Ultra Swamp Pro Manual V.1.1

HGFortune's famous and by some deeply beloved swamp thing has risen to new dimensions!

Ultra Swamp is completely reworked version of Swamp so there are a quite a few differences to the prior versions and a hugely increased sonic potential! It's really for the good, the bad and the weird sounds thus ranging from sweet over dark to really strange stuff; transforming the wave samples beyond recognition. Not just for pads and atmos but also for snappy percussive and sequencer sounds.

Although it does look not a very complex synthesizer - don't let yourself get fooled by this as the sonic results will proove different. This is a very versatile synthesizer but is fairly easy to edit. The patch programmers had so much fun with it they did 3 additional complete banks of incredible patches!

Main features (based on Pro version):
2 x PCM wave oscillators with 256 waves in 2 banks as primary soundsources
1 x Ringmodulator as 1st secondary soundsource
1 x Timbremodulator as 2nd secondary soundsource
1 x Filter - 3 types (LoPass, HiPass, BandPass), ADSR EG with 3 Response Modes, Vel control on A & D,
1 x 4 channel adaptive mixer for cutoff modulation
1 x VCA EG (ADSR) with 3 Response Mode and Vel control on Attack & Decay
1 x Delay, 1 x Pan
3 x LFO
1 x S&H
1 x DLFO (Double LFO with two outputs and phaseshifting)
1 x special Pitch LFO with Speed Up/Down options
1 x ADSR EG as modsource for RM / TM
1 x Gator not only on Level but optional for Filter and delay Pan too
1 x Delay with several options for panning delayed signal
1 x Stereo Flanger
1 x Stereo Reverb
1 x Bass Enhance
1 x XY-Joypad with 6 controls for 12 destinations and optional display for LFO & Aftertouch motion
3 x Lazy Buttons
12 voices, 512 patches (1 internal bank, 3 external banks)

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<u>Differences of Free version:</u>
Free version: only LowPass filter, 3 voices, EG 3 mono, no internal patch management, no MIDI Learn, no velocity control on Attack / Decay of VCF / VCA EG, no SF2 Load, 128 internal patches, but two easter egg gimmicks ;-)

The Soundsources
Primary: 2 Oscillators

As sonic heart serve 2 pcm wave oscillators (using sf2 files with carefully selected waves). Each oscillator has options for semitone settings (0 to +11), octave (-2 to +2). Detune slider to spread both slightly off tune. Each oscillator has a Mute Button and a level knob for level adjuastment. Both oscillators can be balanced to each other and this output can be balanced to direct out (of VCA) or the Filter.

Secondary: Ring modulator & Timbremodulator

Both modulators have a Mute Button and a level knob for level adjuastment. Both modulator outputs can be balanced to each other and this output can be balanced to direct out (of VCA) or the Filter.
Note: Using oscs. as input source for the modulators the signal is drectly from the oscillators and NOT from the leveled output of these!

Ringmodulator is bascially a multiplication of two signals while one is an audio signal the other one is an AC current (a sine wave) of ususally 50Hertz which will result in generating a new signal featuring the sum and diffenence of the input. In this case the frequency of the AC current can be adjusted approximately from 7 to 100 Hertz which is quite a range for affecting the audiosignal. Also there are several mod sources selectable to modulate the frequency giving you even more expression. Note: Man is ranging from 7 to 100Hz, while 7-50 ranges from 7 to 50 Hertz so it's easy to get the RM common 50Hz setting.

Using the Amount knob you can determine the amount of AC affecting the audio signal from 50 to 100%.so you can smooth the RM effect to a certain extend. Below 50% it would affect the overall level to much so this has intentionally been limited.
Input source for Ringmodulation: Osc1, Osc 2, Osc 1 & 2, and Timbro Mod output.

RingMod modsources: Man, LFO 1, LFO 2, LFO 3, S n H, ATch, ModW, MEG3+, MEG3-, KTrk +, 7~50Hz

Please note: Ringmodulation is done per voice played!

Timbremodulation generates some upper harmonics from the input signal by a special technique. Though the processing is partly done by a delay with a range between fanger & chorus the decisive step is done before the delay to get the upper harmonics. The delay does serve mainly to provide some additional charakter e.g. a more metallic sound. Thus via ModAmount you are actually controlling the delay time with selectable modsources while density gives a more pronounced peak to the signal, like feedback for a flanger. Thus in using EG 3 you can shape very pronounced metallic attacks and even manual settings can produce some really exciting sounds.

TimbreMod modsources: Man, ATch, ModW, MEG3+, MEG3-, KTrk +

Input source for Timbremodulation: Osc1, Osc 2, Osc 1 & 2.

Please note: Timbremodulation is done per voice played too!

The Filter section

There are three types of different resonant filters selectable: 24dB LowPass, 12dB HighPass, and BandPass. Cutoff and Resonace knobs are quite obvious. For modulating Cutoff there is a 4 channel adaptive mixer of different selectable modsources. The mixer is adaptive which means with one knob at max and the others at min the one up provides 100% mod amount, with two knobs at max each one contributes 50% mod amount, with there at max each one 33,3% modamount and all four at max each 25% mod amount. So 100% will never be exceeded. Raising one will lower others amount respectively. This allows the creation of very distinctive modulations esp., when different LFO are selected to get a new waveshape out of the two.

There is a dedicated ADSR EG for the filter with three response modes; Normal, Exponential and reverse Exponential (wchich allows most snappy evelopes)., Also Attack and Decay can be modulated by velocity to shorten or to legthen time.

CutOff MixMod 1: Vel +, Vel -, KTrk+, KTrk-
CutOff MixMod 2: FEG +, FEG -
CutOff MixMod 3: Man, LFO 1, LFO 2, LFO 3, S n H, ModW, Gator, ATch +, ATch -
CutOff MixMod 4: Man, DLFO1, DLFO2, LFO 1, LFO 2, LFO 3, ModW, Gator

Mod Sources

There are 3 LFO, 1 Sample & Hold (S&H) 1 Double LFO with two wave outputs and phaseshifting between these waves (best used for the stereo flanger), 1 ADSR EG 3 (for each voice played) and 1 Gator which is usable not only the affect the output level

There is a dedicated Pitch LFO which can also be controlled by Aftertouch or Modwheel and allows setting for speeding up or down.

For LFO 1 -3 and DLFO there is a dedicated button for KeySync i.e. retrigger the wave to start from 0 on 1st keystroke (or at next keystroke after all keys have been released) *but you might get keyclicks when not playing Legato if the LFO amount is quite high already*. This is retrigger option is used for the Gator by default so it will always start on the spot.

The Gator is basically to affect the audio level but here also optional for Filter Cutoff and panning of delayed signal. Tempo of the Gator can be set in divisions related to bpm with optional offset Offset (Off, MWSpdUp, AT SpdUp). Use Shuffle to make the gating effect groove. GateLen(gth) determines the length audio signal will pass through the gate. With Attack and Release you can shape the gate to open/close from hard to softer. A further interesting option is you can mix the amount of gate affecting the audio signal even with optional modulation so this gives some more nice expressiveness to the sound.

Gator Mix modsources: Man, ModW, AT +, LFO 1, LFO 2, LFO 3, S n H

As further realtime modsources via MIDI Aftertouch and modwheel can be selected on many destinations.

ADSR VCA EG for shaping the audiosignal in level, with thre response modes: Linear, Exp(onential), and Rev(erse) Exp(onential) with the that being best for snappy envelopes. Attack and Decay can be lenghtend or shortened by velocity.

Also you may choose a voice allocation or poly mode:
Soft Steal - The same voice is re-used. Much like mono mode, Envelopes do not hard-reset to zero but start from current level. Usefull for synthesizing keyboard instruments. e.g. E-Piano.

Hard Steal - Each new note is allocated a fresh unused voice. Envelopes always start from zero.
The older voice is faded-out to prevent the old note's release tail from sounding 'under' the new note.

Overlap (in most cases to be preferred or best for padlike sounds) - Same as above, except the older voice continues to sound along with the new one. Useful for ensemble sounds like string sections where several instruments can play the same note.

Mono Mode can be set with option for Legato (if Off) or Retrigger.(if On)

The Joypad
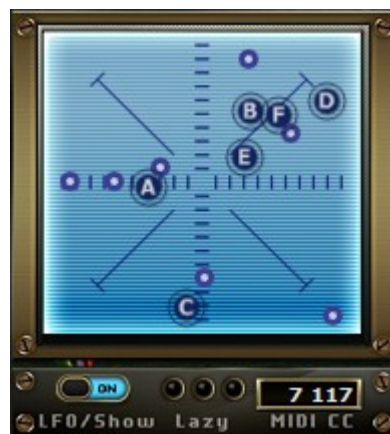
features 6 joy-controllers labelled from A to F which are connected to two destinations (as there is X and Y) so this makes it quite simple even for editing patches as the related knobs move accordingly – a fast shortcut for programming this synth so to speak.

A = Osc 1:2 Mix & TM:RM Mix	B = both Dir : Filter	C = Cutoff & Resonance
D = Cut Mod 3 & 4	E = TM ModAmnt & Density	F = RM ModAmnt & RM Amnt

On a 2nd level of the Joypad there is an optional display for LFO motion including Aftertouch too. Use switch LFO Show to set to on or off.

Effect & Output section

(Note: Each effect has a dedicated on/off button for instant switching.)

Pan has different modes as it cotrols both the undelayed and the delayed signal. Normal pan is to have undelayed and delayed signal move to left or right together. Next is to move delayed signal into oppsite direction of undelayed signal. And some further modsources allow even more options for the delayed signal e.g. like Gator.

Pan options:
<-Pan-> - normal = undelayed and delayed signal move to same direction
P<->Dly - undelayed and delayed signal move to opposite direction = one to left the other to right
P<Dly> - spreads the delayed signal wider than just to one side.
L3<Dly> - LFO 3 modulates Pan of delayed signal
At+<Dly>, At-<Dly> - Aftertouch modulates Pan of delayed signal
Gt<Dly>, Gt-<Dly> - Gator modulates Pan of delayed signal

Though Delay is a mono delay it has dedicated pan option with modulations at the Pan Section, so you can really spread the sound in panorama. Delay is bpm synced in divisions of notelength plus settings and knob for manual offset. Knobs for Delay Level and feedback do waht they are supposed to.

Stereo Flanger gives what you expect it for with basic controls for Depth, Feedback and Mix plus there are dirfferent modsources selectable for Depth and Mix. As there are two modulatable parameters you should try a manual setting for Depth and modulate Mix.

Flanger Depth: Man, DLFO, LFO 1, LFO 2, LFO 3, S n H, Gator, ModW, ATch -
Flanger Mix: Man, LFO 3, ModW, ATch +, ATch -, Off

Stereo Reverb with basic controls for Width and Room/Size and Reverb Mix knob. In addition there is also a Low Cut knob to remove unwanted low rumbling frequencies in order tor prevent the reverb from 'shattering'. You can even set a (short) predelay for the reverb to increase depth. Color is to have reverb more or less bright.

With Bass Enhance you add some Bass punch which is not affected by the reverb at all as it bypasses that section.

Below the Patch selector are 6 buttons:
Name = Edit / Done to edit the patchname
Patch Copy = to copy a patch to a different location
Inst Load and Save for storing a patch as fxp files
Bank Load and Save for storing a bank as fxb files

Hint: Using long attack and/or release settings will increase CPU-usage - remedy: lower release at filter ADSR, lower release at ADSR at VCA EG and raise delay level instead. Esp. have an eye on EG 3 if it is actually in use – if not then you might set all sliders to zero.

Hint: In the internal bank you'll find near the end some patches labelled [Tut] which are Tutorial patches to explore certain features (refered to in the patch name) within UltraSwamp. By experimenting with the related controls you'll get soon familiar with that features. Learning by doing is in most cases best and efficient ;-)

Credits and further info
The Synthesizer has been created by H. G. Fortune with Synthedit by Jeff McClintock.

Patches were kindly done by **Dimitri Schkoda (DS), Kujashi (KJ), EdTen Eyck (EDT), Phil Garrison** (PG) **and a few by HGF**

This VSTi uses further modules by David Haupt, Kelly D. Lynch, Peter Schoffhauzer, Daz Diamond, Lance Putnam, Oli Larkin, Etric van Mayer, et al.

The stunning GUI was kindly done by Malik Trey who is actually a musician doing great score music!
Check it out and enjoy: www.malik-trey.com

Thank you, guys!

VSTI by H. G. Fortune:
More VSTI: http://www.hgf-synthesizer.de
H. G. Fortune
G. Hager
Almaweg 49
53347 Alfter
0228/5344207
Germany
email: fortune@flomo-art.de

www.hgf-synthesizer.de

official support forum on kvr: http://www.kvraudio.com/forum/viewforum.php?f=149

HGFortune Synthesizer on facebook (feel free to use I like ;-):
HGFortuneSynthesizer

Open group for users, fans, friends and supporters: on www.facebook.com
This is not a technical support forum rather than for news, communication among users e.g. sharing ideas, images, videos and music.

Additional credit (related to one of the easter eggs in the Free version) goes to Mantan Moreland a great comedian in the 1940ies probably best known for his role as sidekick of Charlie Chan (Sidney Toler) in several movies.

Appendix 1

List of 128 waveforms in bank #0

000 [Syn]AfricanSaw	032 [Syn]GoodLow	064 [Syn]SawsOff	096 [SyW]ClavinetHi
001 [Syn]AtkDroney	033 [Syn]GrowlSpit	065 [Syn]SawsSoftwide	097 [SyW]ClaviOrg
002 [Syn]AtkOpnBrass	034 [Syn]Growly	066 [Syn]SawsWet	098 [SyW]ClaviRound
003 [Syn]BariSync	035 [Syn]HiPassed	067 [Syn]Sawyorg	099 [SyW]ClaviSoft
004 [Syn]Bassical	036 [Syn]HollowSaw	068 [Syn]SawyPulse	100 [SyW]FakeEGuit
005 [Syn]BellInharm	037 [Syn]HvyBrite	069 [Syn]Saxorguitar	101 [SyW]FM-BelPiano
006 [Syn]Bellatrix	038 [Syn]HvySyncFZ	070 [Syn]Sharpening	102 [SyW]FM-Dark
007 [Syn]BellPadBreath	039 [Syn]HybridBras	071 [Syn]SharpWob	103 [SyW]FMHeavy
008 [Syn]Belltronic	040 [Syn]KS-FatBras	072 [Syn]ShredSync	104 [SyW]FMishBrite
009 [Syn]BigBroad	041 [Syn]LowXsaw	073 [Syn]SimpleSine	105 [SyW]FMishHollow
010 [Syn]BigClassic	042 [Syn]MarimInkosi	074 [Syn]Simplify	106 [SyW]FMishNarrow
011 [Syn]BigSaw	043 [Syn]MedSyncFZ	075 [Syn]Slow	107 [SyW]FMishOboe
012 [Syn]BlueSync	044 [Syn]MetAtkF	076 [Syn]Slowdrive	108 [SyW]FMishSaxy
013 [Syn]Brasstrin	045 [Syn]Narronics	077 [Syn]Slurper	109 [SyW]FMishSoft
014 [Syn]BriteBras	046 [Syn]Nasalic	078 [Syn]SoftDigiBell	110 [SyW]FM-Lite
015 [Syn]Chordy	047 [Syn]Nopia	079 [Syn]SpitBras	111 [SyW]FMSpectral
016 [Syn]Cidaria	048 [Syn]Nothync-H	080 [Syn]Square	112 [SyW]HollowClavi
017 [Syn]Claviculi	049 [Syn]OpenJaws	081 [Syn]SquawSaw	113 [SyW]Inharm-015
018 [Syn]Crunched	050 [Syn]OscarSync	082 [Syn]StabMeUp	114 [SyW]Inharm-032
019 [Syn]DigiAtck	051 [Syn]OutWired	083 [Syn]Synced	115 [SyW]Inharm-213
020 [Syn]DigiPad2	052 [Syn]PaddyBell	084 [Syn]SyncedOsc	116 [SyW]Inharm-282
021 [Syn]DigiString	053 [Syn]PepeGoes	085 [Syn]ThinSaw	117 [SyW]Inharm3
022 [Syn]DigisynLite	054 [Syn]PPGishPad	086 [Syn]TurblinHi	118 [SyW]InharmBell
023 [Syn]Digitalis	055 [Syn]ProphetSaws	087 [Syn]TurblinLo	119 [SyW]Inharm-IX
024 [Syn]Digitronic	056 [Syn]PS6-FatSaw	088 [Syn]Wahish	120 [SyW]InharmOrg4
025 [Syn]DigWaveX	057 [Syn]PSynHit	089 [Syn]WarmAnalog	121 [SyW]InharmRound
026 [Syn]DistSync	058 [Syn]Punched	090 [Syn]WideDigi	122 [SyW]Inharm-VI
027 [Syn]DuoWave	059 [Syn]Purity	091 [Syn]XPulsed	123 [SyW]InHrmDrill 1
028 [Syn]DXEP-Base	060 [Syn]PWM-6T	092 [Syn]Zephir	124 [SyW]InHrmDrill 2
029 [Syn]DXitar	061 [Syn]RhodesIsle	093 [SyW]ClaviBrite	125 [SyW]InHrmSync
030 [Syn]EyyYa	062 [Syn]Roaring60s	094 [SyW]Clavikhan	126 [SyW]SoftNarrow
031 [Syn]FogHorn	063 [Syn]Rodikhan	095 [SyW]ClaviMed	127 [SyW]Wahhh

List of 128 waveforms in bank #1

000 [Cpl]AtkWonder	032 [Orc]AsianMetal	064 [xFx]AbstractArc	096 [xFx]InvWarpoon
001 [Cpl]BellSpaceX	033 [Orc]BigOrchStr	065 [XFx]AI Ham Bra	097 [xFx]LightningL
002 [Cpl]Cinematic	034 [Orc]BowedStrs	066 [xFx]AlienQuark	098 [xFx]LostInSpace
003 [Cpl]Clarimbowed	035 [Orc]BroadBras	067 [xFx]AlienSpectr	099 [XFx]Monkish
004 [Cpl]Darkness	036 [Orc]Ensemblon	068 [xFx]ArcaneLoop	100 [xFx]MovinBell
005 [Cpl]DeepSpaceX	037 [Orc]EthnicVoc	069 [xFx]ArcaNostra	101 [xFx]NoiseBug
006 [Cpl]EerieVox	038 [Orc]ExotAtck	070 [xFx]Bach	102 [XFx]NoiseFume
007 [Cpl]FemBreath	039 [Orc]Fanfare	071 [xFx]BellCave	103 [XFx]NoizMetal2
008 [Cpl]FlyingPad	040 [Orc]FarFeesa	072 [XFx]BellMaze	104 [XFx]NoizTube
009 [Cpl]Forlorn	041 [Orc]FrankHorn	073 [xFx]Bubbly	105 [xFx]OuterPad
010 [Cpl]FullBrite	042 [Orc]FrankHorn2	074 [XFx]CaveDrops	106 [XFx]RadioBad
011 [Cpl]GhostBreath	043 [Orc]HeavyOrgI	075 [xFx]CaveMaze	107 [XFx]RainCrackle
012 [Cpl]GhostChoir	044 [Orc]HeavyOrgIIb	076 [xFx]Chicadas	108 [xFx]Realms
013 [Cpl]GlassBlojob	045 [Orc]India 2	077 [xFx]ChordedNze	109 [xFx]ResoBubble
014 [Cpl]GlassFlute	046 [Orc]Kwaier	078 [xFx]Clocks-rev	110 [xFx]RisingHigh
015 [Cpl]GlassyZone	047 [Orc]LongAhhh	079 [xFx]DarkRealms	111 [xFx]SamUnhold
016 [Cpl]Grumbling	048 [Orc]LongOoouh	080 [xFx]DeepAbyss	112 [xFx]ShipLiftOff
017 [Cpl]H2O-Phone	049 [Orc]Mandala	081 [XFx]Demons-r	113 [XFx]SloMind-r
018 [Cpl]MircalePad	050 [Orc]MegaStrngs	082 [XFx]Encoder	114 [XFx]S'n'H-Blipps
019 [Cpl]Morphomat	051 [Orc]Organic	083 [xFx]FarOut	115 [xFx]Spookie!
020 [Cpl]MysticVox	052 [Orc]Organox	084 [Xfx]Flashy	116 [xFx]StepFlow
021 [Cpl]Myths 1	053 [Orc]RealViolins	085 [xFx]Flowater	117 [xFx]StormWind
022 [Cpl]Sitaric	054 [Orc]SadFemale	086 [xFx]FX-Rattler	118 [XFx]Suspense
023 [Cpl]SparkleStr	055 [Orc]SoftyPad	087 [xFx]Haunted	119 [XFx]TalkMaze
024 [Cpl]SparklyGls	056 [Orc]SpaceOrgan	088 [xFx]Haunted-rev	120 [xFx]UnNatural
025 [Cpl]SynVocPad	057 [Orc]StarStrngs	089 [xFx]HeavyStrok	121 [xFx]Voegelei
026 [Cpl]UltraFloat	058 [Orc]Stringelized	090 [xFx]HiGhouls	122 [xFx]VX-Storm
027 [Orc]Aaahtificial	059 [Orc]Stringsys	091 [xFx]Infernal	123 [xFx]WaterStream
028 [Orc]AaaOhhhs	060 [Orc]Stringz	092 [XFx]Infernal-rev	124 [xFx]WeirdLoop
029 [Orc]ArtVox	061 [Orc]TubularWv	093 [xFx]Inferno	125 [xFx]WeirdTalk-r
030 [Orc]AsiaBlown	062 [Orc]WideStrngs	094 [xFx]InsideTube	126 [xFx]Woodland
031 [Orc]Asianic	063 [Orc]WoodPipes	095 [XFx]InTension	127 [xFx]Z-Bubbles

Appendix 2

MIDI-Implementation of MIDI CC for buttons, sliders & knobs   (recognized data valid from 0-127)

Main Vol	= 7	Gator Shuffle	= 34	Osc 1 Wave	= 70	LFO 1 Wav	= 102
BassEnh	= 8	GateLen(gth)	= 35	Osc 1 Mute	= 71	LFO 1 bpm	= 103
Pan Mod	= 9	Attack	= 36	Osc 1 Lvl	= 72	LFO 2 Wav	= 104
Pan	= 10	Release	= 37	Osc 1 Oct	= 73	LFO 2 bpm	= 105
Rev Mix	= 11	EG 3 Atck	= 39	Osc 1 Semit.	= 74	LFO 3 Wav	= 106
Rev On/Off	= 12	EG 3 Dcay	= 40	Osc 2 Wave	= 75	LFO 3 bpm	= 107
Rev Color	= 13	EG 3 Sust	= 41	Osc 2 Mute	= 76	SnH Mode	= 108
Rev LowCut	= 14	EG 3 Rels	= 42	Osc 2 Lvl	= 77	SnH bpm	= 109
RevWidth	= 15	VCA EG Atck	= 43	Osc 2 Oct	= 78	DLFO Wav	= 110
RevSize	= 16	VCA EG Dcay	= 44	Osc 2 Semit.	= 79	DLFO bpm	= 111
RevPreDelay	= 17	VCA EG Sust	= 45	Osc Mix 1:2	= 80	DLFO Phase	= 112
FlangerMix	= 18	VCA EG Rels	= 46	Dir:Filter Bal.	= 81	KSync 1-3	= 113
ModMix(src)	= 19	VCF EG Atck	= 47	RM Input src	= 82	KSync DLFO	= 114
Feedback	= 20	VCF EG Dcay	= 48	RM ModSrc	= 83	PitchLFObpm	= 115
Depth	= 21	VCF EG Sust	= 49	RMModAmnt	= 84	ModSrc	= 116
DepthMod(src)	= 22	VCF EG Rels	= 50	RM Amount	= 85	Mode	= 117
Flanger On/Off	= 23	VCF Mod 1	= 51	RM Mute	= 86	LFO Show	= 118
Delay Lvl	= 24	VCF Mod 1 src	= 52	RM Lvl	= 87		= 119
Feedback	= 25	VCF Mod 2	= 53	TM Input src	= 88		
bpm Offset	= 26	VCF Mod 2 src	= 54	TM ModSrc	= 89		
Delay bpm	= 27	VCF Mod 3	= 55	TMModAmnt	= 90		
Dly OffsetMod	= 28	VCF Mod 3 src	= 56	TM Density	= 91		
Delay On / Off	= 29	VCF Mod 4	= 57	TM Mute	= 92		
		VCF Mod 4 src	= 58	TM Lvl	= 93		
Gator Mix	= 30	Cutoff	= 59	Mix TM:RM	= 94		
Gator Mix Src	= 31	Resonance	= 60	Dir:Filter Bal.	= 95		
Gator On/Off	= 32		= 61				
Gator bpm	= 33		= 62				
			= 63				
		n.a./avoid *	38, 64-69				

You might use MIDI Learn or Edit via right click with mouse on the resp. Item (knob, button, selector etc.) to change these assignments.

* n.a./avoid refers to CC# 38, 64 to 69 as these are often used for system related MIDI messages by MIDI keyboards/devices

Note: In order to Restore the factory CC assignment this there is a single patch:

"UltraSwamp-MIDI-CC-Factory-Reset.fxp"

Loading this last into a bank before saving will reinstall the factory MIDI CC assignment. But it is crucial that patch is loaded directly into the bank and not via a preset manager's 2nd window like in MINIHost as this won't transfer these CC assignments! I don't know why but it is so.

Q & A:

Q. Why are the sf2 files stored internally ?
A: Because I'm fed up with having these found as illegal downloads on certain sites :-(

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