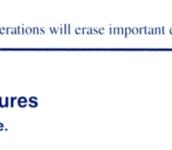


EXX

Bonus Voice & Sample Pack



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:

- 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.
- 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.
- 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-O	24. BR: SYNPHONIC
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-ESCAPE	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-SCND2
03. PD: BLUISY PAD	09. BR: SYNPHONIC-02
04. FX: ALIEN SKY	10. EN: ORCH & OBOE
05. FX: NIGHT-HIT	11. ST: BIG ASCENT
06. FX: SICI-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
02. PD: JARRESQUE	(2 OSC CHORO on only the EX7)
03. PD: ANDES AIR	19. ST: ADAGIO
04. FX: MOOGULAR	20. ST: REFLECTIONS
05. FX: RAIN SUN	21. BR: FANFARE
06. CO: BALLAD-02	22. BR: BIG BRASS
07. CO: JAZZY JAM	23. BR: AN BRASS
08. SQ: FREE JAZZ	24. VO: COLD BREATH
09. SQ: RETRO SEQ 2	25. SC: ELEMENTAL
10. BA: COLD FUSION	26. SC: LFO SWITCH
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
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 multitrack 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	41. St: PureStrngs 1
02. Sq: FlangWhirl	42. St: PureStrngs 2
03. Sq: MetalX ARP	43. St: PureStrngs 3
04. Pd: LoFiz	44. St: PhazStrngs
05. BR: RaveHorn ARP	45. Ba: Standard 1
06. Ba: CraZFing ARP	46. Ba: Standard 2
07. Sq: Vintage Box	47. Ba: Standard 3
08. Ba: Acid ARP	48. Ba: Standard 4
09. Sc: DanzChord	49. Ba: Standard 5
10. Pd: PW-Mod	50. Ba: Standard 6
11. Ld: SynChamr ARP	51. Ba: Standard 7
12. Sc: PhaFresh ARP	52. Ba: Standard 8
13. Ba: NoiBaze ARP	53. Br: PolySyn 1
14. Pf: FunKey	54. Br: PolySyn 2
15. Ld: DynoHook	55. Br: PolySyn 3
16. Sq: Induztria	56. Br: PolySyn 4
17. Ba: EuroNorm ARP	57. Sq: Basics 1
18. Sq: HPF Line ARP	58. Sq: Basics 2
19. Pd: CyberUnit	59. Sq: Basics 3
20. Sq: ChordLog ARP	60. Sq: Basics 4
21. Ba: Raver ARP	61. Sq: Basics 5
22. Ba: Hip it ARP	62. Sq: Basics 6
23. Sc: Fazzplay ARP	63. Sq: Basics 7
24. Sq: Voquencer	64. Sq: Basics 8
25. Ba: Sweepie	65. ---: AnlgDrm WV01
26. Ba: UnderG.	66. ---: AnlgDrm WV02
27. Sq: PuristX ARP	67. ---: AnlgDrm WV03
28. Sq: Nasti	68. ---: AnlgDrm WV04
29. Se: Shaz FX	69. ---: AnlgDrm WV05
30. Sc: Sharp ARP	70. ---: AnlgDrm WV06
31. Ba: Touchie	71. ---: AnlgDrm WV07
32. Sc: SpaceStepz	72. ---: AnlgDrm WV08
33. Pd: TradiPad1	73. ---: AnlgDrm WV09
34. Pd: TradiPad2	74. ---: AnlgDrm WV10
35. Pd: TradiPad3	75. ---: AnlgDrm WV11
36. Pd: TradiPad4	76. ---: AnlgDrm WV12
37. Ld: Classic Pls	77. ---: AnlgDrm WV13
38. Ld: Classic Saw	78. ---: AnlgDrm WV14
39. Ld: Classic Five	79. ---: AnlgDrm WV15
40. Ld: Classic 8va	80. ---: AnlgDrm WV16

Performances "ANALOG INSPIRATION"

01. Co: Pad-Poly	10. Co: Noiba-Phasyn
02. Co: Metal-Pad	9. 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 disk 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 phase effects can reveal an infinite number of grooves and feels.

- Select "Load Wave" from the disc. Load the HIPHOPVWS1.M file.
- Select "Load voice". Load the HIPHOPVX.S1M file.
- Select "Load pattern" and load the HIPHOPDPS1.P file.
- Now try voices 1-32 in internal bank 1.
- Try patterns 1-14 with the new HipHop kits 1 and 2. Don't forget to experiment with transpose and phase effects.

No.	Voice Name	MW	MW2	EL1/RAM	EL2/RAM	EL3/RAM	EL4/RAM
1	DR: HipHop Kit 1						
2	DR: HipHop Kit 2						
3	DR: Loop 1 KNS	{KNS=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: ChknGrease		REV send	RAM05ChknGrs	RAM03 Loop4		
8	Sq: Jamma		REV send	RAM 06 Jamma	RAM03 Loop4	RAM03 Claps	
9	Se: Vox Hf M		REV send	RAM 08 UHFH	RAM07ColdCutt		
10	Se: Vox Hf 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: Grlfren	LFO 1 PMD	LFO 1 speed	RAM02 Loop2			
14	Se: Blown Spkrs		REV send	RAM03 Loop4	RAM11 BoxSna		
15	Se: BeepSpkrs		REV send	RAM02 Loop2	RAM 04 Claps		
16	Sq: BealMangler		REV send	RAM03 Loop4	RAM10 NoizSn		
17	Dr: LowLowRlder	LFO 2Speed	REV send	RAM01 Loop1			
18	Sq: DoTheMath		REV send	RAM 03 Loop4	RAM 01 Loop1		
19	Se: M' Grease		REV send	RAM05 ChknGrs	RAM05ChknG		
20	Ba: RoudzSnobBs	VCO 2 EDGE	AN Feedback	AN			
21	Pf: 70'sRoatdr	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 NoizShar			
27	Dr: Sine Bass	LFO PMD	REV send				
28	Ba: RubbBass	LFO PMD	DCF freq				
29	Ba: Squirt Bass						
30	Se: UFO-X		LFO 1 Speed				
31	Wv: TimeCompress	EF2 EQ Gain	EF2beatChange {KNI}	RAM 01 Loop1			
32	Sq: UpAllnite		REV send	RAM 03 Loop4	RAM 08 UHFH		

EX-SVD02 Choir & Voices

Please load file types VCE and WAVE.

Sampling: Johannes Waehndelt

Programming: Johannes Waehndelt & Bjorn Bojahr

Loading Instructions:

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

- Take disk 1 and select "Load Wave" in order to load the file CHOIRW1.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.
- 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.
- 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.
- Now you have to load "all" the current: 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.
- 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	02ChorDuu		
3	Hmh Choir	AWM LFO1 PMD	AWM DCF Freq	01MmhChor	01MmhChor	03 HahChor	
4	Huh Choir	AWM LFO1 PMD	AWM Volume			04HahChor	
5	Doom	AWM LFO1 PMD	AWM DCF Freq	02ChorDuu	02ChorDuu	01MmhChor	01MmhChor
6	Gospel Mhh	AWM LFO1 PMD	AWM DCF Freq	01MmhChor	01MmhChor	01MmhChor	
7	Gospel Wah	AWM LFO1 PMD	AWM DCF Freq	03 HahChor	04 HahChor	03 HahChor	
8	Doo-Aah	AWM LFO1 PMD	AWM DCF Freq	02ChorDuu	02ChorDuu	04 HahChor	01MmhChor
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. LRF Freq	01MmhChor	01MmhChor		
14	Phoce	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	EL3/RAM	EL4/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*Vlb	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		03 bowvb_36			
8	Or: BowVbs&Perc2	Rotary Spkr Speed		03 bowvb_36			
9	Or: BowNv&Lvs	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: Draw2Gospel	Rotary Spkr Speed	EL2 Volume	04 GosNv_36			
14	Or: Draw23Gospel	Rotary Spkr Speed	EL2 Volume	04 GosNv_36			
15	Or: Draw2Gospel	Rotary Spkr Speed	EL2 Volume	04 GosNv_36			
16	Or: JazzGospel	Rotary Spkr Speed	EL2 Volume	04 GosNv_36			
17	Or: Lassy&Green	Rotary Spkr Speed	EL2 Volume	05 Green_36			
18	Or: Split #1	Rotary Spkr Speed		204 GosNv_36 3= 04 GosNv_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				

EX-SVD04 Super EP

Please load file types VCE and WAVE.

Sampling and Programming: Johannes Waehndelt

Loading Instructions:

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.

- Take the disk and select "Load Wave". The default setting is "all". Please confirm with **Enter** and **Yes** in order to load the file SUPEREPS1.M. 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.
- Now you have to load the voices: Select "Load Voices" and press **Enter** and **Yes** in order to load the file "SUPEREPS1.V". 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.
- Please enjoy the voices 1-16 on internal bank 1.