4		
53	47	41	0		
KEYBOARD SCALING					
CURVE		BREAKPOINT		DEPTH	
L	-L	A-1		L	0
R	-L			R	0
OP#		OUTPUT LEVEL		VELOCITY	
6		99		2	

FREQUENCY		DETUNE		AMS	
1.00		-7		0	
ENVELOPE DATA					
R1	R2	R3	R4	RS	
59	53	53	30		
L1	L2	L3	L4	0	
99	94	97	0		
KEYBOARD SCALING					
CURVE		BREAKPOINT		DEPTH	
L	-L	A-1		L	0
R	-L			R	0
OP#	OUTPUT LEVEL		VELOCITY		
1	99		0		

FREQUENCY		DETUNE		AMS	
1.00		+7		0	
ENVELOPE DATA					
R1	R2	R3	R4	RS	
59	53	53	30		
L1	L2	L3	L4	0	
99	94	97	0		
KEYBOARD SCALING					
CURVE		BREAKPOINT		DEPTH	
L	-L	A-1		L	0
R	-L			R	0
OP#		OUTPUT LEVEL		VELOCITY	
3		99		3	

FREQUENCY		DETUNE		AMS	
2.02		-1		1	
ENVELOPE DATA					
R1	R2	R3	R4	RS	
31	21	36	37	0	
L1	L2	L3	L4		
99	90	85	0		
KEYBOARD SCALING					
CURVE		BREAKPOINT		DEPTH	
L	-L	A-1		L	0
R	-L			R	0
OP#		OUTPUT LEVEL		VELOCITY	
5		99		1	

ALGORITHM #5

Notes:

This voice was designed for a dream sequence in a film score. Detuning provides a complex vibrato pattern. Relatively slow attack envelopes on some operators (and slow decays on all) cause the sound to evolve gradually.

The Mod Wheel and the Foot Controller are set up to effect subtle changes in the timbre. (Of course, any of the other controllers could also be used for the same purpose.)

This patch is effective when used for chords with staggered attacks and releases.