

DX7

DIGTL- HORNS. A New DX7 Voice By Luther Baker.

TRI	41	0	0	0	ON	3
WAVE	SPEED	DELAY	PMD	AMD	SYNC	PMS

R1	99	R2	99	R3	99	R4	99
L1	50	L2	50	L3	50	L4	50

PITCH ENVELOPE

C2
KEY TRANSPOSE
OFF
OSC. SYNC

POLY	2	0	OFF	OFF	0
POLY MONO	RANGE	STEP	MODE	GLISSANDO	TIME

PITCH BEND PORTAMENTO

(CONTROLLER)	RANGE	PITCH	AMPLITUDE	EG BIAS
MOD WHEEL	30	ON	OFF	OFF
FOOT CONTROL	0	OFF	OFF	OFF
BREATH CONTROL	0	OFF	OFF	OFF
AFTERTOUCH	0	OFF	OFF	OFF

FREQUENCY	0.99	DETUNE	-1	AMS	0				
ENVELOPE DATA									
R1	57	R2	40	R3	18	R4	75	RS	1
L1	99	L2	98	L3	82	L4	48		
KEYBOARD SCALING									
CURVE	BREAKPOINT				DEPTH				
L	-L		A3		L		0		
R	-L				R		1		
OP#	OUTPUT LEVEL		VELOCITY						
2	82		0						

7

FREQUENCY		DETUNE		AMS					
1.00		-5		0					
ENVELOPE DATA									
R1	83	R2	99	R3	99	R4	79	RS	0
L1	99	L2	99	L3	99	L4	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		+3		0	
ENVELOPE DATA					
R1	R2	R3	R4	RS	
83	99	99	73	0	
L1	L2	L3	L4		
99	99	99	0		
KEYBOARD SCALING					
CURVE		BREAKPOINT		DEPTH	
L	-L	C3		L	0
R	-L			R	1
OP#		OUTPUT LEVEL		VELOCITY	
6		71		0	

FREQUENCY		DETUNE		AMS	
1.00		-2		0	
ENVELOPE DATA					
R1	R2	R3	R4	RS	0
83	99	99	78		
L1	L2	L3	L4		
99	99	99	0		
KEYBOARD SCALING					
CURVE		BREAKPOINT		DEPTH	
L	-L	C3	L	0	
R	-L		R	1	
OP#		OUTPUT LEVEL		VELOCITY	
5		83		0	

FREQUENCY		DETUNE		AMS	
1.00		-4		0	
ENVELOPE DATA					
R1	R2	R3	R4	RS	
83	99	99	83	0	
L1	L2	L3	L4		
99	99	99	0		
KEYBOARD SCALING					
CURVE		BREAKPOINT		DEPTH	
L	-L	C3		L	0
R	-L			R	1
OP#	OUTPUT LEVEL		VELOCITY		
4	64		0		

FREQUENCY		DETUNE		AMS	
1.00		+4		0	
ENVELOPE DATA					
R1	40	R2	99	R3	99
		R4	80	RS	
L1		L2	99	L3	99
		L4	0	0	
KEYBOARD SCALING					
CURVE		BREAKPOINT		DEPTH	
L	-L	C3		L	0
R	-L			R	1
OP#		OUTPUT LEVEL		VELOCITY	
3		85		0	

ALGORITHM #2

Notes:

I was trying to get a horn sound other than the normal DX7 sound for brass. I wanted it to come out sounding like the horns on an Oberheim, but it came out being a horn sound that only a DX7 can produce.