



Patch Information Document

Collection Name	The EXcess Virus												
Author	Ski												
Filenames	SkiEXV.s1m (samples – load into either RAM or Flash Memory), SkiEXV_R.s1v (patches – if samples in RAM), SkiEXV_F.s1v (patches – if samples in Flash).												
Date	July 7, 2000												
Contact Info	Email: ztja05@zdnetmail.com												
Voice Location(s)	Internal 1, locations A-01 through A-16 (synth sounds), and B-01 through B-16 ("infected" traditional instruments).												
Description/Notes	<p>Infect your EX with these patches and samples, and it will never sound the same. The EXcess Virus collection puts the sonic buzz of the Access Virus in your EX. Included are 64 single cycle samples from the Access Virus in EX format, along with 32 original patches. Every patch also has two variations stored in the Scenes, as well. The samples fit easily into the EX's stock 1 mb of RAM. No stock EX ROM samples are used in the patches; they're 100% Access Virus. I also tried to avoid doing anything in the patches that a real Virus wouldn't be capable of (well, OK, maybe two Virii, along with some add'l outboard effects). The first 16 patches are original synth type voices, while the second 16 are "infected" versions of traditional instruments. Quite a few of the 64 samples aren't used by any of my patches, so there's lots of room for your own original creations here.</p> <p>The EXcess Virus collection is provided as separate wave (.s1m) and voice (.s1v) files, rather than as a single .s1a ("All") file, so that your other synth, MIDI, etc. settings won't be overwritten. This also allows me to provide separate versions of the patches for RAM and Flash Memory without duplicating the wave data in two .s1a files.</p> <p>Be sure to try out all the controllers on these patches, and be sure to play across the entire range of the keyboard, and in a variety of styles. You can get a tremendous amount of variety by adjusting the various controllers. All controllers, with the exception of the FC and BC, are assigned to do something. Don't forget to try the "Scenes" with each patch, too; many qualify as patches unto themselves. Be aware that a few patches use AT to bend the pitch upwards by a max of one full note. If you're not used to this trick, it may take a little getting used to, but it's a great way to free your left hand to play, while not giving up the ability to pitch bend and modulate the sound. Besides, I've found it to be much more intuitive and inspiring to use than the pitch & mod wheel combo.</p> <p>In general, the controllers are routed in the following format for all the patches, but see the "Controller Info" tables below for details and exceptions on a patch by patch basis:</p> <table border="0"><tr><td>PW – Pitch bend, up/down one full note</td><td>KN1 – Attack</td></tr><tr><td>MW1 – LFO pitch/filter modulation</td><td>KN2 – Decay/Sustain</td></tr><tr><td>MW2 – Filter cutoff frequency</td><td>KN3 – Release</td></tr><tr><td>RB – Pitch bend, up/down one full octave</td><td>KN4 – Usually an effect, or LFO speed</td></tr><tr><td>AT – LFO pitch/filter mod, or pitch bend +1 note</td><td>KN5 – Reverb send</td></tr><tr><td>FC & BC – (not assigned)</td><td>KN6 – Chorus send (often a Phaser or Ensemble)</td></tr></table> <p><u>About the Access Virus Samples</u></p> <p>The 64 Access Virus samples in this collection were downloaded from www.Samplelibrary.net. Many thanks go to stef (email: stef@netwhere.de), who did an outstanding job creating them and posting them in .WAV & A3K formats for all to share. Overall, the quality of these samples is excellent, and the selection is a great example of the sonic range of the Virus. However, due to some very small math errors, the loops and tuning are not perfect (as is almost always the case with single-cycle samples). Most of the original samples exhibited some aliasing artifacts in the upper two octaves (roughly, above C5, but it varies by sample), and some clicking in the bottom octave. I worked on ALL the samples, tweaking the loops to minimize the effects, and adjusting the tuning. I was successful in eliminating the clicks in the bass, but you'll still hear the aliasing problems in some cases when playing high on the keyboard. I also attempted to minimize the presence of the aliasing in the creation of the patches themselves (though I intentionally left it quite noticeable in a couple to add a bit of spice!). If you find any samples out of tune, it's my fault; some of the Virus samples, with all their buzzy overtones at weird intervals, can be a bear to tune.</p>	PW – Pitch bend, up/down one full note	KN1 – Attack	MW1 – LFO pitch/filter modulation	KN2 – Decay/Sustain	MW2 – Filter cutoff frequency	KN3 – Release	RB – Pitch bend, up/down one full octave	KN4 – Usually an effect, or LFO speed	AT – LFO pitch/filter mod, or pitch bend +1 note	KN5 – Reverb send	FC & BC – (not assigned)	KN6 – Chorus send (often a Phaser or Ensemble)
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Copyright Info	Free to use and copy as desired. Re-distribution is allowed, as long as this information file is included. These patches are NEVER to be sold.												

Voice List & Descriptions (bank I-1 A, 1-8)					
#	Voice Name	Voice Type	Mono/Poly	Description	Performance Notes
1.	EXcess Virus	AWM Lead	Poly	The original strain, with lots of the signature Virus buzz.	Notes of very short duration have an interesting release. Hit Scene 1, and play in a quick staccato fashion for some quick techno. Scene 2 generates a strain with a softer attack.
2.	Biohazard	AWM Lead	Poly	A sustaining, somewhat organ-like infection, again with quite a bit of buzz.	The Scenes have a couple of effective applications of delay, reverb, and phaser.
3.	SkiVirus L01	AWM Lead	Poly	A poly Virus, but pretty much designed to be played one note at a time.	AT will bend pitch up by one full note. Wiggled, you get pitch mod at whatever rate you can wiggle your finger.
4.	Infection D7	AWM Lead	Poly	Somewhat Clav-like (did you guess?), but very heavy with Virus bite.	Use Scene 2, then lower the filter cutoff (MW2) to taste, and you'll turn this lead into an interesting pad.
5.	Outbreak	AWM Pad	Poly	A huge infection, with tons of Virii squealing around on top.	MW2 can vary the sound of this one significantly. Scene 2 has a creepy, slow attack/release version of the pad.
6.	Pox #951r	AWM Lead	Poly	A unique Virus, with both percussive and sustaining elements.	Good for both single note playing, and chords. Also good for Viral bass lines.
7.	SkiMonoV L01	AWM Lead	Mono	A mono version of the SkiVirus, with a deadly dose of delay and reverb.	AT will bend pitch up by one full note. Scene 1 removes the delay, but adds a massive amount of "Canyon" reverb. Scene 2 is a relatively dry version.
8.	Pathogen 37r	AWM Pad	Poly	This one could have been called something like "The D-50 Virus", with its breathy quality.	KN4 controls the level of the "Vox Breath" sound. Scene 1 uses more of this effect. Scene 2 is a short percussive strain of the Pathogen.

Controller Assignments (bank I-1 A, 1-8)								
#	Voice Name	PW	MW1	MW2	RB	AT	BC	FC
		KN1	KN2	KN3	KN4	KN5	KN6	
1.	Excess Virus	Pitch Bend (+/-1 note)	Pitch Modulation	Filter Cutoff Frequency	Pitch Bend (+/-1 octave)	Pitch/Filter Modulation	N/A	N/A
		Attack Time	Decay Time	Release Time	Delay Insert wet/dry ratio	Reverb Send	Chorus Send	
2.	Biohazard	*	*	*	*	*	*	*
		*	*	*	*	*	*	*
3.	SkiVirus L01	*	*	*	*	*	*	*
		*	*	*	*	*	*	*
4.	Infection D7	*	*	*	*	*	*	*
		*	*	*	*	*	*	*
5.	Outbreak	*	*	*	*	*	*	*
		*	*	*	*	*	*	*
6.	Pox #951r	*	*	*	*	*	*	*
		*	*	*	*	*	*	*
7.	SkiMonoV L01	*	*	*	*	*	*	*
		*	*	*	*	*	*	*
8.	Pathogen 37r	*	*	*	*	*	*	*
		*	*	*	"Vox Breath" Level	*	*	*

* An asterisk denotes that the controller assignment is the same as the first patch on this list.

Voice List & Descriptions (bank I-1 A, 9-16)					
#	Voice Name	Voice Type	Mono/Poly	Description	Performance Notes
9.	Inoculation	AWM Pad	Poly	It's too late for inoculation, but try this patch anyway. Good Virus buzz in here.	Scene 1 is short percussive, while Scene 2 adds a bit of release and other effect.
10.	TriViriSplt	AWM Lead	Poly	Resonant bass, a buzzy lead with some nasty AT vibrato, and a funky talk-clav in a three way split.	Not sure that it's even possible to use all three of the sounds in this split in the same song, as they're quite different. I bet there are some creatives out there at EX5Tech, though, that can find a way.
11.	SkiVirus L02	AWM Lead	Poly	A version of the SkiVirus with a more horn-like envelope, and more delay. Polyphonic, but really meant to be played one note at a time, for the most part.	Not intended to be an exact duplicate, but this patch works well to play the horn-like synth solo in the middle of the Styx song "Come Sail Away".
12.	Influenza	AWM Pad	Poly	A very complex, unique strain of Virus pad. Lots of detail in this one.	Play big complex chords for best effect. Scene 1 gets rid of the resonant "wow" in the attack. Scene 2 is killer, with a really weird, nasty version of the pad.
13.	Tri+ SimpleX	AWM Lead	Poly	A simple, single element AWM Virus patch, using a triangle wave. Meant as a "Virus Toolkit" of sorts for you to shape your own synth sound. A "synthesizer-in-a-patch" voice.	Tweak the controllers to shape this into your own new unique viral strain.
14.	Saw+ SimpleX	AWM Lead	Poly	Same as above, but with a virulent saw wave instead of a triangle.	Tweak the controllers to shape this into your own new unique viral strain.
15.	SkiVirus P01	AWM Pad	Poly	The Virus infects a big, general purpose, fat pad.	Adjust the level of "Nastiness" with KN4. Scenes 1 & 2 have some good variations.
16.	Antibiotic V	AWM Pad	Poly	The Antibiotic V is "smoothing and soothing". But, as you're probably aware, antibiotics are relatively ineffective against a Virus.	KN4 controls the filter resonance, which has great effect here, since the filter cutoff is being modulated all over the place, especially when pressing the AT.

Controller Assignments (bank I-1 A, 9-16)								
#	Voice Name	PW	MW1	MW2	RB	AT	BC	FC
		KN1	KN2	KN3	KN4	KN5	KN6	
9.	Inoculation	Pitch Bend (+/-1 note) Attack Time	Pitch Modulation Decay Time	Filter Cutoff Frequency Release Time	Pitch Bend (+/-1 octave) Delay Insert wet/dry ratio	Pitch/Filter Modulation Reverb Send	N/A Chorus Send	N/A
10.	TriViriSplt	*	*	*	*	*	*	*
11.	SkiVirus L02	*	*	*	*	*	*	*
12.	Influenza	*	*	*	*	*	*	*
13.	Tri+ SimpleX	*	*	*	Flanger Insert wet/dry ratio	*	*	*
14.	Saw+ SimpleX	*	*	*	Flanger Insert wet/dry ratio	*	*	*
15.	SkiVirus P01	*	*	*	"Nastiness" Level	*	*	*
16.	Antibiotic V	*	*	*	Filter Resonance	*	*	*

* An asterisk denotes that the controller assignment is the same as the first patch on this list.

Voice List & Descriptions (bank I-1 B, 1-8)					
#	Voice Name	Voice Type	Mono/Poly	Description	Performance Notes
1.	PstereoVirus	AWM Piano	Poly	An infected stereo Piano. Hardly sounds like a real Piano anymore, but useable in many of the same contexts.	Use when you need a Piano-like sound with a smooth stereo spread from hard left (bass) to hard right (treble).
2.	Rho Ac Virus	AWM E. Piano	Poly	This Rhodes has been hopelessly overcome by the Virus. Fagan's "New Frontier" will never sound the same.	Played softly, you may be fooled into thinking this Rhodes is OK, but slap the keys hard, and you'll hear that it's "bark" is 100% Virus infected.
3.	RhoPhasVirus	AWM E. Piano	Poly	Another infected Rhodes, this one with heavy phasing problems as well. However, it's probably my favorite in this group of 16. (No touch-wah was used.)	Excellent playability, especially for funky tunes like the Doobies' "It Keeps you Running" (even though it's not a match for the actual sounds in this song).
4.	Rho 2s Virus	AWM E. Piano	Poly	After aggressive treatment, this Rhodes displays fewer symptoms than the other two. Closer to std. Rhodes patches, but still has the unique Virus signature buzz.	Use for more typical Rhodes applications, for which the other patches would be too extreme. Scenes provide subtly different applications of phaser and chorusing.
5.	bOrgAN Virus	AWM Organ	Poly	The Virus is particularly adept at infecting your organs. The bOrgAN Virus is a toolkit of sorts capable of a pretty wide range of tones & effects. OK, there are no drawbars, but there ARE four knobs to mix the sound. KN1-3 for tones, and KN4 for keyclick.	Don't forget to add more Leslie effect with MW1. Speed up the rotors with MW2 and AT. Add some tube nastiness with KN6 if you're in an obnoxious mood. Hit Scene 1, add a bit of Leslie, and you may want to play Santana's "Oye Como Va". Hit Scene 2, and you can "Light My Fire" with the Doors.
6.	Rox-B3 Virus	AWM Organ	Poly	Similar to the bOrgAN Virus, but naturally found with heavier Leslie, a bad case of tube crunch, and a bit different tone mix and reverb type. Another favorite. A related strain is known to exist in the wild.	Controls are the same as on the bOrgAN Virus. You can usually use the controls to mutate this strain to cover most of your late 60's & early/mid 70's B3 rock needs. I like it for Yes' "Yours is No Disgrace", some early Santana, etc.
7.	V*Clav KN4TW	AWM Clavinet	Poly	You could make a whole bank of Clav with the Virus samples. Here's a simple, one element patch that's pretty convincing. You may possibly be able to uncover a 4 element Clav toolkit, as well.	As the name implies, you can add some touch-wah with KN4. Works well for McCartney's "Arrow Through Me", and a ton of others that use a basic Clavinet sound. Scenes 1 & 2 have a couple of good "touch-wah" variations.
8.	Cheap Poly +	AWM Synth Comp	Poly	A quick recreation of what some of the, ahem, less expensive poly synths sounded like in the early days. This patch sounds rather close to the synth used at the beginning of the Doobies' "It Keeps you Running" (wow, same song mentioned twice).	The "+" comes in when you torque MW2. Going up, the Cheap Poly is joined by a strain of the Rho Virus. In the lower half of the range, MW2 can be used as a faux wah wheel. With the Rho Virus present, KN4 can adjust the volume of the Cheap Poly element to taste.

Controller Assignments (bank I-1 B, 1-8)								
#	Voice Name	PW	MW1	MW2	RB	AT	BC	FC
		KN1	KN2	KN3	KN4	KN5	KN6	
1.	PstereoVirus	Pitch Bend (+/-1 note)	Pitch Modulation	Filter Cutoff Frequency	Pitch Bend (+/-1 octave)	Pitch/Filter Modulation	N/A	N/A
		Attack Time	Decay Time	Release Time	Ambience Insert (subtle)	Reverb Send	Chorus Send	
2.	Rho Ac Virus	*	Filter Resonance	Suitcase Vibrato Amt.	*	*	*	*
		*	*	*	Phaser Insert	*	*	*
3.	RhoPhasVirus	*	Filter Resonance	Suitcase Vibrato Amt.	*	*	*	*
		*	*	*	Phaser Insert	*	*	*
4.	Rho 2s Virus	*	Suitcase Vibrato Speed	Suitcase Vibrato Amt.	*	*	*	*
		*	*	*	Phaser Insert	*	*	*
5.	bOrgAN Virus	*	Leslie Amt.	Leslie Speed	*	Leslie Speed	*	*
		Tone 1 Level	Tone 2 Level	Tone 3 Level	Keyclick Level	*	Tube Crunch	*
6.	Rox-B3 Virus	*	Leslie Amt.	Leslie Speed	*	Leslie Speed	*	*
		Tone 1 Level	Tone 2 Level	Tone 3 Level	Keyclick Level	*	Tube Crunch	*
7.	V*Clav KN4TW	*	*	*	Filter Cutoff	*	*	*
		*	*	*	Touch Wah	*	*	*
8.	Cheap Poly +	*	*	*	*	*	*	*
		*	*	*	Poly Volume	*	*	*

* An asterisk denotes that the controller assignment is the same as on the first patch on the list.

Voice List & Descriptions (bank I-1 B, 9-16)					
#	Voice Name	Voice Type	Mono/Poly	Description	Performance Notes
9.	Brassy Virus	AWM Brass	Poly	Touched by the Virus, these Horns aren't quite the same. They do have a nice swell, though (Scene 1 removes the swell, if necessary).	You won't fool anyone into thinking that Chicago's horn trio played in your tune, but this patch can work quite well, nonetheless.
10.	Bsectn Virus	AWM Brass	Poly	A bigger group of Horns, displaying heavy Viral symptoms.	Velocity makes a big difference in how badly the Virus displays itself.
11.	Virusax B	AWM Reed	Poly	Your favorite Reed has succumbed.	Don't miss the AT pitch bend. Extremely high velocity (without hitting the AT) may yield a surprise, as well.
12.	ClearINet	AWM Reed	Mono	Read that, "Clarinet", Virus style.	One of the only mono patches in the collection.
13.	String Virus	AWM String	Poly	It's somewhat tough to get the Virus to sound like this, but it's still a reasonably good String ensemble.	Note that velocity controls attack and decay times, adding to the playability and responsiveness of this patch. Scene 1 has a pizzicato version (Virus style), while Scene 2 adds a slow attack.
14.	Biolin Virus	AWM String	Poly	An infected solo String, though this one isn't too far gone.	Use when you need a decent analog violin. This one's been left relatively unprocessed, so use the controllers if you need to fatten it up. Scene 1 has mutated into a more aggressive version, while Scene 2 turns the Biolin a nice string ensemble.
15.	EbiolinVirus	AWM String	Poly	This one's too far gone. Hopelessly overwhelmed with a particularly virulent strain.	Heavy playing makes the infection much more noticeable. Scenes have good variations.
16.	Cello+ Virus	AWM String	Poly	This one surprised me a bit. The Cello resisted the Virus fairly well, and retained most of its original character.	Played one note at a time, this one sounds especially good in the range from C1 to C3. It's relatively unprocessed, so use the controllers if needed to fatten. Scene 1 has a cool pizzicato version that's a bit sharp due to the pitch envelope.

Controller Assignments (bank I-1 B, 9-16)								
#	Voice Name	PW	MW1	MW2	RB	AT	BC	FC
		KN1	KN2	KN3	KN4	KN5	KN6	
9.	Brassy Virus	Pitch Bend (+/-1 note) Attack Time	Pitch Modulation Decay Time	Filter Cutoff Frequency Release Time	Pitch Bend (+/-1 octave) Amp Sim (subtle)	Pitch/Filter Modulation Reverb Send	N/A Chorus Send	N/A
10.	Bsectn Virus	*	*	*	*	*	*	*
11.	Virusax B	*	*	*	*	*	*	*
12.	ClearINet	*	*	*	Ambience Effect (subtle)	*	*	*
13.	String Virus	*	*	*	LFO Speed	*	*	*
14.	Biolin Virus	*	*	*	LFO Speed	*	*	*
15.	EbiolinVirus	*	*	*	LFO Speed	*	*	*
16.	Cello+ Virus	*	*	*	LFO Speed	*	*	*

* An asterisk denotes that the controller assignment is the same as the first patch on this list.

! Last Minute Bonus Epidemic !

Confession: I cheated on a few patches in this bank by using the native EX "Noise" sample, as there isn't one available among the 64 Virus samples included in this collection. I'm trying not to feel too bad about this, since the Virus is capable of generating noise!

Voice List & Descriptions (bank I-1 C, 1-8)

#	Voice Name	Voice Type	Mono/Poly	Description	Performance Notes
1.	3Virusimmons	AWM Analog Drums	Poly	This Virus has split into three separate strains – an infected version of the classic Simmons electronic drums in the center of the keyboard, a somewhat more complex analog drum on the lower end, and a BioBass at the upper end.	Once again, if the "out of the box" sound of this patch doesn't quite fit your needs, tweak the controllers to taste. The ADR controls, in particular, can adjust these drums to suit a wide range of needs. Great variations in the Scenes.
2.	Rox-B4 Virus	AWM Organ	Poly	A mutation of the Rox-B3 Virus. More buzzy and grittier than the original.	See notes on the Rox-B3 Virus, and check out the Scenes.
3.	ViralClavKit	AWM Clav	Poly	Four Virus Clav tones in one patch. Not quite like having the white rocker switches on a real Clavinet, but...	Mix the four tones to taste with KN1-KN4, as you would with the Rox-B series Virii.
4.	V BioBass	AWM Analog Bass	Poly	The BioBass from the 3Virusimmons patch all grown up.	Play in the bass region. Not particularly interesting in the midrange and treble.
5.	V BioSyn	AWM Comp	Poly	BioSyn evolved from the BioBass strain as it grew in size and power, and spread to infect the entire playable range of the keyboard.	BioSyn has a bit fatter bass than BioBass, and playable mid & upper ranges. Somewhere between a lead and a pad, I classified it as "synth comp".
6.	MvOiruOsG	AWM Lead	Mono	Everyone's favorite analog synth has been infiltrated. Another "synth-in-a-patch" toolkit, but this one has two oscillators – triangle and saw.	KN4 is the triangle/saw mix control. Be sure to see the Controller Assignments table below for other details.
7.	Morphamous 4	AWM Pad	Poly	Before it was infected, this was a "WaveStation" patch, with the sound repeatedly evolving through four different tones. Makes for a very interesting pad. Believe it or not, no insert effects are used on this one.	If moving thru four waves in sequence isn't enough, add more complexity with MW1 (filter mod), MW2 (wave sequence speed), KN4 (LFO speed), and KN6 (chorus). Change the samples used to create your own WaveStation epidemic.
8.	Didgeridoom Thanks to newguy at the EX5Tech discussion boards for the inspiration. (BTW, E, "Pathogen 37r" kind of sounds like a didge, now that I listen to it – give it a try.)	AWM "Analog Ethnic"	Poly	An analog Virus version of the Aborigine pipe. Not to be taken as an attempt at an ultra-realistic imitation, but rather, as an exercise in the types of control parameters necessary to approach the kinds of variation in tone made by someone playing the real thing. Hardest thing was getting the correct spelling! You can find it spelled many different ways, with j's and u's, and all kinds of crazy stuff, but "didgeridoo" seems to be the consensus in the dictionaries.	Hold a note, and this patch "plays" itself with random fluctuations in filter and pitch. KN1 & 2 control the amount of pitch & filter mod. KN3 alters the speed of the fluctuations, while KN4 adjusts the randomness. Scene 1 removes the pitch & filter mod, so you can play the tone manually by using MW2 and/or RB to vary the filter, and MW1 to change the "vowel" tonality of the sound. Scene 2 does something I think no didgeridoo player could ever do!

Controller Assignments (bank I-1 C, 1-8)

#	Voice Name	PW	MW1	MW2	RB	AT	BC	FC
		KN1	KN2	KN3	KN4	KN5	KN6	
1.	3Virusimmons	Pitch Bend (+/-1 note)	Pitch Modulation	Filter Cutoff Frequency	Pitch Bend (+/-1 octave)	Pitch Modulation	N/A	N/A
		Attack Time	Decay Time	Release Time	Noise Vol.	Reverb Send	Chorus Send	
2.	Rox-B4 Virus	*	Leslie Amt.	Leslie Speed	*	Leslie Speed	*	*
		Tone 1 Level	Tone 2 Level	Tone 3 Level	Keyclick Level	*	Tube Crunch	*
3.	ViralClavKit	*	*	*	*	*	*	*
		Tone 1 Level	Tone 2 Level	Tone 3 Level	Tone 4 Level	*	*	*
4.	V BioBass	*	*	*	*	*	*	*
		*	*	*	Phaser	*	*	*
5.	V BioSyn	*	*	*	*	*	*	*
		*	*	*	Phaser	*	*	*
6.	MvOiruOsG	*	*	*	*	*	*	*
		*	*	*	Osc. Mix	*	*	*
7.	Morphamous 4	*	Filter Modulation	Wave Seq. Speed	*	*	*	*
		*	*	*	LFO Speed	*	*	*
8.	Didgeridoom	*	Vowel Sound	*	Filter Cutoff	n/a (what a goof-up!)	*	*
		Pitch Mod	Filter Mod	LFO Speed	LFO Random	*	*	*

* An asterisk denotes that the controller assignment is the same as the first patch on this list.