



# VICS- RHODES. A DX7 Voice By Manny Fernandez.

TR1	14	0	0	53	OFF	0
WAVE	SPEED	DELAY	PMD	AMD	SYNC	PMS
LFO						

R1	R2	R3	R4
99	99	99	99
L1	L2	L3	L4
50	50	50	50

PITCH ENVELOPE

C2
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KEY TRANSPOSE

ON
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OSC SYNC

FUNCTIONS					
POLY	2	0	NA	OFF	0
POLY/MONO	RANGE	STEP	MODE	GLISSANDO	TIME
PITCH BEND			PORTAMENTO		
(CONTROLLER)	RANGE	PITCH	AMPLITUDE	EG BIAS	
MOD WHEEL	NA	NA	OFF	OFF	
FOOT CONTROL	NA	NA	OFF	OFF	
BREATH CONTROL	NA	NA	OFF	OFF	
AFTERTOUCH	NA	NA	OFF	OFF	

FREQUENCY		DETUNE		AMS	
20.72		0		0	
ENVELOPE DATA					
R1	R2	R3	R4	R5	
64	23	27	36	0	
L1	L2	L3	L4		
99	85	0	0		
KEYBOARD SCALING					
CURVE		BREAKPOINT		DEPTH	
L	-L	B2		L	19
R	+L			R	17
OP#		OUTPUT LEVEL		VELOCITY	
3		67		3	

FREQUENCY		DETUNE		AMS	
229.1Hz		-4		0	
ENVELOPE DATA					
R1	R2	R3	R4	RS	
85	85	17	48	0	
L1	L2	L3	L4		
95	0	0	0		
KEYBOARD SCALING					
CURVE		BREAKPOINT		DEPTH	
L	+E	G2		L	51
R	-E			R	52
OP#	OUTPUT LEVEL		VELOCITY		
5	93		3		

FREQUENCY		DETUNE		AMS	
1.00		-5		1	
ENVELOPE DATA					
R1	R2	R3	R4	RS	
86	25	18	36	1	
L1	L2	L3	L4		
96	89	0	0		
KEYBOARD SCALING					
CURVE		BREAKPOINT		DEPTH	
L	+E	G2		50	L
R	-E			40	R
OP#	OUTPUT LEVEL		VELOCITY		
6	93		2		

FREQUENCY		DETUNE		AMS	
14.00		+4		0	
ENVELOPE DATA					
R1	R2	R3	R4	R5	
94	41	30	48	6	
L1	L2	L3	L4		
99	72	0	0		
KEYBOARD SCALING					
CURVE		BREAKPOINT		DEPTH	
L	-E	C3		L	44
R	-L			R	0
OP#		OUTPUT LEVEL		VELOCITY	
2		61		4	

FREQUENCY		DETUNE		AMS	
1.778Hz		-4		0	
ENVELOPE DATA					
R1	R2	R3	R4	4	
89	20	20	52		
L1	L2	L3	L4		
99	90	0	0		
KEYBOARD SCALING					
CURVE		BREAKPOINT		DEPTH	
L	+L	C3		L	0
R	-E			R	17
OP#	OUTPUT LEVEL		VELOCITY		
4	99		2		

FREQUENCY		DETUNE		AMS	
1.00		+5		1	
ENVELOPE DATA					
R1	R2	R3	R4	R5	
89	20	20	52	4	
L1	L2	L3	L4		
99	90	0	0		
KEYBOARD SCALING					
CURVE		BREAKPOINT		DEPTH	
L	+L	A2		L	54
R	-E			R	60
OP#	OUTPUT LEVEL		VELOCITY		
1	98		6		

ALGORITHM #11

Notes:

Basic sound of piano is produced by Ops #6 and #4. Op #4 is set to fixed frequency of 1.778 to create a slow chorusing effect.

Op #5 is set to fixed frequency of 229.1 to create the "thump" of the hammer.

Ops #1, #2, and #3 are used to create the sound of the Rhodes. The "stuff" comes from Op #3: Although the 14:1 ratio of Ops #1 and #2 creates a good approximation of the time, the overall harmonic structure is much more complex and includes some non-harmonic (clangorous) components. Thus, Op #3 is set to a ratio of 20.72 (start at 14.00, and move up using the Frequency Fine parameter).

Try setting Ops #2 and #3 EG Level 4 to 95 and Rate 4 to 80, to create a harp-sichord-like effect in the time sound.