

DX7

3 INSECTS. A New DX7 Voice By Tom Bajores.

Notes:

The lowest key gives insect 1 (drone), middle C gives insect 2 (chirp), and the highest key gives insect 3 (buzz).

If properly performed, this combination yields a convincing imitation of a summer night in the wilderness.

SINE	13	0	0	99	ON	0
WAVE	SPEED	DELAY	PMD	AMD	SYNC	PMS

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

PITCH ENVELOPE

C3
KEY TRANSPOSE

ON
OSC. SYNC

POLY	2	0	OFF	OFF	0
POLY/MONO	RANGE	STEP	MODE	GLISSANDO	TIME

	PITCH BEND		PORTAMENTO	
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(CONTROLLER)	RANGE	PITCH	AMPLITUDE	EG BIAS
MOD WHEEL	0	OFF	OFF	OFF
FOOT CONTROL	0	OFF	OFF	OFF
BREATH CONTROL	0	OFF	OFF	OFF
AFTERTOUCH	0	OFF	OFF	OFF

FREQUENCY		DETUNE		AMS	
27.16Hz		0		1	
ENVELOPE DATA					
R1	99	R2	47	R3	99
		R4	99	RS	
L1		L2	99	L3	99
		L4	0	0	
KEYBOARD SCALING					
CURVE		BREAKPOINT		DEPTH	
L		-L		L	0
R		-L		A-1	0
R				R	0
OP#		OUTPUT LEVEL		VELOCITY	
2		90		0	

FREQUENCY		DETUNE		AMS	
229.1Hz		0		1	
ENVELOPE DATA					
R1	R2	R3	R4	RS	
99	99	99	99	0	
L1	L2	L3	L4		
99	99	99	0		
KEYBOARD SCALING					
CURVE		BREAKPOINT		DEPTH	
L	-L	A-1		L	0
R	-L			R	0
OP#	OUTPUT LEVEL			VELOCITY	
4	99			0	

FREQUENCY		DETUNE		AMS	
97.72Hz		0		0	
ENVELOPE DATA					
R1	R2	R3	R4	RS	
99	80	99	99		
L1	L2	L3	L4		
99	99	99	0		
KEYBOARD SCALING					
CURVE		BREAKPOINT		DEPTH	
L	-L	A-1		L	0
R	-L			R	0
OP#		OUTPUT LEVEL		VELOCITY	
6		85		0	

FREQUENCY		DETUNE		AMS	
2138Hz		0		0	
ENVELope DATA					
R1	R2	R3	R4	RS 0	
99	47	99	99		
L1	L2	L3	L4		
99	99	99	0		
KEYBOARD SCALING					
CURVE		BREAKPOINT		DEPTH	
L	-L	C1		L	0
R	-L			R	99
OP#		OUTPUT LEVEL		VELOCITY	
1		87		0	

FREQUENCY		DETUNE		AMS	
9333Hz		0		0	
ENVELOPE DATA					
R1	R2	R3	R4	RS	
99	99	99	99		
L1	L2	L3	L4	0	
99	99	99	0		
KEYBOARD SCALING					
CURVE		BREAKPOINT		DEPTH	
L	-L	C6		L	99
R	-L			R	99
OP#		OUTPUT LEVEL		VELOCITY	
3		65		0	

FREQUENCY		DETUNE		AMS	
4074Hz		0		0	
ENVELOPE DATA					
R1	R2	R3	R4	RS	
49	80	99	99	0	
L1	L2	L3	L4		
99	0	0	0		
KEYBOARD SCALING					
CURVE		BREAKPOINT		DEPTH	
L	-L	C3		L	99
R	-L			R	99
OP#		OUTPUT LEVEL		VELOCITY	
5		99		0	

ALGORITHM #5

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