Leap Into The Void

Enchantment Of Absynth Vol 2

List of sounds:

Albatross

Evolving saw pad.
Master filter cut and res (macro 1, 2).
Modwheel -> Amp and Pan mod.
Velocity -> Cutoff.

Andakt

Tempo-synced pulse and noisy sequence. Added sixth.
Master filter cut and res (macro 1, 2).
Separate control of each cha Vol (macro 3, 5, 7). Control comb shaper amount separately of A, B and C with macro 4, 6, 8).
 Combined Comb Tone and Lp control of ABC with macro 9 and 10.
Modwheel -> Amp mod and soften.

Angar

Soft lead sound with rhythmic sequence (hold long).
Separate control of each channel vol (macro 3, 4, 5).
Modwheel -> Res and cha C trem.

Atomklyvningar

Dirty evolving and organic atmosphere.
Channels used are A and B.
Full control of all parameters for extensive soundshaping possibilities.
Hold C3 sustained and try: macro 2 (half), macro 3, 4 (min), macro 6 (half), macro 7 (min), macro 9, 10 (around one third).
Modwheel -> Amp mod (gate and reverse).

Beckmork

Tempo-synced luring dark soundscrape. Added sixth.
Master filter, cut and res, macro 1 and 2.
Separate control of each cha Vol with soundshaping assignments on for each cha.
Modwheel -> Mystique.

Begravningsscen

Sequenced noise, selfresonating tinnitus and sweeps with panned echoes.

Control master filter with macro 1-3, cut, res and freq shift dry/wet. Separate control of each channel vol and deep surgery of the supercomb filters.

Besatta Moraklockor

Soft bell-ish sequence, mod osc tuned +6.
Master filter, cut and res, macro 1 and 2.
Master Ring Mod dry/wet, macro 14.
Cha AB are assigned as group with extensive control using macro 3-6. Cha C Vol, macro 7 and Color, macro 8.
Modwheel -> Tremolo.

Blastens Aventyr

Windy evolving soundscape.
Master filter cut and res (macro 1, 2).
Modwheel -> Morpher.

Bransalderns Vind

Evolving pad/soundscape with airy combed noise.
Master filter cut and res (macro 1, 2).
Control cha A vol and shaper amount with macro 3 and 4.
Cha BC are treated as one with control of vol, comb shaper amount, Tone and Lp using macro 5, 6, 7 and 8 respectively.
Modwheel -> Highpass filter.

Briljant Sekvens

Sequenced rhythmic synth.
Master filter cut and res (macro 1, 2).
Modwheel -> Color)comb shaper amount and FM index).

Charmerande

Saw synth sound with long release (dreamy character in high register).
Master filter cut and res (macro 1, 2).
Modwheel -> Tremolo on cha C.

Civilkurage

Tempo-synced sequenced distorted evolving soundscape with added sixth.
Master filter cut and res (macro 1, 2).
Separate control of each cha Vol (macro 3, 4, 5).
Modwheel -> Gater.

Cyan

Multitrack sequenced soundscape with evolving sweeps, wind and swells.
Master filter cut and res (macro 1, 2).
Separate control of each cha Vol (macro 3, 5, 7). Control cloud dry/wet on cha A and C with macro 4 and 8 respectively. Color cha B with macro 6 (comb Lp).
Modwheel -> Character (multiple assignments).

Demonset

Caterpillar-drums of destruction and growl.
Master filter, cut and res, macro 1 and 2.
Separate control of each cha Vol.
 Supercomb soundshaping on all cha.
Modwheel -> Amp and Pan Modulation.

Den flaskiga basen

Fat bass for C1 register (classic poly lead in higher register)

Den Ockulta Dalen

Demonic percussive and noisy, distorted soundscape with added sixth.
Master filter, cut and res, macro 1 and 2.
Separate control of each cha Vol. Extensive control of cha B supercomb parameters.
Modwheel -> Reduces scatter and waveshaper amount and morphs the sound into a softer rhythmic pad sound.

Det Morka Energifaltet

Dark evolving pad/soundscape.
Master filter cut and res (macro 1, 2).
Modwheel -> Panner.

Det Var En Gang

Classic synth sound for chords and lead.
Master filter cut and res (macro 1, 2).
Modwheel -> Tremolo.

Distortion I Klockbyn

Tempo-synced bell-ish pulse sequence with sweeps and dirt. Use as lead/mallet in high register.
Master filter cut and res (macro 1, 2).
Separate control of each cha Vol (macro 3, 4, 6). Comb shaper amount control of cha B and C (macro 5, 7).
Modwheel -> Destruction. Master waveshaper wave morph (sinus -> square).

Djungelflojt

Percussive sequence with noise and airy distant vowel flute.
Separate control of each channel.
Master 1, cloud. Master 2 LPF 2 pole.
Modwheel -> octaver and gater.

Dodsvispar

Multitrack sequenced sound with noise, feedback and sweeping dark pad.
Control master filter with macro 1 and 2.
Separate control of each channel vol. Super comb control of cha B and C.

Domedagsklockan

Sequenced bell, synth and swell soundscape.
Master filter cut and res (macro 1, 2).

Control cha A vol, cut, res and freq shift dry/wet (macro 3, 4, 5, 6). Control BC vol
and FM index (macro 7, 8).
Modwheel -> Multi amp mod (poly gater).

Drommens Andetag

Vibes with granular breath.
Master filter cut and res (macro 1, 2).
Macro 3, distortion (shaper wave morph).
Modwheel -> Tremolo.

Dropparnas Vagor

Synth keys/pluck/lead sound with tremolo.
Master filter cut and res (macro 1, 2).
Modwheel -> Tremolo.
Velocity -> Cutoff.

Efterliknande Fet Analog

Analog sound with fast filter cut envelope.
Bass for C1 register. Lead for C3-4 register.
Master filter cut and res (macro 1, 2).
Modwheel -> Cutoff modulation.
Control LFO speed with macro 12.

Elektrisk

Overdriven synth lead with a plucked wah-wah/amp mod guitar-ish character.
Master filter cut and res (macro 1, 2).
Separate control of cha Vol (macro 3, 4). Crossfade between oscillators with macro
5. Macro 6 is assigned to master shaper wave morph (sinus to square), turn it up for
brutal distortion.
Modwheel -> Filter cut modulation of B.

Enkel Sekvens

Sequenced rhythmic synth.

Master filter cut and res (macro 1, 2).
Modwheel -> Color (comb shaper amount).

Ensam

Evolving pad.
Master filter cut and res (macro 1, 2).
Modwheel -> Amp Mod.
Control LFO speed with macro 12.

Esoterisk

Tempo-synced destructive noisy sound with buried evil melody. Added sixth.
Master filter, cut (macro 1), res and ring mod dry/wet (macro 2).
Separate control of each cha Vol.
 Assigned parameters for each cha with focus on cha B.
Modwheel -> Character and color.

Falten

Smooth evolving pad.
Master filter cut and res (macro 1, 2).
Modwheel -> Amo Mod and subtle panning.

Fargan

Evolving pad.
Master filter cut, res and shaper noise dry/wet (macro 1, 2, 3).
Cha AC Vol (macro 4), cha B Vol (macro 5).
Soften the pad by reducing AC.
Cha B adds/reduces body.
Modwheel -> Feedback (cha ABC resonance).

Fet Small

Kick bass with amp mod for C2 register.
Master filter cut and res (macro 1, 2).
Modwheel -> Amp Mod.
Velocity -> Cutoff.

Flojtens Magi

Highly sensitive airy flute character between C2-C4.
Master filter cut and res (macro 1, 2).

Modwheel -> Tremolo.

Flyguppvisning

Dirty evolving feedback (FM index mod) pad/soundscape.
Master filter, cut, res and freq shift dry/wet, macro 1, 2 and 3. Multitap FX control,
macro 4, 5 and 6, wet, feedback amount and freq.

Flyter

Tempo-synced pulsating and floating. Added sixth.
Master filter, cut, res and freq shift dry/wet, macro 1, 2 and 3.
Cha AC Vol (macro 4). Cha B Vol, freq shift dry/wet and comb tone (macro 5, 6, 7).
Modwheel -> Separate amp mod on each cha.

Flytten

Evolving fast tremolo pad (or lead) with a sharp attack.
Master filter cut and res (macro 1, 2).
Modwheel -> Tremolo.

Foranderlig

Deep evolving pad.
Master filter cut and res (macro 1, 2).
Modwheel -> Panner.

Forfoljd

Tempo-synced pulsating occultism with ghostwinds. Added sixth.
Master filter, cut, res and freq shift dry/wet, macro 1, 2 and 3.
Ring Modulation dry/wet, macro 4.
Separate control of each cha Vol, macro 5, 6 and 7. Combined control of all cha
comb shaper amount, macro 8.
Modwheel -> Panner.

Forvrangd

Sequenced sound with noise and evil.
Master filter, cut and res, macro 1 and 2.
Separate control of each cha Vol. Extensive supercomb soundshaping possibilities
on cha A and B. Comb shaper amount control on cha C.
Modwheel -> Tremolo.

Fundera

Tempo-synced pulse and resonating feedback. Distorted sensitive vibes in higher register (use with modwheel).
Master filter cut and res (macro 1, 2).
Separate control of each cha Vol (macro 3, 4, 5). Use cha AC for a rubber mallet sound, solo cha A for very soft dreamy vibes.
Extensive Aetherizer control.
Modwheel -> Tremolo on cha B.

Fundera Mera

Dirty bell-ish polyrhythm sequence with disturbance.
Master filter cut and res (macro 1, 2).
Separate control of each cha Vol. Individual control of each cha color.
Modwheel -> Multi amp mod.

Fyren Om Natten

Multitrack sound, melodic sequence with reversed sweeping noise and distant horn.
Master filter -> Macro 1 and 2.
Separate control of each cha Vol. Extensive control of the noise source (A) Comb Tone and Shaper amount with macro 4 and 5.
Modwheel -> Double amp mod (triplets) on B and tremolo on C (melody).

Gall

Dirty evolving pad/soundscape with screams.
Master filter cut, res and freq shift dry/wet (macro 1, 2, 3).
Separate control of each cha Vol (macro 4, 5, 6). Combined control of ABC Comb shaper amount (macro 7).
Modwheel -> Disturbance (separate modulation of each cha comb tone).

Gammelskogen

Tempo-synced pulse and dark winds (flute). Added sixth.
Master filter cut and res (macro 1, 2).
Separate control of each cha Vol and soundshaping possibilities for each cha with extended control of cha B.
Modwheel -> Slow panner.

Genom Historien

Tempo-synced evolving (high res notch) pad and subtle pulses.

Master filter cut and res (macro 1, 2).
Modwheel -> Dual amp mod.

Glidflygare

Smooth evolving pad with subtle cloud.
Master filter cut, res and freq shift dry/wet (macro 1, 2, 3).
Control AC vol with macro 4 and A cloud dry/wet with macro 5.
Add cha B (slow triplets) vol with macro 6 and control cha B color with macro 7, 8.
Modwheel -> Amp mod of cha A and C with two different speeds.

Glitter

Tempo-synced soundscape/pad with pulse and fast tremolo/gater/glitter. Use as lead in high register.
Master filter cut and res (macro 1, 2).
Control cha A Vol and comb Lp with macro 3, 4. Control cha B and C vol with macro 5, 6 respectively.
Modwheel -> Soften.

Gravplundraren

Tempo-synced demonic soundscrape with pulse, granular sweeps and added sixth.
Master filter, cut, res and freq shift dry/wet, macro 1, 2 and 3.
Separate control of each cha Vol and soundshaping for each cha.
Modwheel -> Morphs into a peaceful rhythmic pad.

Gruvschakt

Destructive machine noise sequenced multitrack sound.
Control master filter with macro 1and 2.
Separate control of each channel Vol and supercomb Tone. Combined control of comb Shaper amount and comb Lp with macro 9 and 10.
Modwheel -> Amp Modulation rhythm.

Gryningsdans

Soft lead with long release. Hold long for sequenced pad/soundscape with noise sweeps.
Master filter cut and res (macro 1, 2). Control noise Vol (cha B) with macro 3.
Modwheel -> Tremolo and pan.

Hackbrade

Mallet with a string character.
Master filter cut and res (macro 1, 2).
Modwheel -> Shaper wave morph (sine to filtered square), raise to add distortion.

Hajen Och Vargen

Multitrack sound with dark ostinato synth (alternating tonika and minor second), dirty noise sequence and unstable osc.
 Master filter cut and res, macro 1 and 2.
Separate control of each cha Vol. Supercomb assignments of cha A and C for soundshaping and also possibility to stabilize cha B (macro 7).

He He

Occult pulsating sequence and luring scrapes.
Master filter cut and res (macro 1, 2).
Modwheel -> Tremolo.

Hemligheten

Tempo-synced pulse, osc phasing and resonance.
Master filter cut, res and freq shift dry/wet (macro 1, 2, 3).
Separate control of each cha Vol (macro 4, 5, 7) with Comb shaper amount control of cha B and C (macro 6, 8).
Modwheel -> Drama. (superfast pitch mod +-6 semi).

Hologram

Sequenced fractal granularity and echoes.
Master filter cut, res, shaper amount and wave morph (macro 1, 2, 3, 4).
Control AB Vol and comb shaper amount with macro 5, 6. Control C Vol and filter cut with macro 7, 8.
Modwheel -> Tremolo.

Hornet

Classic brassy bass/lead sound.
Master filter cut and res (macro 1, 2).
Modwheel -> Tremolo.

Hostlov I Vinden

Tempo-synced untamed slow flute-ish repetitions with layered pulse and swell.

Master filter cut and res (macro 1, 2).
Separate control of each cha Vol (macro 3, 5, 7). Sounshaping for cha A comb shaper amount and B comb feedback (macro 4, 6).
Modwheel -> Tremolo with different speed on cha AB and a slow saw/gater on cha C.

Hypnotisk

Fantasy mallet in C4 and above.
Master filter cut and res (macro 1, 2).
Modhweel -> Comb Lp.

I Grottan

Tempo-synced scraping and noise cave soundscape.
Master Comb Lp and Hp (macro 1, 2).
Separate control of each cha Vol. Control scatter on A (macro 4) and scatter on B (macro 6).
Modwheel -> Amp mod (slow reversed saw).

I Koppartrumman

Tempo-synced pulsating sequence with swells and metal resonance flavour.
Master filter cut, res and freq shift dry/wet (macro 1, 2, 3).
Separate control of each cha Vol (macro 4, 5, 7). Comb Tone control of cha B and C (macro 6 and 8).
Modwheel -> Aetherizer Vowel.

Installation

Suggestive tempo-synced monotone sequence with phasing ring.
Master filter cut and res (macro 1, 2).
Modwheel -> Tremolo.

Interstellara Kluster

Atmosphere. Clusters of metal atoms.
Master filter cut, res and freq shift dry/wet (macro 1, 2, 3). Separate control of each (A and B) cha Vol (macro 4, 5). Combined control of AB filter cut, res and waveshaper dry/wet (macro 6, 7, 8). Separate control of cha B comb shaper amount and Lp (macro 9, 10).
Modwheel -> Dual amp mod.

Isolering

Tempo-synced pulsating synth sequence with octave shift. Use as lead with long release, playing short notes.
Master filter, cut, res and ring mod dry/wet, macro 1, 2 and 3. Cha AC soundshaping with macro 4-6. Cha B cut and res, macro 7 and 8. Macro 9 at min position = minor seven and tritonus added to the sequence.
Modwheel -> Tremolo.

Jagaren

Dirty filter cut envelope bass for C1 register.
Master filter cut and res (macro 1, 2).
Modwheel -> Filter cut modulation.
Control LFO speed with macro 12.

Jarnalderns Ande

Evolving pad/soundscape with comb resonance.
Master filter cut and res (macro 1, 2).
Cha A vol and comb shaper amount (macro 3 and 4). Cha BC are linked with control of Vol, Comb shaper amount, Tone and Lp (macro 5, 6, 7, 8).
Modwheel -> Comb Hp mod and panner.

Jatten

Dark tempo-synced percussive and granular soundscape.
Master filter, cut, res and flt shaper dry/wet, macro 1, 2 and 14.
Separate control of each cha Vol.
Simple tweak: Turn down C (granular osc).
Modwheel -> Scatter and supercomb cut and feedback.

Kakofoni

Tempo-synced sequenced panned insanity.
Master filter cut, res and shaper amount (macro 1, 2, 3).
Separate control of each cha Vol (macro 4, 5, 6). Control cha C cloud dry/wet with macro 7.
Modwheel- > Dual amp mod of cha A and B.

Kansla Av Harmoni

Rhythmic reversed synth pad/bed with pulse.
Master filter cut, res and freq shift dry/wet (macro 1, 2, 3).
Modhweel -> Reversed saw amp mod.

Kilpisjarvi

Repetitive pulse with mystique.
Master filter cut and res (macro 1, 2).
Separate control of each cha Vol. Comb Lp control of cha A (macro 4).
Modhweel -> Slow amp mod.
Try big chords 4+ notes spread on several octaves adding the notes one at a time to create interesting chord rhythm beds.

Klarinett

Bass clarinet/flute synth sound.
Comb Tone, Lp and Position (macro 1, 2, 3).

Klass A

Fat analog bass and/or lead sound.
Master filter cut and res (macro 1, 2).
Modwheel -> Filter cut modulation.
Control speed of LFO with macro 12.
Velocity -> Cutoff.

Klockspel

Tempo-synced bell-ish pulse sequence with mystique.
Master filter cut and res (macro 1, 2).
Separate control of each cha Vol (macro 3, 4, 5). Control cha C comb shaper amount with macro 6.
Modwheel -> Polyrhythmic gater.

Knivslipen

Destructive and evil percussive sequence with swordblades.
Separate control of each cha Vol.
Focus on cha B with extensive supercomb assignments.
Try: Turn down vol on cha A and C. Turn up FX wet (macro 10) and then tweak macro 5 and 6.
Modwheel -> Multi gater +

Knolvalens Dans

Pulsating tempo-synced synth pad/bed sound with sweeps. Added sixth creating a repetitive bell-ish character.
Master filter cut and res (macro 1, 2).

Velocity -> Cha C amp (repetitive sixth).

Komplex Skonhet

Tempo-synced pulse on each bar with evolving, metallic, resonating and phasing soundscape. Use as soft (long release) lead, playing staccato in higher register. Combine sustained C3 with melody in C5.
Master filter cut and res (macro 1, 2).
Modwheel -> Pulse (cha A amp) removal.

Kopparkarl

Tempo-synced pulse with spatial echoes and secred ingredient. Loong release.
Master filter cut, res and shaper amount (macro 1, 2, 3).
Cha BC comb shaper amount and Lp soundshaping (macro 4, 5).

Kraschen

Sequenced destruction and hidden melody.
Master filter cut and res (macro 1, 2).
Separate control of each cha Vol (macro 3, 4, 5).
Macro 6 = Destroy.
Modwheel -> Amp mod.

Krater

Evil destructive percussive sequence with sweeps.
Master filter cut and res (macro 1, 2).
Separate control of each channels vol (macro 3, 4, 5).
Modwheel -> gater.

Kryptiska Meddelanden

Atmosphere. Texture. Beyond.
Master filter cut, res and freq shift dry/wet (macro 1, 2, 3).
Separate control of each cha Vol (macro 4, 5, 9). Combined control of AB soundshaping (macro 6, 7, 8). Macro 10 cha C filter morpher.
Modwheel -> Gater and pulse.

Lagfrekvent

Sustained sub bass for C1 register (and lead for higher register).
Master filter cut and res (macro 1, 2).

Ledens Oljefat

Lead sound.
Velocity -> cutoff and amp env attack.
Modwheel -> LFO tremolo.

Ljusets Sekvens

Sequenced rhythmic synth.
Master filter cut and res (macro 1, 2).
Modhweel -> Distortion.

Lockelse

Tempo-synced suggestive pulsating selfresonating sound. Added sixth. Use as lead
with long release (playing shorter notes) in higher register (C4+)
Master filter cut and res (macro 1, 2).

Lucid Drom

Tempo-synced, bell-ish, sequenced hallucination and scrape with added sixth.
Master filter, cut and res, macro 1 and 2.
Separate control of each cha Vol and control of their respective character.
Modwheel -> Dual amp mod.

Luftens Sjalvspel

Tempo-synced rhythmic sequence with pulses and dark granular winds.
Master filter cut, res and freq shift dry/wet (macro 1, 2, 3).
Separate control of each cha Vol (macro 4, 5, 6). Combined control of AB comb
shaper amount (macro 7).
Modwheel -> Character (removes scatter and adds fast saw amp mod on cha B).

Lur

Tempo-synced distorted evolving pad.
Master filter, cut and res (macro 1, 2).
Cha AC Vol (macro 3). Cha B Vol (macro 4).
Modwheel -> Cha ABC filter cut and filter cut modulation of cha A.

Lurar I Skogen

Luring melody (cha C), subtle noise and envelope controlled grain clouds.

Master filter, cut and res, macro 1 and 2.
Separate control of each cha Vol.
Modwheel -> Tremolo and Morph (fades out cha C and colors cha A).

Lustens Sekvens

Sequenced rhythmic synth.
Master filter cut and res (macro 1, 2).
Modwheel -> Pattern morph.

Magnetisk Bas

Dirty organic mono bass/lead.
Master filter cut and res (macro 1, 2).
Macro 3, dirt color.
Modwheel -> Fast gater.

Majestatisk

Bright evolving pad.
Master filter cut and res (macro 1, 2).
Modwheel -> Tremolo.

Malmedveten Blasbalj

Repetitive noise sequence.
Master filter cut and res (macro 1, 2).
Cha A and B are based on similar settings with subtle changes. Control cha A vol,
comb shaper amount, Tone and Lp with (macro 3, 4, 5, 6) and same parameters for
cha B (macro 7, 8, 9, 10).
Modwheel -> Reversed saw amp mod.

Manseansen

Multitrack dark pulsating sequence with growling padsynth sound.
Master filter, cut, res and waveshaper amount and phase, macro 1, 2, 3 and 4.
Separate control of each cha Vol, macro 5, 6 and 7. Macro 8, comb feedback
amount on cha C. Aetherizer control, macro 11 and 12, grain feedback and grain
filter hertz.

Marsch I Krig

Destructive percussive repetitive sequence with noise winds from the dark.
Master filter, cut and res, macro 1 and 2.

Separate control of each cha Vol.
Aetherizer with transpose random set to 24 for a giant chorus-ish effect.
Modwheel -> subtle coloring.

Mentalt Tillstand

Tempo-synced pulse/bell-ish soundscape with noise (snare) and osc phasing. Use as lead/mallet in high register.
Master filter cut and res (macro 1, 2).
Cha A Vol (macro 3). Cha B Vol and Comb shaper amount (macro 4, 5). Cha C Vol and comb shaper amount (macro 6, 7). Combined ABC Comb Lp control (macro 8).
Modwheel -> Distortion.

Mistluren

Dirty/airy evolving pad with sweeps.
Grain cloud dry/wet (macro 1).
AB comb shaper amount (macro 2). AB comb Tone (macro 3). ABC comb Lp (macro 4).
Modwheel -> Saw up amp mod.

Monofas

Bright mono lead with subtle unison detune.
Master filter cut and res (macro 1, 2).

Monster

Sequenced destruction.
Control master filter cut, res and freq shift dry/wet with macro 1-3.
Separate control of each channel vol and extensive soundshaping of the comb filters.

Morker

Dark tempo-synced pulsating suggestive sequence and luring pad.
Master filter cut, res and freq shift dry/wet (macro 1, 2, 3).
Modwheel -> Slow panner.

Morkrets Rorelse

Dark evolving pad.
Master filter cut and res (macro 1, 2).
Modwheel -> Amp mod.

Control speed of LFO with macro 12.

Mycket Uttrycksfull

Soft expressive lead sound with long release.
Master filter cut and res (macro 1, 2). Control Vol of cha A with macro 3 and Vol of cha BC with macro 4. Crossfade between osc waveforms with macro 5 to change color. Macro 6, master shaper wave morph (sine to square) enables extreme distortion.
Modwheel -> Pan and B cutoff modulation.

Myggan

Bright mono lead.
Master filter cut and res (macro 1, 2).

Mystik Av Vinden

Wind sequence of the mystique.
Master LPF with cut, res, freq shift dry/wet and pitch using macro 1, 2, 3 and 4 respectively.
Extensive combined ABC soundshaping of supercomb with macro 5-8.

Natten

Mysterious evolving soundscape/pad. Aetherizer transpose +6.
Master filter cut and res (macro 1, 2).
Control cha A vol (macro 3) and cha BC vol (macro 4).
Modwheel -> Tempo-synced octaver.

Nattens Himlaspel

Pad/soundscape with tempo-synced mysticism.
Master filter cut and res (macro 1, 2).
Cha A Vol (macro 3).
Combined cha BC Vol, comb shaper amount, Tone and Lp (macro 4, 5, 6, 7).
Modwheel -> Panner.

Nere I Djupet

Darkness, tempo-synced pulses, space and echoes.
Master filter cut, res and freq shift dry/wet (macro 1, 2, 3).
Control comb shaper amount with macro 4 and Tone with macro 5.
Modwheel -> Panner.

Odslig

Mysterious soundscape with repetitive synth alternating one semi down and up.
Master filter, cut and res, macro 1 and 2.
Control cha AC Vol and soundshaping with macro 3-6. Cha B Vol, macro 7 and B
Cloud amount, macro 8.
Remove minor seventh (alternating note) with macro 9.
Modwheel -> Subtle dual amp mod.

Oppna Falt

Pulsating and sweeping sequenced synth sound.
Master filter, cut and res, macro 1 and 2.
Separate control of each cha Vol. Individual soundshaping assignments on each
cha.
Modwheel -> Fast Tremolo on cha A (sweep).

Pilgrimsfalk

Pulsating synth pad/soundscape with sweeps and shaper bursts.
Master filter, cut and res, macro 1 and 2.
A Vol, macro 3, BC Vol, macro 4.
Modwheel -> Dual amp mod and comb shaper reduction on B.

Planet I Omloppsbana

Subtly evolving pad with cloud filter.
Master filter cut, res, freq shift dry/wet and pitch (macro 1, 2, 3, 4).
Channels used are A and B with separate control of Vol and Cloud dry/wet.
Modwheel -> Tremolo.

Polar Djuphavsdykning

Dark evolving soundscape.
Master filter, cut, res and freq shift dry/wet, macro 1, 2 and 3.
Separate control of each cha Vol using macro 4, 5 and 6. Control cha C comb
shaper amount and tone with macro 7 and 8.
Modwheel -> Slow Pan.

Poly

Bass for C1-2 and lead in higher register.
Master filter cut and res (macro 1, 2).

Pressad

Distorted lead sound.
Master filter cut and res (macro 1, 2).
Modwheel -> Tremolo.

Progressiv

Dirty growling bass for C1 register.
Master filter cut and res (macro 1, 2).
Macro 3 (filter cut envelope).
Macro 4 (amp release).
Velocity -> Filter cut and cha A FM index amount.

Puls Och Gnissel

Tempo-synced pulse and reverse ominum with aetherizer atmo transpose -6.
Master filter cut and res (macro 1, 2).
Separate control of each cha Vol
(macro 3, 5, 7). A Comb Tone (macro 4), B Comb Shaper (macro 6), C Comb Tone
(macro 8).
Modwheel -> Rhythmic Octaves and Gater.

Radio Fran Marsch

Multitrack sequenced sound. Bass drum, snare marching sequence and noise.

Separate control of each channel vol, filter and comb parameters for extensive
soundshaping.

Radioaktiv Stralning

Dirty noisy resonating atmosphere.
Master filter cut, res and shaper amount (macro 1, 2, 3).
Separate control of each cha Vol. Extensive control of cha A.
Modwheel -> Morpher (changes character and adds square LFO amp mod of cha A).

Resan

Sequenced pulse/rhythmic synthbed with swells.
Master filter cut and res (macro 1, 2).
Modwheel -> Cha ABC resonance amount.

Resan Over Havet

Tempo-synced pulse, fast gating synth and noise sweeps.
Master filter cut and res (macro 1, 2).
Modwheel -> Tremolo and reverse amp mod of noise).

Ror I Polyrytm

Polyrhythmic noise and screaming airy flute sequence with resonance sweeps.
Separate control of each channel vol and comb parameters for extensive
soundshaping.
Master 2 -> LPF 4 pole.
Modwheel -> Polyrhythmic tremolo.

Rorelsens Sekvens

Hold long for tempo-synced pulses and evolving pad. Play shorter notes for poly
lead.
Master filter cut, res and waveshaper amount (macro 1, 2, 3).
Modwheel -> Amp mod on cha C (pad).

Rund Sag

Mono bass for C1 register and below. Basic mono lead in higher.
Master filter cut and res (macro 1, 2).
Modwheel -> Filter cut LFO modulation.
Control the speed of the LFO with macro 12.

Rymdhangar

Evolving granular ghost atmosphere and voltage.
Master filter cut, res and freq shift dry/wet (macro 1, 2, 3).
Separate control of each cha Vol (macro 4, 6, 7).
Modwheel -> Morph (morph into a tremolo pad with panning.

Sag Sekvens

Tempo-synced rhythmic synth sound.
Master filter, cut and res, macro 1 and 2.
Modwheel -> Tremolo on cha C.

Siluett

Noise winds and evil melody. Added sixth.
Master filter, cut and res, macro 1 and 2.
Separate control of each cha Vol and assigned soundshaping for each cha.
Modwheel -> Tremolo and panner.

Sjalvspelande

Tempo-synced, rhythmic and polyphonic melody with sweep synth.
Master filter cut and res (macro 1, 2).
Modwheel -> Morph (removes cha A and C (melodies) and adds Cloud filter "water" to cha B).

Skepp

Evolving square-ish pad with res and noise.
Master filter cut and res (macro 1, 2).
Control ABC channel filter resonance with macro 3 and shaper (noise) dry/wet with macro 4.
Modwheel -> Tremolo (dual speed on cha A for added rhythm).

Skimmer

Evolving pad with subtle fast gater.
Master filter cut and res (macro 1, 2).
Modwheel -> Gater.

Skraddaren

Sub bass for C1 register.
Master filter cut and res (macro 1, 2).
Modwheel -> Filter cut modulation.
Velocity -> Amp and waveshaper in Gain.

Skriet Me K

Tempo-synced insanity.
Master filter cut and res (macro 1, 2).
Separate control of each cha Vol.
 Extensive control of cha B coloring (macro 5, 6, 7).
Aetherizer transpose random is set to 24 creating the "super-chorus" effect. Control grain rate and duration with macro 11, 12.
Modwheel -> Cloud dry/wet and subtle pan.

Smedjegarden

Metallic hammering sequence with distortion and distant echoes.
Master filter, cut, res and freq shift dry/wet, macro 1, 2 and 3. Separate control of each cha Vol. Extensive supercomb soundshaping possibilities on each cha.
Try removing the shaper on each.
Modwheel -> Gater, trem and negative comb Lp.

Spegelrummet

Tempo-synced pulse and psychedelic mezmerer. Added sixth. Loong release.
Master filter cut and res (macro 1, 2).
Separate control of each cha Vol (macro 3, 4, 5).
 Cha BC comb shaper amount and Lp soundshaping (macro 6, 7).

Speglande Sekvenser

Sequenced rhythmic synth.
Master filter cut and res (macro 1, 2).
Modwheel -> Color.

Spokkorridor

Tempo-synced granular winds and breaths.
Master filter, cut and res, macro 1 and 2.
Separate control of each cha Vol.
Supercomb assignments on cha A and B. ABC Scatter amount, macro 10.
Modwheel -> Smooth pad synth sound with tremolo and subtle panning.

Stalstrang

Melodic sequenced sound (spacey reversed 12 string guitar if you whish).
Master filter, cut and res, macro 1 and 2.
Extensive supercomb soundshaping with macro 3-6.
Modwheel -> Tremolo.

Storhet

Evolving saw pad with Aetherizer "super-chorus".
Master filter cut and res (mcaro 1, 2).
Modwheel -> Amp mod and panner.

Susets Fanfar

Evolving pad with granular ingredient.

Master filter cut, res and freq shift dry/wet (macro 1, 2, 3).
Cha A and B in use. Control A vol, comb Tone and shaper amount (macro 4, 5, 6) and B vol, comb Tone and shaper amount (macro 7, 8, 9).
Modwheel -> Gater.

Svarm

Sequenced suggestive soundscrape of noise, bricks and dirt.
Control master filter with macro 1 and 2.
Control cha A separately and BC together.
Modwheel -> Character. Assigned to reversed amp modulation, scatter and more, giving it a more percussive character with reversed amp ambience.

Tankar

Fractal pad/soundscape with combed pulse.
Master filter cut, res, shaper amount and shaper wave phase (macro 1, 2, 3, 4).
Separate control of each cha Vol (macro 5, 6, 7). Control filter cut of cha C (macro 8).
Modwheel -> Panner.

Temperament

Brutal and expressive FM mono bass for C1 register.
Master filter cut and res (macro 1, 2).
Modwheel -> FM index amount.
Velocity -> Cutoff.

Trollbindande Sekvens

Sequenced rhythmic synth.
Master filter cut and res (macro 1, 2).
Macro 3, distortion.
Modwheel -> Amp gate.

Turbo

Overdriven mono bass/lead.
Master filter cut and res (macro 1, 2).
Modwheel -> Dirtier (Shaper morphing from sinus to square).
Velocity -> Cutoff.

Ultra

Analog sound with fast filter cut envelope.
Bass for C1 register. Lead for C3-4 register.
Master filter cut and res (macro 1, 2).
Separate control of each cha Vol (macro 5, 6, 7). Control channel filter cut and res with macro 3 and 4. Macro 8 is assigned to master shaper wave morph (sinus to square), from overdrive to brutality.
Modwheel -> Cutoff modulation.

Underjorden

Underearth soundscape.
Master filter, cut, res, waveshaper amount and phase, macro 1, 2, 3 and 4.
Aetherizer FX, dry, wet, grain filter hertz, grain filter Q, macro 5, 6, 7 and 8.
Modwheel -> Cloud filter amount (and reduces FM index on cha B).

Urskogen

Slow pulse and wind (flute).
Master filter cut and res (macro 1, 2).
Separate control of each cha Vol and soundshaping possibilities for each cha.
Modwheel -> Comb Lp, Hp and feedback modulation and panning.

Uthallighet

Stamina. Sequenced sound with noise and sweeping growls.
Control master filter with macro 1-3, cut, res and freq shift dry/wet. Use macro 4 to control Cloud dry/wet.
Separate control of each channel vol.
Modwheel -> Two amp LFO's.

Vagor Av Forstorelse

Dark, untamed, evolving soundscape, atmosphere.
Master filter cut and res (macro 1, 2).
Separate control of each cha Vol (macro 3, 4, 5). Combined control of cha BC comb shaper amount and Tone (macro 6, 7).
Modwheel -> Morphs the sound to smooth evolving pad.
Velocity -> Cha A comb pitch.

Val I Oceanen

Tempo-synced pulsating/gated synth sound and the occasional whale.
Master filter, cut and res (macro 1, 2).
Cha AB Vol, comb Tone, Shaper amount and Lp (macro 3, 4, 5, 6). Cha C Vol and filt cut (macro 7, 8).

Modwheel -> Color (FM Index).

Vandringsleden

Multitrack sound with bassdrum, snare, synth and self resonation.
Master filter cut and res (macro 1, 2).
Separate control of each cha Vol. Extensive soundshaping on cha B (macro 5, 6, 7).
Modwheel -> Amp mod of cha C (synth).

Vanta

Tempo-synced repetitive and resonating sound.
Master filter cut and res (macro 1, 2).
Separate control of each cha Vol and extensive control of each cha color.
Modwheel -> Amp mod and character.

Vidder

Evolving pad.
Master filter cut and res (macro 1, 2).
Modhweel -> Pan.

Vintergatan

Tempo-synced pulse and psychedelia. Lead/mallet in higher register (try it while holding a sustained lower note).
Master filter cut and res (macro 1, 2).
Separate control of each cha Vol. Cha B Comb Lp (macro 5). Extensive Aetherizer control. Modwheel -> Morpher (phase of cha BC and dual LFO amp mod creating a offbeat on cha A and B).

Vintervind

Tempo-synced granular reverse sweeps with a distant occational bell.
Master filter, cut, res and freq shift dry/wet, macro 1, 2 and 3.
AB is assigned as a group with Vol, comb tone and shaper amount, macro 4-6. Cha C Vol and comb Tone, macro 7 and 8.
Modwheel -> Luring psychedelic tremolo sound.

Mikael Adle
Leap Into The Void