patchW·O·R·K

If you're still waiting to see your particular synth featured in these pages, then why not be the first to submit some sounds?

Don't forget that if your patch gets published, you'll receive a **free year's subscription** to MUSIC TECHNOLOGY with our compliments. So send us your favourite sounds on a photocopy of an owner's manual chart (coupled with a blank one for artwork purposes) accompanied by a short demo-tape (don't worry too much about classic performances and impeccable recording quality; just present your sounds simply and concisely – and convince us you're the best of the bunch). Include a decent-length description of your sound and its musical purpose in life, and write your full name and address on each chart. And remember, edited presets are all very well, but an original masterpiece is always preferable. OK?

The address to send sounds to: Patchwork, MUSIC TECHNOLOGY, Alexander House, 1 Milton Road, Cambridge, CB4 1UY. ■

CASIO CZ101
Snare With A Tail
Olli Kaarnisto, Finland

Seeing as this month's *Sounds Natural* is all about synthesising the snare drum, we felt Olli's set of percussion sounds had arrived at an opportune moment. This is our favourite from the range of bass, tom and snare sounds submitted – it's a punchy, fairly sharp snare that should blend well in any mix. ■

PARAMETER | LINE SELECT: 1+2'

MODULATION RING	MODULATION NOISE
OFF	ON

(ON/OFF)

DETUNE +/-	DETUNE OCTAVE	DETUNE NOTE	DETUNE FINE
-	1	08	60

(+/-) (0-3) (0-11) (0-99)

VIBRATO WAVE	VIBRATO DELAY	VIBRATO RATE	VIBRATO DEPTH	OCTAVE +/-	OCTAVE RANGE
3	12	52	59	-	1
(1-4)	(0-99)	(0-99)	(0-99)	(+/-)	(0-1)

1

DCO 1

WAVE FORM FIRST	WAVE FORM SECOND
2	0

(1-8) (0-8)

ENV (PITCH)

STEP	1	2	3	4	5	6	7	8	
RATE	99	90	50	50					(0-99)
LEVEL	45	55	00	00					(0-99)
SUS/END				END					

DCW 1

KEY FOLLOW
0

(0-9)

ENV (WAVE)

STEP	1	2	3	4	5	6	7	8	
RATE	99	84	50						(0-99)
LEVEL	99	45	00						(0-99)
SUS/END			END						

DCA 1

KEY FOLLOW
9

(0-9)

ENV (AMP)

STEP	1	2	3	4	5	6	7	8	
RATE	99	53							(0-99)
LEVEL	99	00							(0-99)
SUS/END		END							

2

DCO 2

WAVE FORM FIRST	WAVE FORM SECOND
6	4

(1-8) (0-8)

ENV (PITCH)

STEP	1	2	3	4	5	6	7	8	
RATE	90	53	29						(0-99)
LEVEL	83	00	00						(0-99)
SUS/END			END						

DCW 2

KEY FOLLOW
9

(0-9)

ENV (WAVE)

STEP	1	2	3	4	5	6	7	8	
RATE	99	27							(0-99)
LEVEL	82	00							(0-99)
SUS/END		END							

DCA 2

KEY FOLLOW
9

(0-9)

ENV (AMP)

STEP	1	2	3	4	5	6	7	8	
RATE	95	44	50						(0-99)
LEVEL	98	43	00						(0-99)
SUS/END			END						

BIT 99
Bits 'n' Pieces
Nigel Craig, Bangor, NI

A selection of sounds from Nigel for the Bit 99. Included are the parameter names, so Bit One owners should be able to adapt the sounds for their keyboards (it seems the only parameter that may differ in intensity is the LFO modulation, so set that one to taste). The sounds are briefly described as:

Juno Strings (A): an attempt to emulate a typical Roland Junos' string sound, but obviously without the chorus.

Bellow Church Organ (B): as named but without the pumping and squeaking.

Synth Chimes (C): a synthesised chime to imitate the chimes of old-fashioned clocks.

Psycho Synth Bell (C): a synth bell with a 'psycho' detuning ring. ■

No.	Parameter	(A)	(B)	(C)	(D)
LFO					
01	Triangle	-	-	01	01
02	Ramp	-	-	-	-
03	Square	-	-	-	-
04	DCO1	-	-	01	-
05	DCO2	-	-	01	-
06	VCF	-	-	-	-
07	VCA	-	-	-	-
08	Delay	-	-	-	-
09	Rate	-	-	20	28
10	Rate (Dyn)	-	-	-	-
11	Depth	-	-	31	39
12	Wheel Amt	-	-	63	47
VCF					
13	Attack	06	07	-	-
14	Decay	27	07	40	08
15	Sustain	-	26	-	34
16	Release	15	12	63	58
17	Attack (Dyn)	-	-	-	-
18	Track	16	10	20	19
19	Cut Off	27	26	21	-
20	Resonance	-	10	-	-
21	Envelope	15	20	50	45
22	Env (Dyn)	45	-	26	06
23	Invert	-	-	-	-
DCO1					
24	32'	01	01	-	-
25	16'	-	-	-	-
26	8'	-	-	01	01
27	4'	-	-	-	-
28	Triangle	-	01	01	01
29	Ramp	01	-	-	-
30	Pulse	01	-	-	-
31	Frequency	-	-	-	-
32	Pulse Width	-	-	30	16
33	PW (Dyn)	-	-	-	-
34	Noise	-	-	-	-
DCO2					
35	32'	01	-	-	-
36	16'	-	01	-	-
37	8'	-	-	01	01
38	4'	-	-	-	-
39	Triangle	-	01	-	01
40	Ramp	01	-	01	-
41	Pulse	01	-	-	-
42	Frequence	-	-	-	-
43	Pulse Width	-	-	07	16
44	PW (Dyn)	30	-	60	-
45	Detune	12	11	04	11
VCA					
46	Attack (Dyn)	01	40	47	-
47	Amount (Dyn)	-	46	-	40
48	Program Vol	63	63	63	63
49	Attack	19	09	-	01
50	Decay	-	11	63	38
51	Sustain	63	31	-	-
52	Release	28	04	44	47
LFO2					
53	Triangle	-	-	01	01
54	Ramp	-	-	-	-
55	Square	-	-	-	-
56	DCO1	-	-	-	01
57	DCO2	-	-	-	-
58	VCF	-	-	-	-
59	VCA	-	-	-	-
60	Delay	-	-	-	24
61	Rate	-	-	-	23
62	Rate (Dyn)	-	-	-	-
63	Depth	-	-	-	63
12	Wheel Amount	-	-	-	-