

ESQ-1/SQ-80 PROG: SENSOR

BY: Kirk Slinkard

	OCT	SEMI	FINE	WAVE	MOD#1	DEPTH	MOD#2	DEPTH
OSC 1	+3	1	0	SINE	KBD2	-63	LFO1	+7
OSC 2	-	-	-	-	-	-	-	-
OSC 3	-	-	-	-	-	-	-	-

	LEVEL	OUTPUT	MOD#1	DEPTH	MOD#2	DEPTH
DCA 1	0	ON	LFO2	+63	LFO2	+50
DCA 2	-	OFF	-	-	-	-
DCA 3	-	OFF	-	-	-	-

	FREQ	Q	KEYBD	MOD#1	DEPTH	MOD#2	DEPTH
FILTER	97	0	0	OFF	-	OFF	-

	FINAL VOL	PAN	PAN MOD	DEPTH
DCA 4	63	8	KBD2	+63

	FREQ	RESET	HUMAN	WAV	L1	DELAY	L2	MOD
LFO 1	18	OFF	ON	SQR	63	0	-	OFF
LFO 2	22	ON	OFF	SQR	0	0	-	LFO3
LFO 3	14	ON	OFF	SQR	63	0	-	LFO3

	L1	L2	L3	LV	T1V	T1	T2	T3	T4	TK
ENV 1	-	-	-	-	-	-	-	-	-	-
ENV 2	-	-	-	-	-	-	-	-	-	-
ENV 3	-	-	-	-	-	-	-	-	-	-
ENV 4	+63	+63	+63	0	0	0	0	0	42	0

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

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

ESQ-1/SQ-80 PROG: PHASER

BY: Kirk Slinkard

	OCT	SEMI	FINE	WAVE	MOD#1	DEPTH	MOD#2	DEPTH
OSC 1	+1	0	0	SINE	LFO1	+14	ENV1	+00
OSC 2	+1	0	0	SINE	LFO2	+14	ENV1	+00
OSC 3	+1	0	0	SINE	LFO3	+14	ENV1	+00

	LEVEL	OUTPUT	MOD#1	DEPTH	MOD#2	DEPTH
DCA 1	55	ON	OFF	-	OFF	-
DCA 2	55	ON	WHEEL	-55	OFF	-
DCA 3	55	ON	WHEEL	-55	OFF	-

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

	FINAL VOL	PAN	PAN MOD	DEPTH
DCA 4	63	8	LFO3	+00

	FREQ	RESET	HUMAN	WAV	L1	DELAY	L2	MOD
LFO 1	63	OFF	ON	NOI	63	0	0	OFF
LFO 2	62	OFF	ON	NOI	63	0	0	OFF
LFO 3	61	OFF	ON	NOI	63	0	0	OFF

	L1	L2	L3	LV	T1V	T1	T2	T3	T4	TK
ENV 1	-63	0	+63	0	0	0	63	63	63	0
ENV 2	-	-	-	-	-	-	-	-	-	-
ENV 3	-	-	-	-	-	-	-	-	-	-
ENV 4	+63	+63	+63	0	0	6	0	0	6	0

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

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

ESQ-1/SQ-80 PROG: SICBAY

BY: Kirk Slinkard

	OCT	SEMI	FINE	WAVE	MOD#1	DEPTH	MOD#2	DEPTH
OSC 1	+2	7	23	SAW	KBD2	-63	ENV1	+3
OSC 2	+2	7	25	BASS	KBD2	-63	ENV1	+3
OSC 3	-3	1	0	BASS	KBD2	-63	KBD2	-1

	LEVEL	OUTPUT	MOD#1	DEPTH	MOD#2	DEPTH
DCA 1	63	ON	LFO1	+63	WHEEL	-63
DCA 2	63	ON	LFO1	+63	WHEEL	-63
DCA 3	0	ON	WHEEL	+53	LFO2	-63

	FREQ	Q	KEYBD	MOD#1	DEPTH	MOD#2	DEPTH
FILTER	59	0	0	ENV2	+30	WHEEL	-63

	FINAL VOL	PAN	PAN MOD	DEPTH
DCA 4	63	4	WHEEL	+63

	FREQ	RESET	HUMAN	WAV	L1	DELAY	L2	MOD
LFO 1	21	ON	OFF	TRI	0	0	0	ENV3
LFO 2	15	ON	OFF	SAW	0	0	0	WHEEL
LFO 3	-	-	-	-	-	-	-	-

	L1	L2	L3	LV	T1V	T1	T2	T3	T4	TK
ENV 1	-63	-63	0	0	0	0	10	14	0	0
ENV 2	+63	+63	+63	0	0	0	20	20	15	0
ENV 3	0	+63	+63	0	0	22	6	63	0	0
ENV 4	+63	+63	+63	0	0	0	0	0	39	0

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

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

ESQ-1/SQ-80 PROG: TRIBBL

BY: Kirk Slinkard

	OCT	SEMI	FINE	WAVE	MOD#1	DEPTH	MOD#2	DEPTH
OSC 1	0	9	0	SINE	LFO1	+12	ENV1	+5
OSC 2	+3	1	0	SINE	LFO2	+12	ENV2	+18
OSC 3	-	-	-	-	-	-	-	-

	LEVEL	OUTPUT	MOD#1	DEPTH	MOD#2	DEPTH
DCA 1	46	ON	LFO1	+24	WHEEL	-63
DCA 2	00	ON	LFO2	+63	WHEEL	+63
DCA 3	-	OFF	-	-	-	-

	FREQ	Q	KEYBD	MOD#1	DEPTH	MOD#2	DEPTH
FILTER	31	0	20	WHEEL	+26	OFF	-

	FINAL VOL	PAN	PAN MOD	DEPTH
DCA 4	63	12	WHEEL	-63

	FREQ	RESET	HUMAN	WAV	L1	DELAY	L2	MOD
LFO 1	63	OFF	ON	TRI	63	9	0	OFF
LFO 2	63	OFF	ON	SAW	63	0	0	OFF
LFO 3	-	-	-	-	-	-	-	-

	L1	L2	L3	LV	T1V	T1	T2	T3	T4	TK
ENV 1	+63	0	0	0	0	0	32	0	0	0
ENV 2	+52	+63	+63	0	0	21	22	22	6	0
ENV 3	-	-	-	-	-	-	-	-	-	-
ENV 4	+63	+63	+63	0	0	10	24	24	15	0

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

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

Hackerpatch

By Sam Mims

HACKERPATCH is intended to be a place where patch vendors can show their wares and musicians can share their goodies and impress their friends. Patches designated "ESQ-1" will also work on the SQ-80. The reverse is not always true. Once something's published here, it's free for all. Please don't submit patches that you know to be minor tweaks on copyrighted commercial patches unless you have permission from the copyright owner. All submitted patches are subject to consideration for mutilation and comments by Sam Mims—our resident patch analyst. If you send in a patch, **PLEASE** include your phone number. Requests for particular patches are also very welcome.

ESQ Patch: CHPMNK

by Joe Slater

This sound, when played in the upper registers, reminded me of the "Chipmunks"—hence the name.

The Hack

This percussive synth sound works well throughout the entire keyboard; I like the low and mid ranges best. The patch gets its character from the filter resonance, and from the attack detuning of Oscillator 3 by Envelope 1. By altering the value of the filter resonance, you can easily emphasize or eliminate the "byowww" aspect of CHPMNK, but I like Joe's setting. Still, I had fun raising RES (Q) to 31, which added laser blasts to each note. Turning the filter frequency up to 30 while doing this gave another interesting sound.

I preferred a straighter, somewhat faster vibrato, so I turned the frequency of LFO 1 up to 22, set MOD 1=LFO 1 on the OSC 1 page, and set the MOD 1 DEPTH to +04 on all three oscillator pages.

For a final bit o' fun, I added a hint of portamento, by setting

GLIDE=05 on the MODES page.

SQ-80 Patch: TOKYO

by Sam S. Mims, Syntaur Productions

This is one of my favorite creations for the SQ-80, and makes it sound very much like a D-50. Like the Roland keyboard, a transient attack wave (MALLET) is layered into a sustaining pad (BREATH and TRIANGLE). LFO 1 adds a stereo panning that makes the sound very spacious, and the long release time and the "R" value of the envelope (T4) add a large ambience. As a final D-50 trick, I turned up the filter resonance full blast (to 31), then adjusted the filter frequency to get a nice digital "sheen" on top. Key pressure gives a slight vibrato, and the mod wheel erases the breathy portion of the sound.

The Hack

With this type of sound, it is easy to get a number of useful variations simply by trying alternate waveforms, as long as the sustaining waves are used in Oscillators 1 and 2, and the transient attack waves go into Oscillator 3. For these attack waveforms, try adjusting the OCTave parameter as well—you'll find plenty of useful variations this way. The BREATH wave works nicely for



Bio: Sam Mims is a studio session player and programmer in Los Angeles, and is keyboardist for Richard Elliot. He owns Syntaur Productions, a company that produces music for film and TV and markets sounds for Ensoniq keyboards.

ESQ-1 PROG: CHPMNK										BY: Joe Slater	
	OCT	SEMI	FINE	WAVE	MOD#1	DEPTH	MOD#2	DEPTH			
OSC 1	0	0	0	SAW	OFF	-	OFF	-			
OSC 2	0	0	3	EL PNO	LFO1	+5	OFF	-			
OSC 3	0	0	0	VOICE2	LFO1	+4	ENV1	+8			
	LEVEL	OUTPUT		MOD#1	DEPTH	MOD#2	DEPTH				
DCA 1	-	OFF	-	-	-	-	-				
DCA 2	57	ON	OFF	-	OFF	-	-				
DCA 3	63	ON	OFF	-	OFF	-	-				
	FREQ	Q	KEYBD	MOD#1	DEPTH	MOD#2	DEPTH				
FILTER	0	9	41	ENV3	+45	ENV2	+15				
	FINAL VOL	PAN	PAN MOD	DEPTH							
DCA 4	63	8	LFO2	+63							
	FREQ	RESET	HUMAN	WAV	L1	DELAY	L2	MOD			
LFO 1	20	OFF	ON	TRI	0	1	0	WHEEL			
LFO 2	12	OFF	OFF	TRI	63	0	20	OFF			
LFO 3	-	-	-	-	-	-	-	-			
	L1	L2	L3	LV	T1V	T1	T2	T3	T4	TK	
ENV 1	0	+19	0	63	0	0	10	8	0	0	
ENV 2	+63	0	0	0	0	0	7	0	0	0	
ENV 3	+63	+30	+1	59	22	0	28	47	37	15	
ENV 4	+63	+47	0	29	63	0	41	63	19	9	
	SYNC	AM	MONO	GLIDE	VC	ENV	OSC	CYC			
MODES	OFF	OFF	OFF	0	OFF	OFF	OFF	OFF			
	SPLIT/LAYER	S/L PRG	LAYER	L PRG	SPLIT	S PRG	SPLIT KEY				
	OFF	-	OFF	-	OFF	-	-				

SQ-80 PROG: TOKYO										BY: Sam Mims	
	OCT	SEMI	FINE	WAVE	MOD#1	DEPTH	MOD#2	DEPTH			
OSC 1	0	0	6	BREATH	LFO2	+1	OFF	-			
OSC 2	0	0	0	TRIANG	LFO2	+1	OFF	-			
OSC 3	0	0	3	MALLET	OFF	-	OFF	-			
	LEVEL	OUTPUT		MOD#1	DEPTH	MOD#2	DEPTH				
DCA 1	63	ON	WHEEL	-63	OFF	-	-				
DCA 2	63	ON	OFF	-	OFF	-	-				
DCA 3	63	ON	ENV1	+63	VEL X	+21	-				
	FREQ	Q	KEYBD	MOD#1	DEPTH	MOD#2	DEPTH				
FILTER	59	31	18	OFF	-	VEL	+24				
	FINAL VOL	PAN	PAN MOD	DEPTH							
DCA 4	63	8	LFO1	+63							
	FREQ	RESET	HUMAN	WAV	L1	DELAY	L2	MOD			
LFO 1	14	OFF	OFF	TRI	63	0	63	WHEEL			
LFO 2	22	OFF	ON	TRI	0	21	20	PRESS			
LFO 3	-	-	-	-	-	-	-	-			
	L1	L2	L3	LV	T1V	T1	T2	T3	T4	TK	
ENV 1	+33	+26	0	47L	0	0	17	50	34	0	
ENV 2	-	-	-	-	-	-	-	-	-	-	
ENV 3	-	-	-	-	-	-	-	-	-	-	
ENV 4	+63	+44	+7	29L	32	0	29	48	34R	0	
	SYNC	AM	MONO	GLIDE	VC	ENV	OSC	CYC			
MODES	OFF	OFF	OFF	0	OFF	ON	OFF	OFF			
	SPLIT/LAYER	S/L PRG	LAYER	L PRG	SPLIT	S PRG	SPLIT KEY				
	OFF	-	OFF	-	OFF	-	-				