

## ESQ-1 PROG: GHOST1

BY: D D VAN WAGONER

	OCT	SEMI	FINE	WAVE	MOD#1	DEPTH	MOD#2	DEPTH
OSC 1	0	0	0	SINE	ENV1	27	OFF	-
OSC 2	0	0	3	OCT+5	ENV1	29	LFO2	24
OSC 3	-	-	-	-	-	-	-	-

	LEVEL	OUTPUT	MOD#1	DEPTH	MOD#2	DEPTH
DCA 1	56	ON	OFF	-	OFF	-
DCA 2	56	ON	ENV1	40	OFF	-
DCA 3	-	OFF	-	-	-	-

	FREQ	Q	KEYBD	MOD#1	DEPTH	MOD#2	DEPTH
FILTER	94	19	30	ENV3	20	OFF	-

	FINAL VOL	PAN	PAN MOD	DEPTH
DCA 4	63	8	OFF	-

	FREQ	RESET	HUMAN	WAV	L1	DELAY	L2	MOD
LFO 1	-	-	-	-	-	-	-	-
LFO 2	24	OFF	OFF	TRI	11	0	11	OFF
LFO 3	-	-	-	-	-	-	-	-

	L1	L2	L3	LV	T1V	T1	T2	T3	T4	TK
ENV 1	40	54	-33	11	14	29	27	57	63	34
ENV 2	-	-	-	-	-	-	-	-	-	-
ENV 3	60	22	35	1	1	2	41	44	22	9
ENV 4	41	53	47	0	0	21	30	63	35	9

	SYNC	AM	MONO	GLIDE	VC	ENV	OSC	CYC
MODES	OFF	OFF	OFF	0	OFF	ON	OFF	OFF

	SPLIT/LAYER	S/L PRG	LAYER	LAYER PRG	SPLIT	SPLIT PRG	SPLIT KEY
	OFF	-	OFF	-	UPPER	SCREEN	65

## ESQ-1 PROG: SCREAM

BY: D D VAN WAGONER

	OCT	SEMI	FINE	WAVE	MOD#1	DEPTH	MOD#2	DEPTH
OSC 1	-3	0	0	SINE	ENV1	25	OFF	-
OSC 2	1	0	0	SAW	ENV4	25	OFF	-
OSC 3	-	-	-	-	-	-	-	-

	LEVEL	OUTPUT	MOD#1	DEPTH	MOD#2	DEPTH
DCA 1	-	-	-	-	-	-
DCA 2	-	-	-	-	-	-
DCA 3	-	-	-	-	-	-

	FREQ	Q	KEYBD	MOD#1	DEPTH	MOD#2	DEPTH
FILTER	127	0	63	OFF	-	OFF	-

	FINAL VOL	PAN	PAN MOD	DEPTH
DCA 4	63	8	OFF	-

	FREQ	RESET	HUMAN	WAV	L1	DELAY	L2	MOD
LFO 1	63	OFF	ON	NOI	63	0	63	OFF
LFO 2	-	-	-	-	-	-	-	-
LFO 3	-	-	-	-	-	-	-	-

	L1	L2	L3	LV	T1V	T1	T2	T3	T4	TK
ENV 1	0	47	20	0	0	19	10	63	43	0
ENV 2	-	-	-	-	-	-	-	-	-	-
ENV 3	-	-	-	-	-	-	-	-	-	-
ENV 4	63	46	0	6	14	22	30	23	13	0

	SYNC	AM	MONO	GLIDE	VC	ENV	OSC	CYC
MODES	OFF	ON	OFF	0	ON	ON	OFF	OFF

	SPLIT/LAYER	S/L PRG	LAYER	LAYER PRG	SPLIT	SPLIT PRG	SPLIT KEY
	OFF	-	OFF	-	OFF	-	-

## ESQ-1 PROG: BELSTR

BY: STEVE MUNRO

	OCT	SEMI	FINE	WAVE	MOD#1	DEPTH	MOD#2	DEPTH
OSC 1	0	0	0	SYNTH1	OFF	-	OFF	-
OSC 2	-1	0	3	SAW	LFO1	-1	OFF	-
OSC 3	-1	0	0	SINE	LFO1	1	OFF	-

	LEVEL	OUTPUT	MOD#1	DEPTH	MOD#2	DEPTH
DCA 1	63	ON	OFF	-	OFF	-
DCA 2	0	ON	ENV1	63	OFF	-
DCA 3	0	ON	ENV1	63	KBD2	-17

	FREQ	Q	KEYBD	MOD#1	DEPTH	MOD#2	DEPTH
FILTER	27	0	27	ENV2	15	ENV3	43

	FINAL VOL	PAN	PAN MOD	DEPTH
DCA 4	63	8	OFF	-

	FREQ	RESET	HUMAN	WAV	L1	DELAY	L2	MOD
LFO 1	22	OFF	OFF	TRI	0	2	27	WHEEL
LFO 2	12	OFF	OFF	TRI	63	1	20	OFF
LFO 3	-	-	-	-	-	-	-	-

	L1	L2	L3	LV	T1V	T1	T2	T3	T4	TK
ENV 1	43	63	63	10	0	0	34	0	25	0
ENV 2	63	30	0	0	0	0	0	0	0	0
ENV 3	63	30	1	41	22	0	28	47	29	15
ENV 4	63	63	0	24	63	0	41	63	29	9

	SYNC	AM	MONO	GLIDE	VC	ENV	OSC	CYC
MODES	OFF	OFF	OFF	0	OFF	OFF	ON	OFF

	SPLIT/LAYER	S/L PRG	LAYER	LAYER PRG	SPLIT	SPLIT PRG	SPLIT KEY
	OFF	-	OFF	-	OFF	-	-

## ESQ-1 PROG: DRKIK

BY: GLEN GAFTER

	OCT	SEMI	FINE	WAVE	MOD#1	DEPTH	MOD#2	DEPTH
OSC 1	-3	0	0	KICK	OFF	-	ENV1	-63
OSC 2	-3	0	2	KICK	OFF	-	ENV1	-63
OSC 3	-2	2	0	SYNTH1	OFF	-	LFO1	-25

	LEVEL	OUTPUT	MOD#1	DEPTH	MOD#2	DEPTH
DCA 1	0	ON	ENV2	60	OFF	-
DCA 2	58	ON	OFF	-	OFF	-
DCA 3	63	ON	ENV4	63	OFF	-

	FREQ	Q	KEYBD	MOD#1	DEPTH	MOD#2	DEPTH
FILTER	127	0	0	ENV4	32	OFF	-

	FINAL VOL	PAN	PAN MOD	DEPTH
DCA 4	63	8	OFF	-

	FREQ	RESET	HUMAN	WAV	L1	DELAY	L2	MOD
LFO 1	1	ON	OFF	SAW	63	63	63	LFO1
LFO 2	-	-	-	-	-	-	-	-
LFO 3	-	-	-	-	-	-	-	-

	L1	L2	L3	LV	T1V	T1	T2	T3	T4	TK
ENV 1	0	25	0	0	0	0	40	63	20	9
ENV 2	63	50	45	0	0	0	50	63	20	9
ENV 3	-	-	-	-	-	-	-	-	-	-
ENV 4	63	0	0	0	0	0	19	7	59	30

	SYNC	AM	MONO	GLIDE	VC	ENV	OSC	CYC
MODES	OFF	OFF	OFF	0	ON	OFF	ON	ON

	SPLIT/LAYER	S/L PRG	LAYER	LAYER PRG	SPLIT	SPLIT PRG	SPLIT KEY
	OFF	-	OFF	-	OFF	-	-