

# Synthesizer Patch Charts

CS-10 / CS-30 / CS-30L

CS-30L CS-30 CS-10



# CONTENTS

The new sounds made available to us by the emergence of the synthesizer have made possible the opening up of an entirely new genre in the world of music. And we hope that you, as one who loves music, will be able to make this wonderful world of new possibilities yours soon, by understanding how this new instrument is played.

This booklet has been compiled for the purpose of helping you understand the functions of the YAMAHA SYNTHESIZER, and is to be used together with the Owner's Manual.

The first step to be taken is to set the controls and levers just as they are illustrated in this booklet and to produce the resultant sounds. Then, the next step will be for you to freely set the various controls and levers according to your taste. After a while, you will come to understand the functions of the various controls and levers as a matter of course.

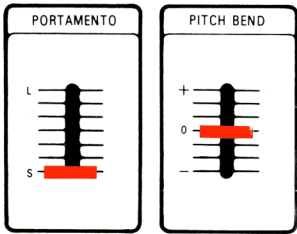
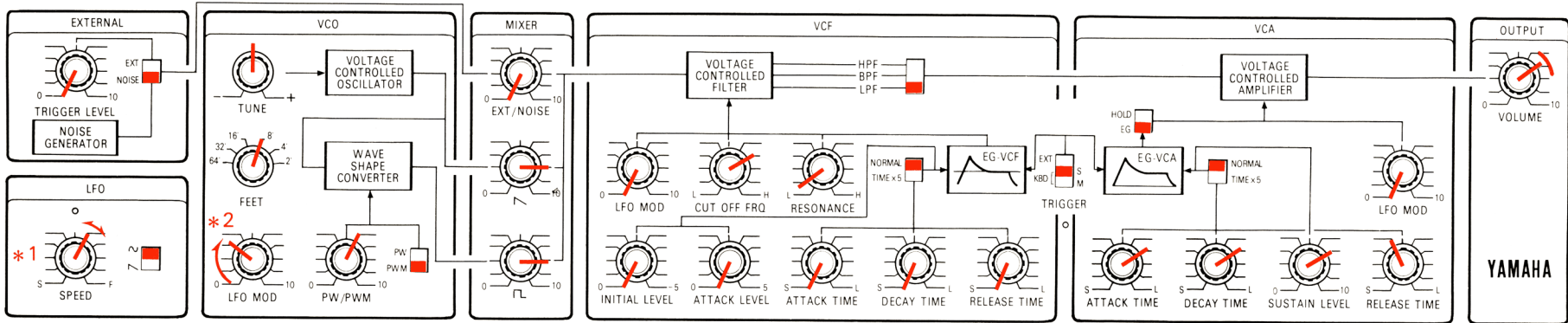
The captions of the patch examples given in this booklet may differ somewhat from the image you may have. If this should be the case, adjust the controls until you obtain the sound that satisfies the image you have in mind. You are given hundred percent freedom to create sounds that will match image of your own.

Wishing you the best in new music making!

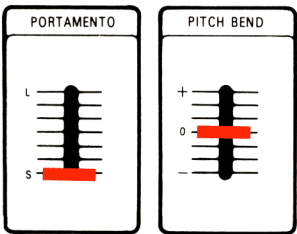
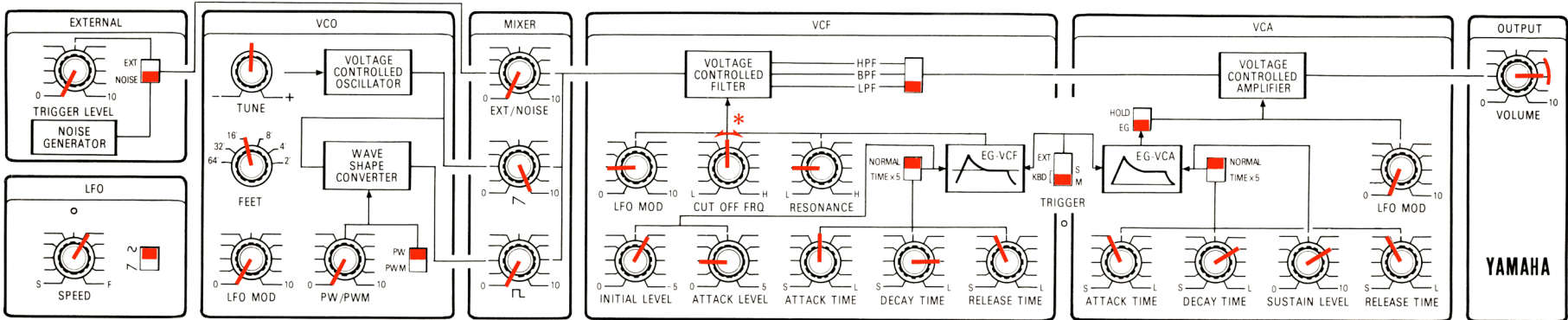
<b>CS-10 Edition</b> . . . . .	3
<i>VIOLIN/TRUMPET/CLARINET/SYN-BASS/ SOUSAPHONE/OBOE/MALE TENOR VOICE/ FEMALE SOPRANO VOICE/SNOWSTORM/ SPACE COMEDY THEME/SPACE BETWEEN CRYSTAL STARS/FLUTE PLAYED BY A CELESTIAL NYMPH SOUND MEMO (for your original sound). . . . .</i>	
<b>CS-30 Edition</b> . . . . .	11
<i>HARPSICHORD/STRING ENSEMBLE/BRASSY BASS/STEAM LOCOMOTIVE/BLUE SKY/ SEQUENCER PLUS MELODY/WHISTLES OF THE MILKY WAY/ACCENTUATED BASS SOUND MEMO (for your original sound). . . . .</i>	
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<i>PIPE ORGAN/SITAR/CLARINET THROUGH FUNK BOX/STEEL DRUM/ PLUS 5TH INTERVAL/LOVE SONG ON THE TELEPHONE LINE/PLAYFUL PING-PONG BALL/CRY FROM THE BOTTOM OF THE EARTH SOUND MEMO (for your original sound). . . . .</i>	

NOTE: As the positions of the controls without any position marks do not affect the tone, they may be left to wherever they may be.

Since some of the patch examples of CS-30 and CS-30L are compatible, try to pair the patch examples up, after you have come to understand the function of the various controls and levers.

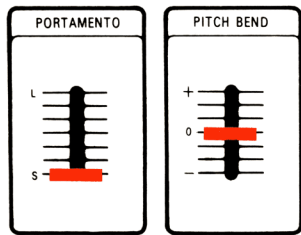
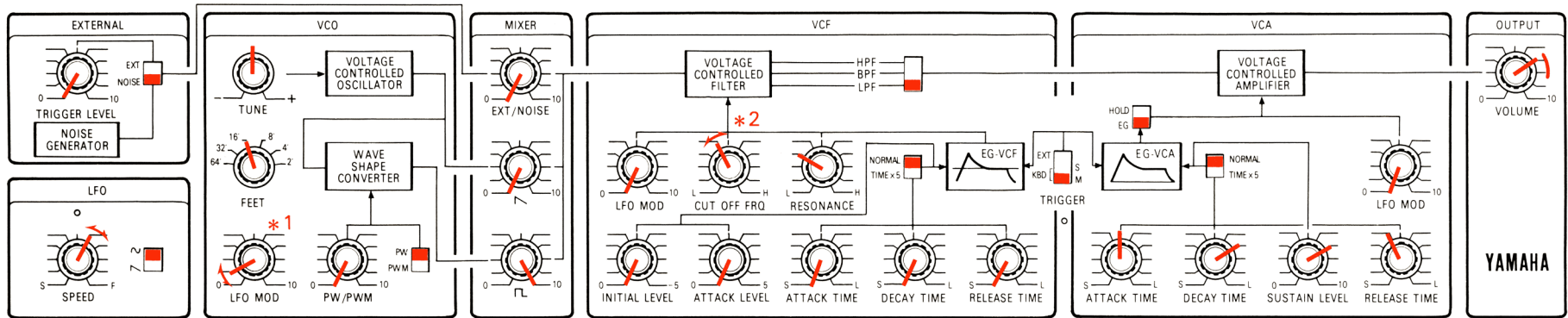


- \*1 To adjust the speed of vibrato, turn and set the LFO control so as to produce the desired effect.
- \*2 Also, the depth of control can be adjusted freely, by adjusting the LFO MOD control.

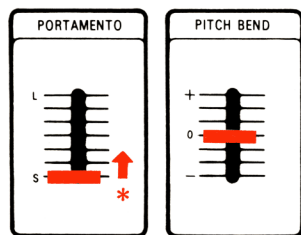
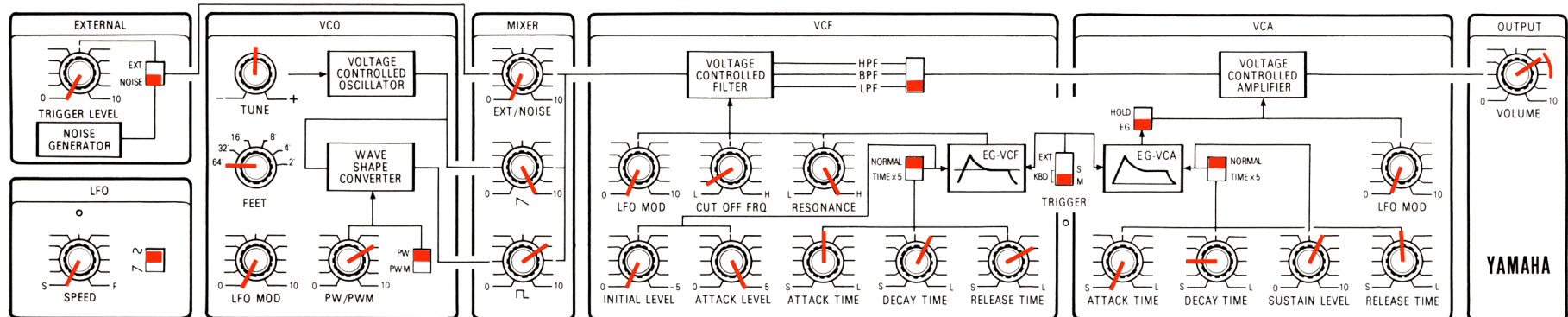


- \* To give the tone a rounder effect, turn the arrow-indicated control counterclockwise. Conversely, to produce a sharper tone effect, turn it clockwise.

# CLARINET



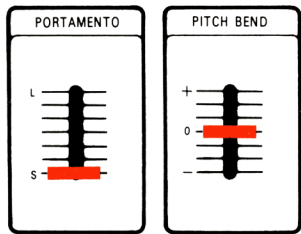
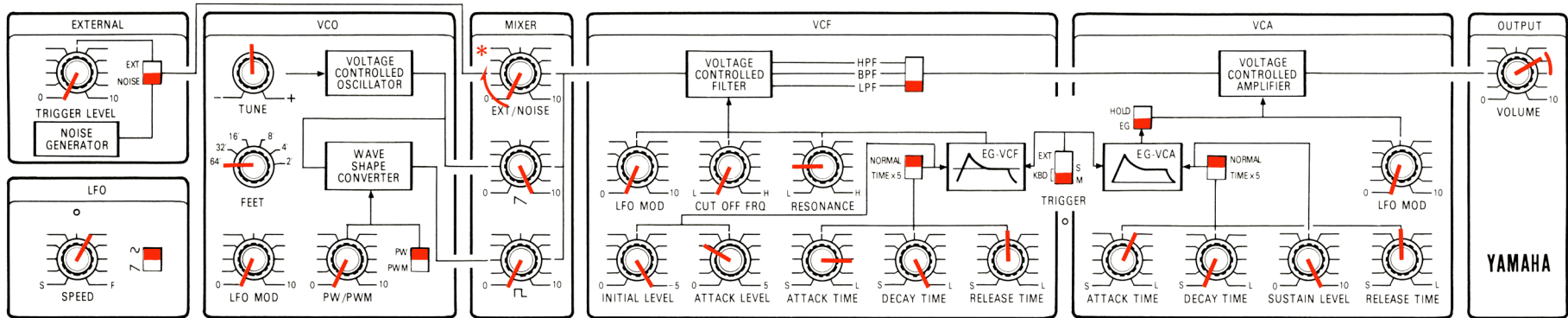
- \* 1 Using the arrow-indicated control, add the desired vibrato effect.
- \* 2 Using the arrow-indicated control, adjust the tone to a roundness that suits your taste.



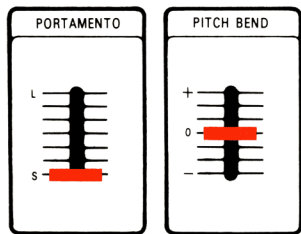
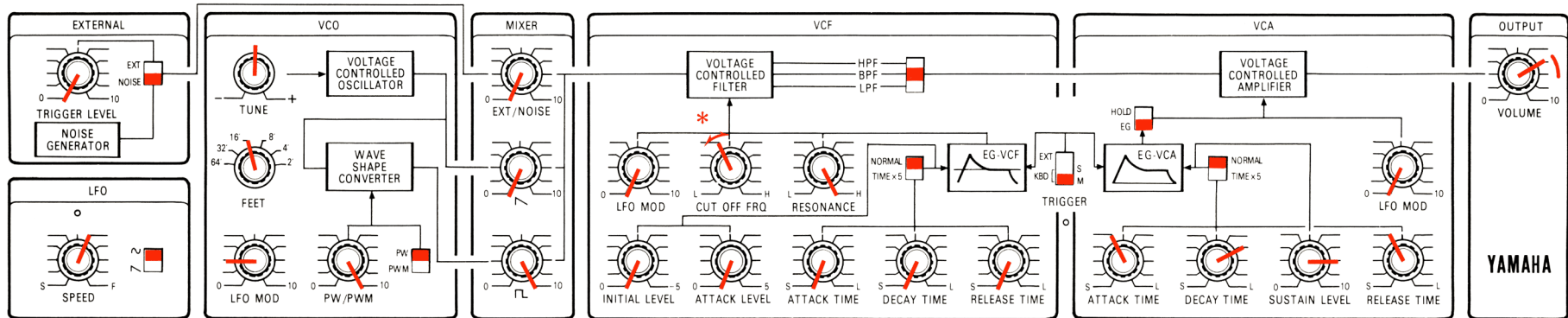
Portamento may also be added.

# SYN-BASS

# SOUSAPHONE

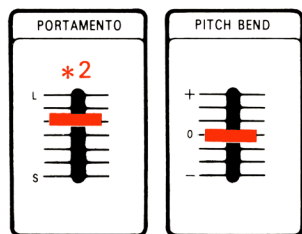
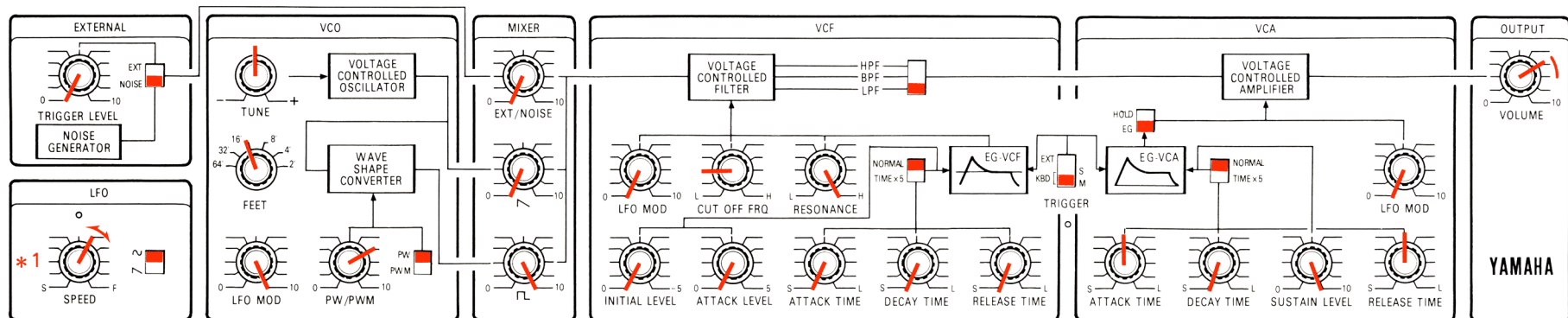


\* To add the desired amount of breath, use the control indicated by an arrow.

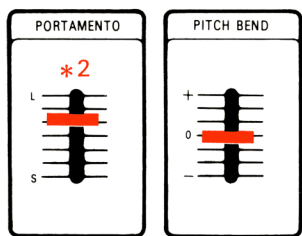
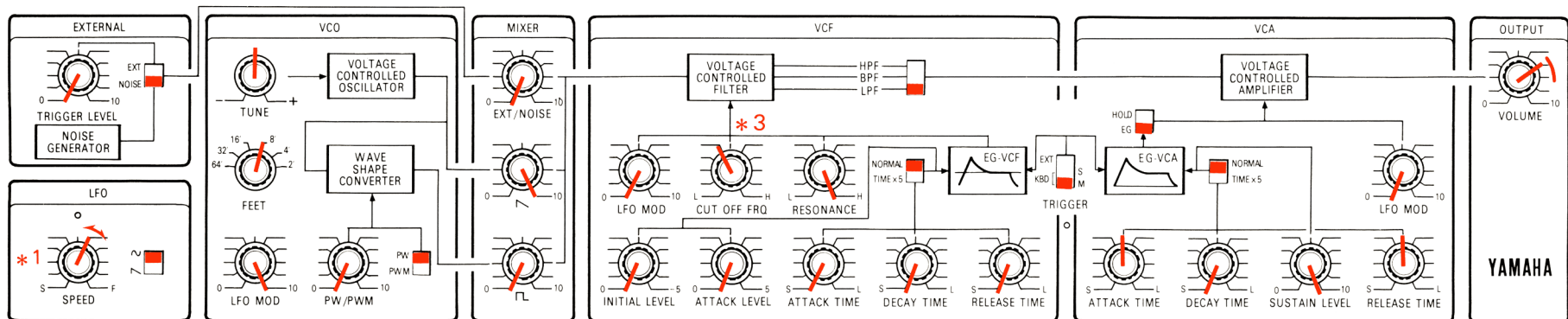


\* Adjust the arrow-indicated control to render the tone with the desired penetrating, melancholic effect of the oboe.

# MALE TENOR VOICE



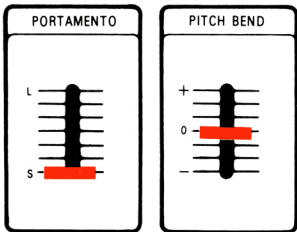
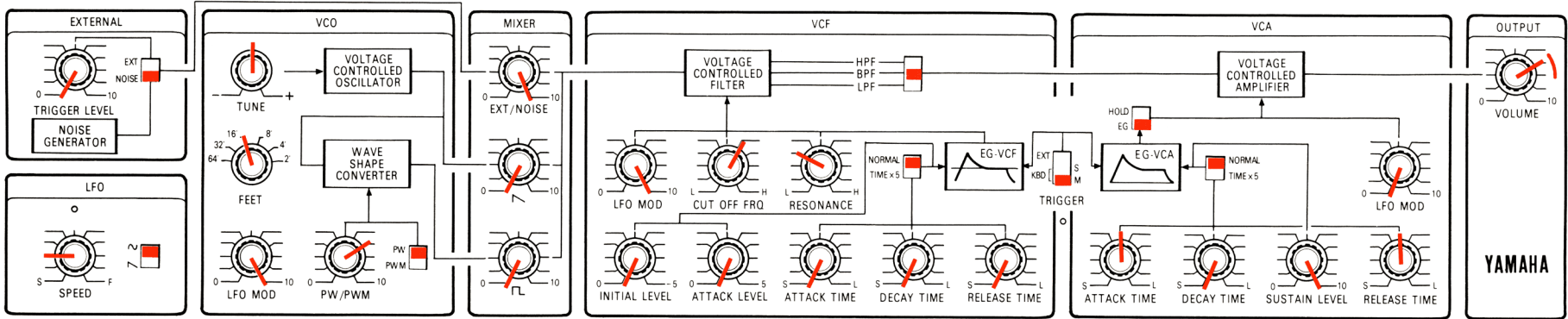
- \*1 Add the desired amount of vibrato by adjusting the LFO SPEED knob in a minute manner.
- \*2 Also add a proper amount of portamento to produce the naturalness of the human voice.



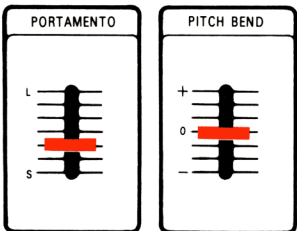
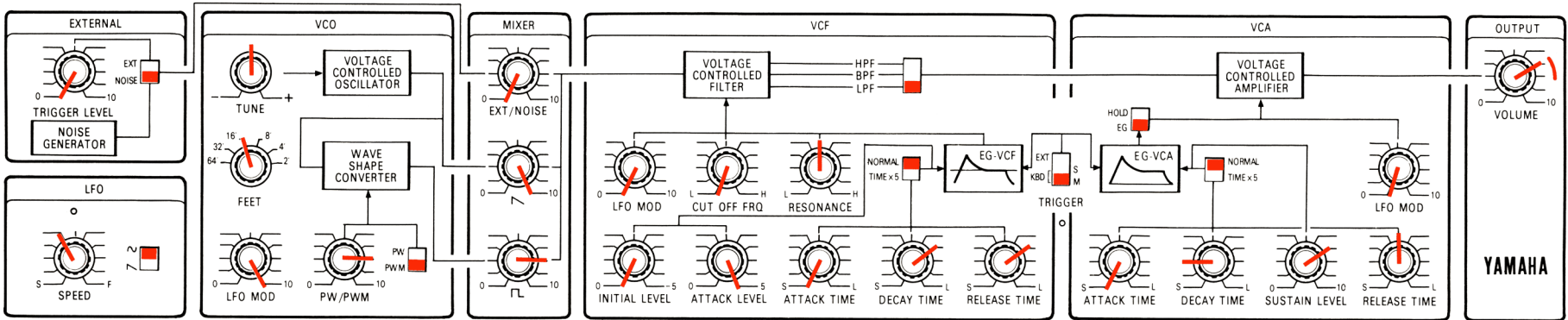
- \*1 To produce the vibrato effect that best suits your taste, adjust the LFO SPEED knob in a minute manner.
- \*2 Add some portamento (for example, 4~5).
- \*3 To obtain sharper, or rounder tones, adjust the CUT OFF FRQ. knob in a minute manner.

# FEMALE SOPRANO VOICE

# SNOWSTORM



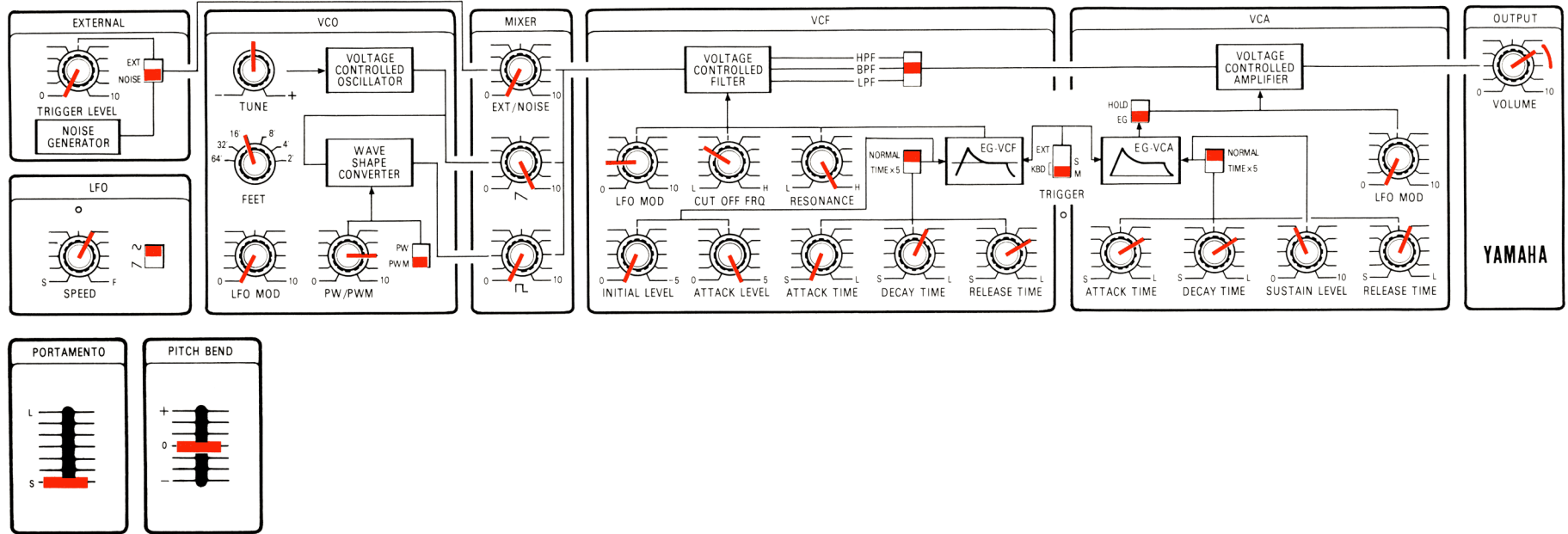
\* Depress the lowest key.



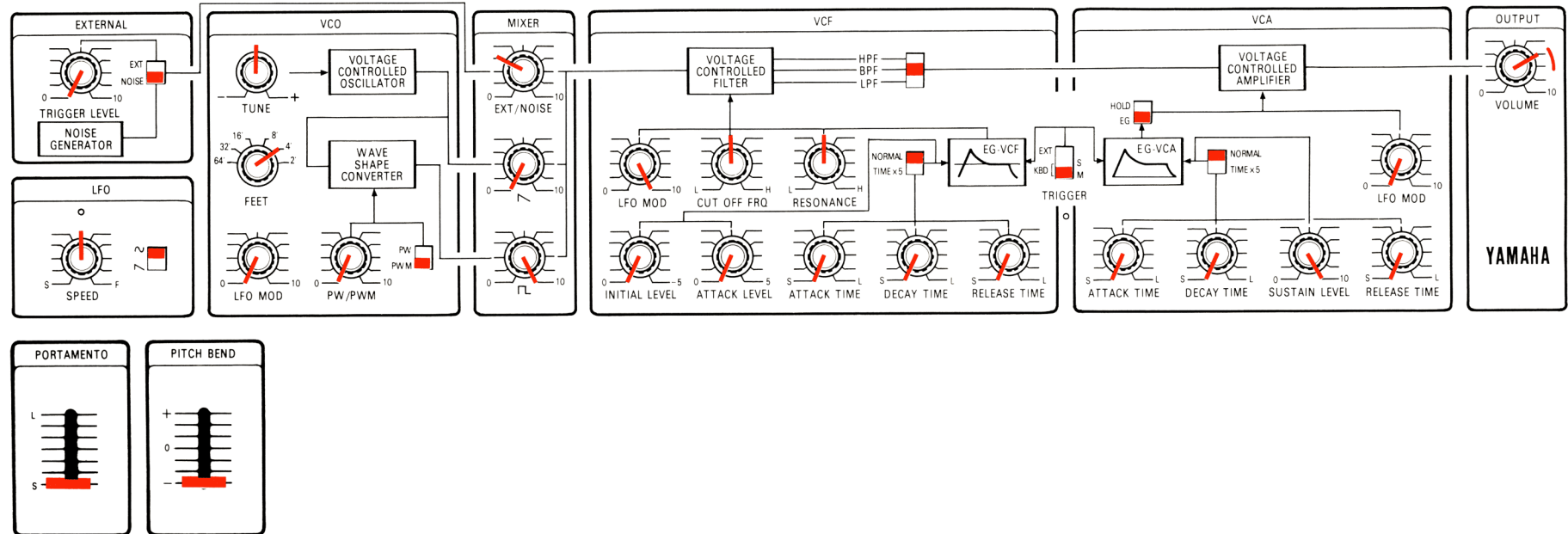
CS-10

# SPACE COMEDY THEME

# SPACE BETWEEN CRYSTAL STARS



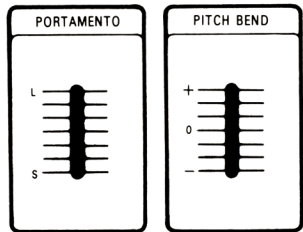
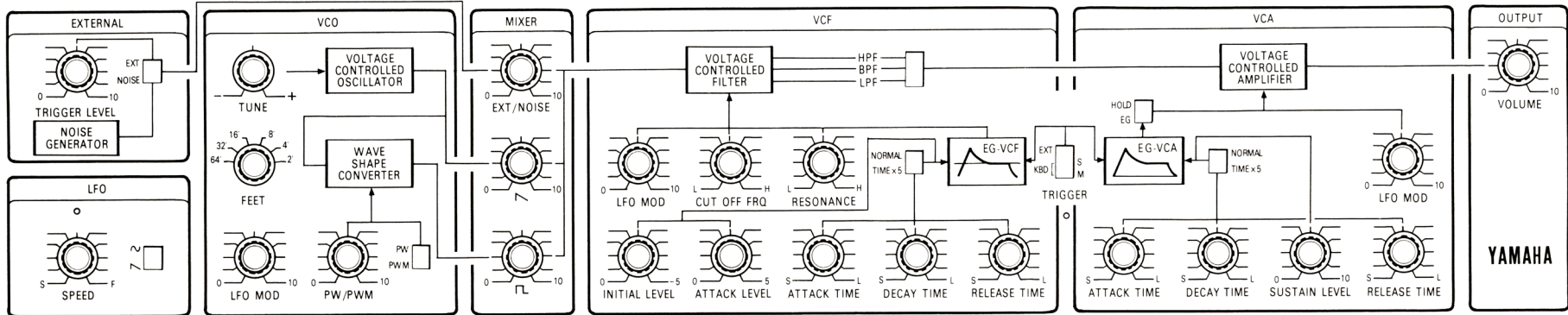
CS-10



# FLUTE PLAYED BY A CELESTIAL NYMPH



# SOUND MEMO

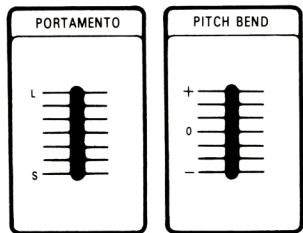
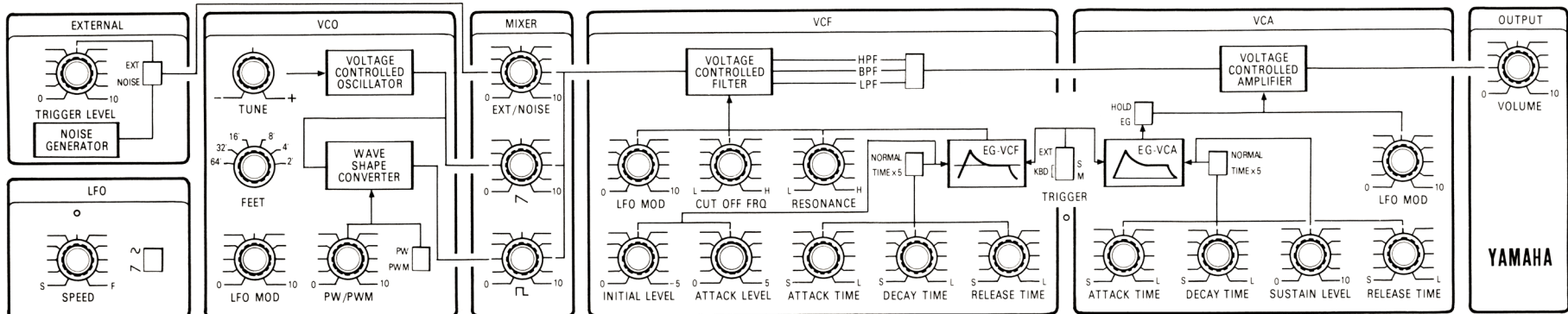


Date

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Date

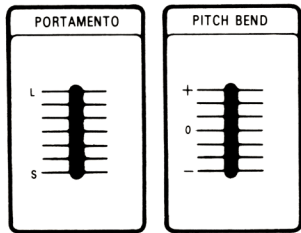
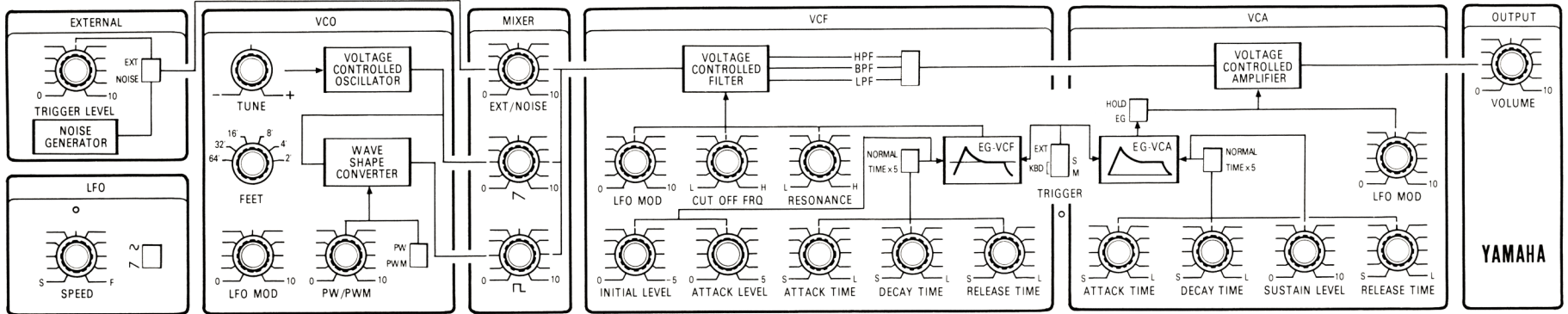
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for your original sound

# SOUND MEMO

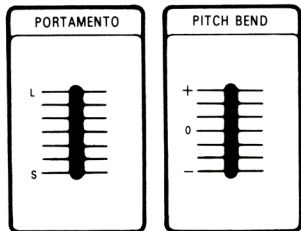
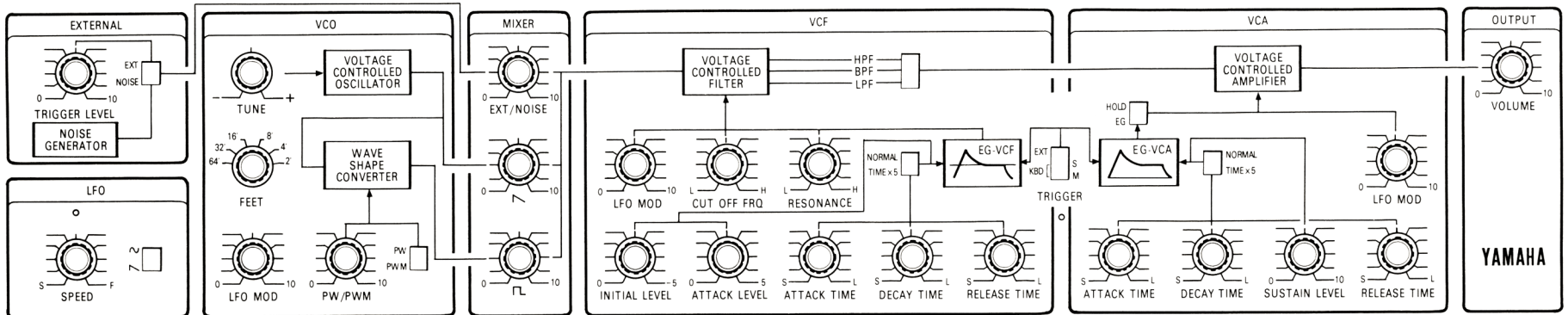


Date

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Date

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for your original sound

# HARPSICHORD

CS-30

YAMAHA

TRIGGER: CLOCK SPEED, MANUAL, START STOP, HOLD, STEP, SEQUENCER (1-8)

EG 1, EG 2, EG 3: A, B, C, D, E, KBD, SEG, EXT, NORMAL, TIME x5

INITIAL ATTACK, ATTACK LEVEL, ATTACK TIME, DECAY TIME, RELEASE TIME

LFO: EG SELECTOR, EG DEPTH, SPEED, EXTERNAL (TRIGGER LEVEL, SIGNAL LEVEL)

PORTAMENTO: L, S

PITCH BEND: LIMITER, L, S

\* Set the LFO SPEED to "3".

OUTPUT: VOLUME, BALANCE, PHONES

POWER: ON/OFF

YAMAHA

VCF 2: \*2 (arrows pointing to KBD FOLLOW and RESONANCE)

VCF 1: \*2 (arrows pointing to KBD FOLLOW and RESONANCE)

TRIGGER: LFO, SINGLE, MULTI

EG 1, EG 2, EG 3: A, B, C, D, E, KBD, SEG, EXT, NORMAL, TIME x5

LFO: EG SELECTOR, EG DEPTH, SPEED (\*1), EXTERNAL (TRIGGER LEVEL, SIGNAL LEVEL)

PORTAMENTO: L, S (\*3)

PITCH BEND: LIMITER, L, S

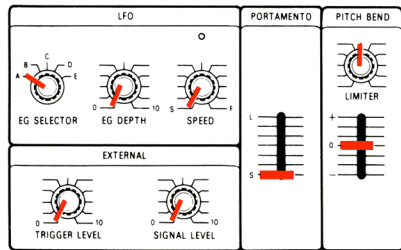
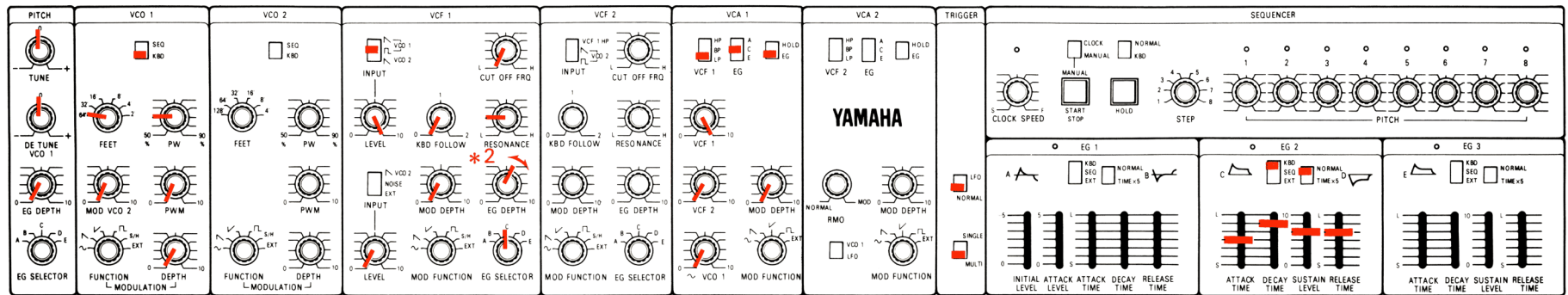
- \*1 Set the LFO SPEED to "6".
- \*2 Set the controls indicated by the arrows in a free manner to suit your taste.
- \*3 Some portamento may also be added.

OUTPUT: VOLUME, BALANCE, PHONES

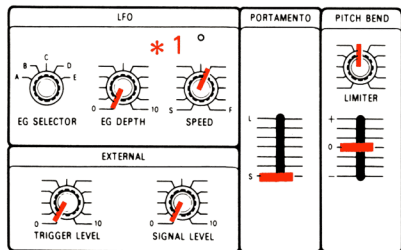
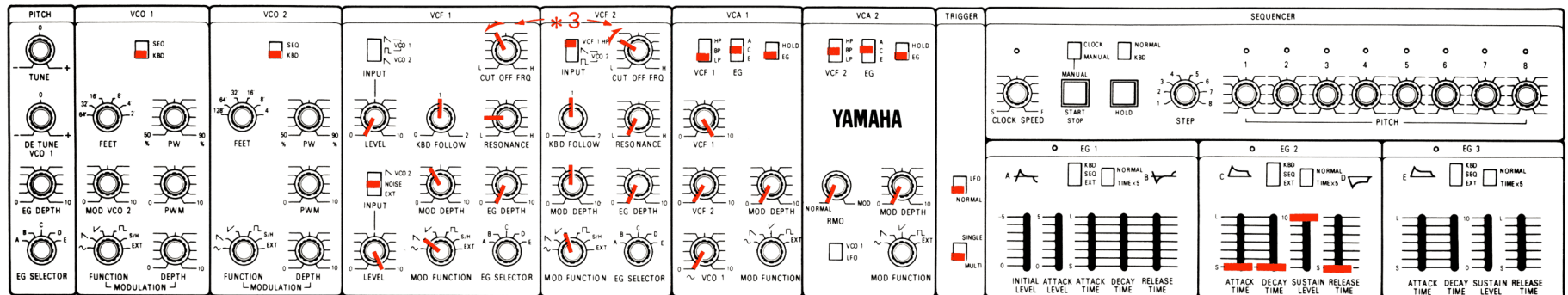
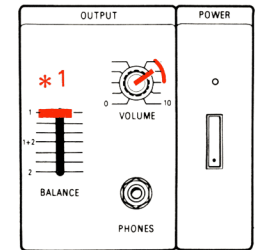
POWER: ON/OFF

# STRING ENSEMBLE

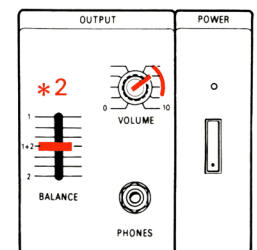
# BRASSY BASS



- \*1 Set the BALANCE control to "1".
- \*2 The arrow-indicated control may be set freely according to your preference.



- \*1 Set LFO's speed to one you prefer (e.g., to "6").
- \*2 Set the BALANCE control to "1 + 2".
- \*3 Adjust the CUT OFF FRQ. controls indicated by arrows.
- \*4 The tone will change according to the key you depress.



# STEAM LOCOMOTIVE

- \*1 Set the LFO SPEED to "5".
- \*2 Refer to Owner's Manual for setting of sequencer pitches.
- \*3 Set the sequencer pitches to those shown by the score at right.
- \*4 Do not forget to push the START button when starting play.



- \*1 Set the LFO SPEED to "6".
- \*2 While listening to the sounds of the sequencer, play an E Minor tune.
- \*3 Set the sequencer pitches to match E Minor code.

# WHISTLES OF THE MILKY WAY

CS-30

YAMAHA

Controls include: PITCH (TUNE, DE TUNE VCO 1, EG DEPTH, EG SELECTOR), VCO 1 (SEQ, KBD, FEET, PW, MOD VCO 2, PWM, FUNCTION, DEPTH, MODULATION), VCO 2 (SEQ, KBD, FEET, PW, FUNCTION, DEPTH, MODULATION), VCF 1 (INPUT, NOISE EXT, VCO 2, MOD DEPTH, EG DEPTH, EG SELECTOR), VCF 2 (INPUT, NOISE EXT, VCO 2, MOD DEPTH, EG DEPTH, EG SELECTOR), VCA 1 (HP, LP, A, C, E, HOLD, EG), VCA 2 (HP, LP, A, C, E, HOLD, EG), TRIGGER (CLOCK SPEED, MANUAL, START STOP, HOLD, STEP), SEQUENCER (CLOCK, MANUAL, KBD, NORMAL, STEP, PITCH), EG 1, 2, 3 (A, B, C, D, E, KBD, SEQ, EXT, NORMAL, TIME x5), LFO (NORMAL, SINGLE, MULTI), and various modulation and filter parameters.

Controls include: LFO (EG SELECTOR, EG DEPTH, SPEED), PORTAMENTO (LIMITER), PITCH BEND (LIMITER), EXTERNAL (TRIGGER LEVEL, SIGNAL LEVEL).

- \*1 The controls indicated by the arrows should be set to a position where the richest tone is produced.
- \*2 Set the sequencer pitches to those shown by the score at right.



Controls include: OUTPUT (VOLUME, BALANCE), POWER (PHONES).

YAMAHA

Controls include: PITCH (TUNE, DE TUNE VCO 1, EG DEPTH, EG SELECTOR), VCO 1 (SEQ, KBD, FEET, PW, MOD VCO 2, PWM, FUNCTION, DEPTH, MODULATION), VCO 2 (SEQ, KBD, FEET, PW, FUNCTION, DEPTH, MODULATION), VCF 1 (INPUT, NOISE EXT, VCO 2, MOD DEPTH, EG DEPTH, EG SELECTOR), VCF 2 (INPUT, NOISE EXT, VCO 2, MOD DEPTH, EG DEPTH, EG SELECTOR), VCA 1 (HP, LP, A, C, E, HOLD, EG), VCA 2 (HP, LP, A, C, E, HOLD, EG), TRIGGER (CLOCK SPEED, MANUAL, START STOP, HOLD, STEP), SEQUENCER (CLOCK, MANUAL, KBD, NORMAL, STEP, PITCH), EG 1, 2, 3 (A, B, C, D, E, KBD, SEQ, EXT, NORMAL, TIME x5), LFO (NORMAL, SINGLE, MULTI), and various modulation and filter parameters.

Controls include: LFO (EG SELECTOR, EG DEPTH, SPEED), PORTAMENTO (LIMITER), PITCH BEND (LIMITER), EXTERNAL (TRIGGER LEVEL, SIGNAL LEVEL).

- \*1 Be sure to set it to "SEQ".
- \*2 Set the BALANCE control to "1".
- \*3 The arrow-indicated control may be set in a free manner.
- \*4 Do not forget to push the START button when starting play.
- \*5 Accent will depend on how the sequencer pitches are set.

Controls include: OUTPUT (VOLUME, BALANCE), POWER (PHONES).

# ACCENTUATED BASS

# SOUND MEMO

**PITCH**  
TUNE, DE TUNE VCO 1, EG SELECTOR

**VCO 1**  
SEQ KBD, FEET, PW, MOD VCO 2, PWM, FUNCTION, DEPTH, MODULATION

**VCO 2**  
SEQ KBD, FEET, PW, MOD VCO 2, PWM, FUNCTION, DEPTH, MODULATION

**VCF 1**  
INPUT, VCO 1, VCO 2, CUT OFF FRQ, LEVEL, KBD FOLLOW, RESONANCE, MOD DEPTH, EG DEPTH, MOD FUNCTION, EG SELECTOR

**VCF 2**  
INPUT, VCF 1 HP, VCO 2, CUT OFF FRQ, KBD FOLLOW, RESONANCE, MOD DEPTH, EG DEPTH, MOD FUNCTION, EG SELECTOR

**VCA 1**  
HP LP, A, C, HOLD, EG, VCF 1, EG, VCF 1, MOD DEPTH, VCO 1, MOD FUNCTION

**VCA 2**  
HP LP, A, C, HOLD, EG, VCF 2, EG, VCF 2, MOD DEPTH, VCO 2, MOD FUNCTION

**TRIGGER**  
LFO, NORMAL, SINGLE, MULTI

**SEQUENCER**  
CLOCK, MANUAL, KBD, CLOCK SPEED, START STOP, HOLD, STEP, PITCH (1-8), EG 1, EG 2, EG 3, ATTACK, DECAY, SUSTAIN, RELEASE, LEVEL, TIME

**LFO**  
EG SELECTOR, EG DEPTH, SPEED

**EXTERNAL**  
TRIGGER LEVEL, SIGNAL LEVEL

**PORTAMENTO**  
L, S

**PITCH BEND**  
LIMITER, L, S

**PHONES**  
BALANCE

Date \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**OUTPUT**  
VOLUME, BALANCE

**POWER**  
PHONES

**PITCH**  
TUNE, DE TUNE VCO 1, EG SELECTOR

**VCO 1**  
SEQ KBD, FEET, PW, MOD VCO 2, PWM, FUNCTION, DEPTH, MODULATION

**VCO 2**  
SEQ KBD, FEET, PW, MOD VCO 2, PWM, FUNCTION, DEPTH, MODULATION

**VCF 1**  
INPUT, VCO 1, VCO 2, CUT OFF FRQ, LEVEL, KBD FOLLOW, RESONANCE, MOD DEPTH, EG DEPTH, MOD FUNCTION, EG SELECTOR

**VCF 2**  
INPUT, VCF 1 HP, VCO 2, CUT OFF FRQ, KBD FOLLOW, RESONANCE, MOD DEPTH, EG DEPTH, MOD FUNCTION, EG SELECTOR

**VCA 1**  
HP LP, A, C, HOLD, EG, VCF 1, EG, VCF 1, MOD DEPTH, VCO 1, MOD FUNCTION

**VCA 2**  
HP LP, A, C, HOLD, EG, VCF 2, EG, VCF 2, MOD DEPTH, VCO 2, MOD FUNCTION

**TRIGGER**  
LFO, NORMAL, SINGLE, MULTI

**SEQUENCER**  
CLOCK, MANUAL, KBD, CLOCK SPEED, START STOP, HOLD, STEP, PITCH (1-8), EG 1, EG 2, EG 3, ATTACK, DECAY, SUSTAIN, RELEASE, LEVEL, TIME

**LFO**  
EG SELECTOR, EG DEPTH, SPEED

**EXTERNAL**  
TRIGGER LEVEL, SIGNAL LEVEL

**PORTAMENTO**  
L, S

**PITCH BEND**  
LIMITER, L, S

**PHONES**  
BALANCE

Date \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**OUTPUT**  
VOLUME, BALANCE

**POWER**  
PHONES

# SOUND MEMO

CS-30

**PITCH**  
TUNE, DE TUNE VCO 1, EG SELECTOR

**VCO 1**  
SEG K80, FEET, PW, EG DEPTH, MOD VCO 2, PWM, FUNCTION L-MODULATION, DEPTH

**VCO 2**  
SEG K80, FEET, PW, EG DEPTH, MOD VCO 2, PWM, FUNCTION L-MODULATION, DEPTH

**VCF 1**  
INPUT, CUT OFF FRQ, LEVEL, KBD FOLLOW, RESONANCE, MOD FUNCTION, EG SELECTOR

**VCF 2**  
INPUT, CUT OFF FRQ, LEVEL, KBD FOLLOW, RESONANCE, MOD FUNCTION, EG SELECTOR

**VCA 1**  
HP LP, A C, HOLD EG, VCF 1, EG

**VCA 2**  
HP LP, A C, HOLD EG, VCF 2, EG

**TRIGGER**  
CLOCK SPEED, MANUAL, START STOP, HOLD, STEP, LFO (NORMAL, SINGLE, MULTI)

**SEQUENCER**  
CLOCK, MANUAL, KBD, 1-8, PITCH, EG 1, EG 2, EG 3, ATTACK, DECAY, SUSTAIN, RELEASE, LEVEL, TIME

**LFO**  
EG SELECTOR, EG DEPTH, SPEED

**EXTERNAL**  
TRIGGER LEVEL, SIGNAL LEVEL

**PORTAMENTO**  
L, S

**PITCH BEND**  
LIMITER, L, S

Date

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**OUTPUT**  
BALANCE, PHONES

**POWER**  
VOLUME, PHONES

**PITCH**  
TUNE, DE TUNE VCO 1, EG SELECTOR

**VCO 1**  
SEG K80, FEET, PW, EG DEPTH, MOD VCO 2, PWM, FUNCTION L-MODULATION, DEPTH

**VCO 2**  
SEG K80, FEET, PW, EG DEPTH, MOD VCO 2, PWM, FUNCTION L-MODULATION, DEPTH

**VCF 1**  
INPUT, CUT OFF FRQ, LEVEL, KBD FOLLOW, RESONANCE, MOD FUNCTION, EG SELECTOR

**VCF 2**  
INPUT, CUT OFF FRQ, LEVEL, KBD FOLLOW, RESONANCE, MOD FUNCTION, EG SELECTOR

**VCA 1**  
HP LP, A C, HOLD EG, VCF 1, EG

**VCA 2**  
HP LP, A C, HOLD EG, VCF 2, EG

**TRIGGER**  
CLOCK SPEED, MANUAL, START STOP, HOLD, STEP, LFO (NORMAL, SINGLE, MULTI)

**SEQUENCER**  
CLOCK, MANUAL, KBD, 1-8, PITCH, EG 1, EG 2, EG 3, ATTACK, DECAY, SUSTAIN, RELEASE, LEVEL, TIME

**LFO**  
EG SELECTOR, EG DEPTH, SPEED

**EXTERNAL**  
TRIGGER LEVEL, SIGNAL LEVEL

**PORTAMENTO**  
L, S

**PITCH BEND**  
LIMITER, L, S

Date

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**OUTPUT**  
BALANCE, PHONES

**POWER**  
VOLUME, PHONES

for your original sound



# PIPE ORGAN

\* Set the arrow-indicated controls to the positions where the desired tone is produced.

\*1 Adjust the positions of the arrow-indicated controls to produce a tone that best suits your taste.

\*2 Use the PITCH BEND.

\*3 Set the arrow-indicated control to the position where the desired tone is produced.

# CLARINET THROUGH FUNK BOX

Control panel for Clarinet sound. Includes sections for LFO, PITCH, VCO 1, VCO 2, VCF 1, VCF 2, VCA 1, VCA 2, TRIGGER, EG 1, EG 2, EG 3, and OUTPUT. Red arrows point to specific controls: VCF 1 Resonance, VCF 2 Resonance, and the Pitch Bend slider.

Control panel for Clarinet sound, right side. Includes sections for VCA 1, VCA 2, TRIGGER, EG 1, EG 2, EG 3, and OUTPUT. Red arrows point to specific controls: VCF 1 EG, VCF 2 EG, and the Pitch Bend slider.

- \*1 USE the PITCH BEND.
- \*2 While listening to the sounds, set the control indicated by an arrow in accordance with your taste.
- \*3 Set the slide levers in a free manner according to your taste.

Control panel for Steel Drum sound. Includes sections for LFO, PITCH, VCO 1, VCO 2, VCF 1, VCF 2, VCA 1, VCA 2, TRIGGER, EG 1, EG 2, EG 3, and OUTPUT. Red arrows point to specific controls: VCF 1 Resonance, VCF 2 Resonance, and the Pitch Bend slider.

Control panel for Steel Drum sound, right side. Includes sections for VCA 1, VCA 2, TRIGGER, EG 1, EG 2, EG 3, and OUTPUT. Red arrows point to specific controls: VCF 1 EG, VCF 2 EG, and the Pitch Bend slider.

\* The arrow-indicated controls may be set freely according to your taste.

# STEEL DRUM

# PLUS 5TH INTERVAL

\* Set the arrow-indicated controls freely to best suit your taste.

\* The two controls indicated by arrows may be set in a free manner to match your preference.

# LOVE SONG ON THE TELEPHONE LINE

# PLAYFUL PING-PONG BALL

\* Use these sounds to play a mysterious melody.

# CRY FROM THE BOTTOM OF THE EARTH

# SOUND MEMO

This screenshot shows the top-left section of the CS-30L interface. It includes controls for LFO (TUNE, SPEED, EG DEPTH, EG SELECTOR), VCO 1 and VCO 2 (FEET, PW, MOD VCO 2), VCF 1 and VCF 2 (INPUT, LEVEL, KBD FOLLOW, RESONANCE, MOD DEPTH, EG DEPTH, MOD FUNCTION, EG SELECTOR), and EXTERNAL (DEPTH, FUNCTION, TRIGGER LEVEL, SIGNAL LEVEL). At the bottom, there are four sliders for PORTAMENTO, SUSTAIN, BRILLIANCE, and PITCH BEND.

This screenshot shows the top-right section of the CS-30L interface. It includes VCA 1 and VCA 2 (HP, LP, EG, MOD DEPTH, MOD FUNCTION), TRIGGER (LFO, NORMAL, SINGLE, MULTI), EG 1, EG 2, and EG 3 (LFO, VCF 1, VCA 1, PITCH, VCF 2, VCA 2, ATTACK, DECAY, SUSTAIN, RELEASE, LEVEL, TIME), and OUTPUT (BALANCE, VOLUME, PHONES, POWER).

Date

This screenshot shows the bottom-left section of the CS-30L interface, identical to the top-left section, displaying controls for LFO, VCO, VCF, and EXTERNAL parameters, along with PORTAMENTO, SUSTAIN, BRILLIANCE, and PITCH BEND sliders.

This screenshot shows the bottom-right section of the CS-30L interface, identical to the top-right section, displaying controls for VCA, TRIGGER, EG, and OUTPUT parameters.

Date

# SOUND MEMO

LFO TUNE SPEED DE TUNE VCO 1 EG DEPTH EG DEPTH EG SELECTOR	PITCH TUNE DE TUNE VCO 1 EG DEPTH EG DEPTH EG SELECTOR	VCO 1 FEET PW PW MOD VCO 2	VCO 2 FEET PW PW MOD VCO 2	VCF 1		VCF 2		VCA 1 VCF 1 VCF 2 MOD DEPTH MOD DEPTH MOD FUNCTION	VCA 2 VCF 2 EG MOD DEPTH MOD DEPTH MOD FUNCTION	TRIGGER LFO SINGLE MULTI	EG 1			EG 2			EG 3			OUTPUT BALANCE VOLUME PHONES POWER				
				INPUT		CUT OFF FRQ					INPUT		CUT OFF FRQ		A			C			E			
				LEVEL	KBD FOLLOW	RESONANCE	CUT OFF FRQ				LEVEL	KBD FOLLOW	RESONANCE	CUT OFF FRQ	LFO	VCF 1	VCA 1	LFO	VCF 1		VCA 1	LFO	VCF 1	VCA 1
EXTERNAL		DEPTH	DEPTH	VCF 1		VCF 2		LIMITER		INITIAL ATTACK LEVEL LEVEL			ATTACK TIME TIME			DECAY TIME TIME			SUSTAIN LEVEL LEVEL			RELEASE TIME TIME		
TRIGGER LEVEL	SIGNAL LEVEL	FUNCTION	FUNCTION	PORTAMENTO	SUSTAIN	BRIILLANCE	PITCH BEND	Date																

LFO TUNE SPEED DE TUNE VCO 1 EG DEPTH EG DEPTH EG SELECTOR	PITCH TUNE DE TUNE VCO 1 EG DEPTH EG DEPTH EG SELECTOR	VCO 1 FEET PW PW MOD VCO 2	VCO 2 FEET PW PW MOD VCO 2	VCF 1		VCF 2		VCA 1 VCF 1 VCF 2 MOD DEPTH MOD DEPTH MOD FUNCTION	VCA 2 VCF 2 EG MOD DEPTH MOD DEPTH MOD FUNCTION	TRIGGER LFO SINGLE MULTI	EG 1			EG 2			EG 3			OUTPUT BALANCE VOLUME PHONES POWER				
				INPUT		CUT OFF FRQ					INPUT		CUT OFF FRQ		A			C			E			
				LEVEL	KBD FOLLOW	RESONANCE	CUT OFF FRQ				LEVEL	KBD FOLLOW	RESONANCE	CUT OFF FRQ	LFO	VCF 1	VCA 1	LFO	VCF 1		VCA 1	LFO	VCF 1	VCA 1
EXTERNAL		DEPTH	DEPTH	VCF 1		VCF 2		LIMITER		INITIAL ATTACK LEVEL LEVEL			ATTACK TIME TIME			DECAY TIME TIME			SUSTAIN LEVEL LEVEL			RELEASE TIME TIME		
TRIGGER LEVEL	SIGNAL LEVEL	FUNCTION	FUNCTION	PORTAMENTO	SUSTAIN	BRIILLANCE	PITCH BEND	Date																

for your original sound

