

## OP-X PRO-II Soundbase Guide

This document contains worthful informations on the included soundbanks library. OP-X PRO-II offers many great banks which offer more than 1'500 (!) ready to play patches.

### How to load a bank:

Simply click on the „LOAD“ button below „BANK“ in the top bar and doubleclick / choose and open the bank you want to load. The chosen preset within the current bank always will return to preset 1, also when you cancel loading.



Exept for the INIT patches there are no single patches available, since it's cleaner and more easily handlable to have them collected in banks. The init patches offer a raw sawtooth setting without any modulations, and this in four brightness variants:

### INITPATCH\_BRILLIANT

DMP button set to „BRI“ which is the brightest setting, causing the filter to open fully into the ultrasound area, with a tad bit of extra brightness added at the top, similar to some early discrete voltage controlled synths.

### INITPATCH\_BRIGHT

DMP button set to „CLR“ which is a modest bright setting, causing the filter to open fully into the ultrasound area, so letting the oscillators pass unchanged at the highest cutoff setting. Useful for some stuff.

### INITPATCH\_NORMAL

DMP button set to „NOR“ which was the standard setting of the former OP-X PRO. The filter can't be opened fully into the ultrasound area and so also slightly „warms“ the oscillators with fully opened cutoff, as in many analog synth designs. This setting always will result in a warm an pleasant sound, also combined with modulations.

### INITPATCH\_DAMPED

DMP button set to „DMP“ which gives a negative offset to the filter which dampes it down. This can be useful in combination with keyboard tracking in order to be able to completely close the filter in deeper keyboard areas.

### Sounbase Contributors:

The current soundbase would by no means be the same without the great contributions of several of our customers. Those wounderful patches have found their way in many of the banks, either unchanged, or as base for new creations. So a very big thank you to:

Adam Borseti, Georges Poropat, Mariano Saulino, Marc Sauvageau, Bill Whitney

Well done guys!

## The building process

The soundbase of OP-X PRO-II has been rebuilt completely, including almost every former sound and many hundreds of new ones. We went through every single sound of the former library, kicked out the bad ones, improved many of them, and re-arranged them. During the development of OP-X PRO-II countless great new sounds have been created, based on hundreds of hours of playing and testing out all the new features. Furthermore we decided to go a good bit deeper in the dedicated synth emulation department, to be able to offer as authentic sounding patches as possible that don't shy the comparison to dedicated clones or even the real thing. If available we reached for the real synths (e.g. OB-X Rev.2, SH-2000, BIT99) or did intense research on dedicated sites, youtube, test discs, original manuals and patch sheets (e.g. Jupiter 8, Prophet 5) etc. which helped us to build a huge audio/video-database as comparison reference to clone sounds with as identical character as possible. So apart from „fantasy“-creations you'll also find a lot of original factory patches, that have been cloned 1:1 with a patch sheet as parameter settings reference and dedicated audio recordings as acoustic reference to get as close as possible.

## The idea and comparison sources

For the synths we had no access to by ourselves we relied on some great chosen sources on the internet that give an excellent idea of those synths:

Synthmania

<http://www.synthmania.com/>

An absolutely excellent site with countless audio clips of famous sounds and factory patches of synths. Used as reference to copy some Jupiter-8 and Prophet-5 factory patches, which are available as audioclips here. Also used as audio reference for some of the famous sounds. Check it out!

Katsunori Ujiie

<http://www.grantech.co.jp/>

Almost a legend in Japan who does maybe the best and most fun to watch youtube gear videos on the internet. We're proud that he became our official reseller in Japan. A lot of the prophet patches and the broad and fat Matrix12 strings were directly inspired by his videos, mainly those two:

<http://www.youtube.com/watch?v=G-7BovARxRM>

<http://www.youtube.com/watch?v=5bdaCkoXgsw>

Amazona.de

<http://www.amazona.de/>

The probably most popular german online review magazine featuring countless vintage synth reviews with lots of great audio clips. Amazona has been an inspiration source for a lot of the library sounds. We've built a library of countless audio clips sorted by synth downloaded from this site as comparison reference. Used for some OB-X, Fourvoice, Moog and Jupiter-8 sounds.

Dubsounds

<http://www.dubsounds.com/>

[http://www.dubsounds.com/pm\\_sounds.htm](http://www.dubsounds.com/pm_sounds.htm)

The main inspiration and reference source for the polymoog sounds of the polymoog bank. Great audioclips and ressources there. Another main inspirator for some polymoog sounds was the Swedish band ABBA. Benny Andersson has made a great use of this synth.

Various Internet Sources:

Jupiter 8:

<http://www.youtube.com/watch?v=0XxnPH5qahY>

A great youtube video showing some Jupiter 8 sounds. The sound „Jupiter Super Pad“ has been directly derived from this video.

Prophet 5:

<http://www.youtube.com/watch?v=NoxHu1BVT-Q>

Another great Prophet 5 video, again from Japan, available in two parts. Goes through the factory soundset of the synth.

Various:

<http://www.sequencer.de/>

A great ressource for vintage synths in general, featuring lots of technical information, pictures, and also audio examples.

## The Banks

### PROII\_ ARPEGGIOS

A huge collection of all types of arpeggios. You can hold the arpeggios either with the hold button (normal arpeggios: Hold / ARP ON, double/chord arpeggios: Hold/VEL) or more comfortably by quickly depressing and releasing again the damper pedal within less than half a second (the same again to release).

### PROII\_ BASS

All kinds of basses. Play those sounds in the lowest keyboard area. Mainly monophonic patches. Use good speakers to hear the low frequency area. Computer speakers and headphones won't show the volume and bump that's in these patches.

### PROII\_ BIT99

The Crumar BIT99 (rack version: BIT-01) was a mid eighties affordable analogsynth with DCOs and no realtime controls. It has a great velocity control and a really fat sound due to american made CEM chips. No unison mode, but very suitable for all kind of percussive stuff due to its fast envelopes, and also a lot of potential for sound effects due to its two LFOs. This bank features some original patches of our studio device, as well as some other ones.

### PROII\_ BRASS

A huge collection of different brasses, from the „pissed off“ and gentle Oberheim ones to the dark or aggressive Prophet ones. You won't believe how many excellent brasses OP-X PRO-II can deliver.

### PROII\_ CKBUNDLE

The original preset set of the OP-X for the V-Machine (VM Bundle), in the slightly edited and enhanced version of the Classic Keys Bundle OP-X. For all those who were a bit jealous on these sounds. The sound is exactly the same, using the exact same effect settings. So you have those sounds too.

### PROII\_ CLAVINET

This bank probably will be another surprise for you. OP-X PRO-II indeed can funk! Real funksters need a snappy playing style, which will make the clavinet shine.

### PROII\_ DEFAULTBANK

This is the bank that is saved within OP-X PRO-II and is the default soundset after first loading. Load this bank to return to the original state.

### PROII\_ DRUMS

Some percussive drum like patches. Of course they don't sound like real drums, but those can be cool sounds for electronic and experimental drums or percussion. You can tweak & pitch them to your liking. This small bank is mainly thought as an inspiration source and base for your own percussion sounds.

## PROII\_ EFFECTS

All kinds of crazy effect sounds. Shows what OP-X PRO-II can do apart from tonal stuff. With a bit of tweaking you'll get dozens of new interesting sounds.

## PROII\_ EMPTY

This bank can be used as base to create your own custom banks. Load your collected single patches into it and save the bank with a new custom name.

## PROII\_ EPIANO

Electric pianos, from old style Prophet 5 pianos up to bellish DX pianos. A lot of the patches use the filter self oscillation as additional partial tone.

## PROII\_ FAMOUS

This is maybe one of the most authentic sounding collection of many of the most famous 70ies and 80ies synth sounds on the planet. You will recognize almost every single patch just by listening to it. Massivly improved and extended since OP-X PRO. Check the original recordings and compare. You'll be amazed how close those patches are. There are whole sets for dedicated songs, including solos, basses, chords. The delayed patches are too available in a synced version, which will be synchronized by the song tempo of your sequencer. Check the 80ies songs audio clips on our page to get an impression how those patches perform in a song.

## PROII\_ FMOD

Patches that make use of the frequency modulation capabilities of OP-X PRO-II. Due to the option for sine waves in the oscillators (both wave buttons off) a simple two operator Yamaha type FM can be realized, but with all voice based analog detuning possibilities which an FM synth doesn't offer. This gives FM a completely new life.

## PROII\_ INNOCENT

Sounds should not always be impressive and huge. Sometimes they offer their charme by being simple and innocent. A good example for this ist the music of Jean-Michel Jarre. This bank shows that OP-X PRO-II, as huge it may be, also can sound innocent and unspectacular. It's all a matter of settings.

## PROII\_ JUPITER

OP-X PRO-II emulating Jupiter-8? Yes, of course! Don't believe it can do this? Then check the patches and compare them to the real device clips on synthmania.com. This bank contains some of the original factory patches of Jupiter-8, copied using the original patch sheets and audio sources like synthmania.com. The sound character of Jupiter is completely different from e.g. an Oberheim. It's more direct, more straight and robust, a bit more behaved, but very fat. A typical Jupiter-8 feature was the invertable filter envelope. A lot of factory patches made use of it. OP-X PRO-II offers this featue too, as well the option for hignpass filtering (was fixed in Jupiter-8) and an arpeggiator featuring input order as option and two random modes. So with detunings reduced or switched off, pans to mono and some additional tweaking OP-X PRO-II can easily sound like a Jupiter-8. Check it out by yourself!

## PROII\_ LFOPADS

Pads that feature a strong LFO modulation that gives a rhythmic element. Note that the LFO can be triggered manually on demand (LFO Phase OSC set to blue), and this with adjustable starting phase (trimpot below OSC2 DET), and it also can be synchronized to the song tempo (Sync to Song Tempo: LFO), so that the modulation beats exactly match the song bars. Read more about it in the manual.

## PROII\_ MATRIX

A collection of patches that go in direction of typical XPander/Matrix12 sounds. Both of those synths offered a real plethora of modulation options and filter modes, so these patches make extensive use of what OP-X PRO-II offers in this section, including the seamlessly controllable multimode filter, FM, ring modulation, filter envelope modulation, panning modulation, etc. You'll see that this bank really offers completely crazy weird sounds, and great filter stuff that goes far beyond simple lowpass filtering. OP-X PRO-II has less filter types, but on the other hand offers seamless blending between filter types similar to the old SEM (but extended) which XPander/Matrix12 didn't.

## PROII\_ MINIMOOG

OP-X PRO-II doing Minimoog? Isn't this a polyphonic analog synth? Yes it is, but its flexibility in the voice allocation unit can turn it into a monophonic synth. Combined with the chord presets you even can achieve the famous three oscillators mode. Just play the first patch, a typical three oscillator bass. Compare it with dedicated clones. Does it sound much worse? Go on to the solos. You'll see: this is Minimoog, with the typical well known character. Manfred Mann, George Duke, Fatback. Snotty dirty stuff, into your face basses, self resonating filter squeeks.

## PROII\_ OBERHEIM

Some typical general Oberheim type patches, with no intention for completeness. The whole library offers tons of them. This bank focusses on some typical characteristics, like the slightly „pissed off“ character, polyphonic portamento, portamento detune in unisono patches, typical sweeps, sample & hold.

## PROII\_ OBX

This is the soundset of our own studio OB-X Rev.2 built 1979 in California. Lots of detunings since the device has not been serviced for a long time. But those detunings sound great and give this synth an extremely lively and organic character with a lot of blunt power. This synth is the „enfant terrible“ of the OB series, with still discrete filters and oscillators directly derived from the SEM. Great powerful X-Mod patches, extremely lively and mighty sweeps. An OB-8 sounds quite behaved in comparison, but probably is easier to mix on the other hand. Those patches really sound 98% identical to the ones in our machine, without the technical hassles. So enjoy!

## PROII\_ ORGAN

Again you'll be surprised that OP-X PRO-II even can deliver extremely authentic and great sounding organ patches. Most of those patches use the filter self oscillation as additional partial, so as sort of a tone wheel. This means that together with the two oscillators you can realize all kinds of three bar organs.

## PROII\_ PADS

Another strong point of this synth. Panning modulation, slow triangle LFO modulations, enhanced polyphony, switchable linear amp attack and the new effects unit can create truly impressive pads, from extremely soft up to huge and mighty. It's recommended to take the time to get to know all modulation and detuning features of OP-X PRO-II in order to be able to program your own pads with all options this synth offers. Read the manual and get to know the features by loading the testpatches bank (last one) which shows one isolated feature in each patch.

## PROII\_PERCUSSIVE

Percussive does not mean percussion or drums in this bank, but fast attack patches. Not complete at all (you can find many other fast attack patches in other banks), but featuring some useful examples that could build the base for own sounds.

## PROII\_POLYMOOG

A synth that was discussed a lot when it came out. Is it a synth, or is it an organ? A full polyphonic instrument based on an organ-like master oscillator/octave divider root engine, but with a custom synth chip for each voice for different waveforms, envelopes and modulations, finalized by a great fixed filter bank. Synth or not: the sound of this device was extremely huge and impressive. Gary Numan, ABBA, Tony Banks were famous users. Everyone knows the Numan Cars lead sound, but we also always were impressed by the sounds that Benny Andersson from ABBA produced with it. „Eagle“ or the unique brass sound intro before „summer night city“ in their legendary Wembley arena gig which too was filmed. Those sounds found their way into the bank. A further inspiration source were the excellent Polymoog audio clips on the dubsounds.com site. Just a handfull of patches, but you'll see that they will get you into a completely unique universe. Deep, broad, mighty, dark.

## PROII\_PROPHET

Another bank that is based on a lot of research, comparisons and programming. What do you expect from a Prophet 5? Dark or snappy brassy, clear-cut syncsolos, crazy polymod effects, warm pads and strings. That's what this bank delivers. It's based on a lot of research on youtube, synthmania.com, original factory patches sheets, and collected audio clips, in order to get as close as possible to the character of typical Prophet 5 patches. You'll be pleased that there again (as in the Jupiter bank) can be found some original factory presets, like e.g. „Toy Piano“ or „Factory Clav“. You'll love the warm mellow brassy and the leads which will cut through every mix.

## PROII\_SAMPLEHOLD

A collection of typical rhythmic sample & hold patches. Sample & hold is an LFO that „samples“ noise, which results in a random stepped wave. Great when modulating a high resonant filter. There as well can be found one patch that uses „sampled vibrato“ where not noise is sampled, but the additional wheel LFO. This results in a repeated cluster. „Sampled vibrato“ can be switched by clicking two times on the „AMP“ button in the LFO section when S&H is on.

## PROII\_ SH2000

The Roland SH-2000 was an early monophonic synth with preset buttons and one of the first synths offering aftertouch. It was the answer to the ARP Pro Soloist which offered a similar concept. Wonderfully innocent sounding sounds. The sounds have been cloned from our own studio's SH-2000. The sounds are 99% identical. Although the SH-2000 is monophonic only, we decided to leave the presets polyphonic in the bank which sounds a bit more open. But nevertheless those sounds are mainly conceived for monophonic lines. For complete authenticity you can switch the patches to mono by deactivating all voices except one, and switch on legato. It's up to you. This bank is a great resource if you're looking for innocent sounds.

## PROII\_ STRINGS

Fantastic sounding strings for sure is something you expect from OP-X PRO-II. And you won't be disappointed. From fat and broad to shimmering and clear to soft or modulated, this bank offers you all the strings you've ever dreamt of, tons of them.

## PROII\_ SWEEPS

All kinds of sweeps, upsweeps, downsweeps, soft, high resonant, full and broad or innocent. Those patches can be a good base to program your own sweeps.

## PROII\_ SYNTHEX

Some patches that try to port the character of this fabulous synth from Elka. The synthex is one of the favourite synths of Jean-Michel Jarre. So his laser harp sound is not missing (pimped up a bit for more power), as well as the original strings and some other synthex like sounds. The synthex featured a multimode filter and a built in simple sequencer. The sound of this often a bit underrated Italian made synth is as broad and fat as the one of the Oberheims, Moogs, and Jupiters, but with its own distinct character. Since this synth was built in 1984 is also offered a MIDI interface.

## PROII\_ TESTPATCHES

This bank helps you to get to know the individual features of OP-X PRO-II, with each preset focussing on a dedicated feature or function. It's highly recommended to take the time and go through this bank. It will help you to be able to use the full programming power of this synth. It's highly recommended also to have a look at the dedicated sections in the user manual of OP-X PRO-II. Those are easy to find using the picture index at the very end of the manual. Just click on the section or control you want to learn more about and you'll be automatically taken to the dedicated section in the manual.



## Save edited patches and create your own banks

The integrated patch browser of OP-X PRO-II gives you complete freedom to load, save, edit and manage presets and banks. You are free to organize the library in the way you like it, e.g. by creating new subfolders. It's however recommended to keep the default root folder as base since this will always be the default loading and saving location after loading the plugin.

### Windows Vista and Windows 7 users:

If your vst plugin folder resides within the system's program files folder (which e.g. is the default vst folder location when using Steinberg Cubase) then be sure to run your host in administrator mode if the vst host does not feature a „trustinfo manifest“, which tells windows its a supported and save program.

If the host has no trustinfo manifest, then created new data will be „virtualized“, which means instead of being written to where it's expected it's being written into a „save“ place within a hidden folder of the user area. It will be accessible of course from the program, but if you try to locate the file, e.g. to make a backup, you won't find it in the expected place. Instead you'll find it in this place then:

C:\Users\Username\AppData\Local\VirtualStore\Program Files

To see all those folders you need to activate hidden file view. So your files are not lost, just saved within this isolated place. To avoid this do one of the following things:

- if possible set the default/shared vst folders' location outside the programs folder
- if this is not possible, then run the vst host in administrator mode

Running your vst host in administrator mode will give it full writing rights and virtualization won't take place anymore. This is highly recommended. To set the default running mode of your vst host to „administrator“ do the following:

Rightclick on the application shortcut and choose "Properties->Compatibility". In this area check "Run as administrator" and save the new settings.

### Save single presets:

Before saving a selected or edited patch to a single file you may want to give it a new unique name. For this click into the name field and edit the name. If you are using a sequencer with an „always on top“ windows function active then deactivate „always on top“ for the plugin window while renaming, otherwise the host will interpret your entries as sequencer function shortcuts instead of entry text.

Now you can save the preset to a single file by clicking on „PRESET->SAVE“. Then the preset will be saved to the root folder of the library, with a standard prefix (OPX-PRO-II) followed by the preset name as file name. You also can create a new folder before and save it to this one. Note that the default loading and saving location will always be the libraries' root folder after loading the plugin.

### Recall single presets:

You can load the single presets anytime again into the current preset location of the active bank by clicking on the „PRESET->LOAD“ button and choose the wanted preset. Doubleclicking on it in most cases will suffice to load it, although you also could select it and then click on the open button.

### Create a new bank:

When you have a bunch of custom presets ready you may want to create a new custom bank with them. For this you can load the „EMPTY“ bank as neutral base and load the single presets into its preset locations, in the order that suits you best. In the end you can save the bank with a custom name to the library. You of course are free to save it in a dedicated subfolder that you've created before. Note that the default loading location is always the root folder of the library.

### Save an edited bank:

If you have edited the presets of an available banks and want to save the whole bank in this new form, then simply give it a new name while saving, then it will be written down as new independent bank. Of course you also can overwrite existing banks, e.g. after editing. The plugin simply won't allow you to overwrite a library bank, since those are kind of a „rom“ content and are write protected. If you want to edit a library bank then save the edited version to a new bank file.

### Make backup copies of your banks and presets:

You may want to make backup copies of your banks and sounds at some time. For this you simply could copy them out of the library folder, which is the „OP-X PRO-II“ folder next to the „OP-X PRO-II.dll“ file in the „SonicProjects“ folder within the vst plugins folder (or wherever else you have installed it to). Note that there are too a lot of other files in this folder which the plugin needs to run. Don't touch them. Simply look for the files with .fxb (banks) and .fxp (presets) extension. Sorting the folder by filetype makes this easier. Alternatively you also could export the banks and presets by loading them with the browser and saving them to a backup location using the save buttons. When you have many banks and presets this however will by a bit arduous.

### The advantages of central location:

This central and relative to the plugin dll library location concept has a lot of advantages: The file browser will always point to this place by default, so you don't have to browse around a lot. You also can save an edited preset just on the fly while playing without having to think about where to save it to. Just save it, and you'll be sure to find it again by clicking on „PRESET->LOAD“ at a later point of time. You always know where all the preset files and banks are, and the library folder and the plugin dll build a handy unit that will always work when they are in the same relative position to each other, so both in the same place or folder.

For more details on the patch browser and its elements read the dedicated section in the OP-X PRO-II manual.