

DEEP - X

64 performances for Electro and SynthWave by Yvo



FM-X synthesis



YAMAHA

MONTAGE

Deep-X

User Manual

Welcome to Deep-X, a FM-X Sound Set for your Yamaha Montage.

To use it, just load the .X7L Library file from a USB device, and you will find the performances into the « Category Search » section, using the « Bank/Favorite » area -> Deep-X.

Your Montage need at least the Firmware Version 2.00.3.

There is an Audition available for each performances. To be sure to ear it properly, hit the « Audition » button just after selecting a performance. (or re-select it if you've made any real time modification.)

Many performances have different settings stored in the « Scenes », so feel free to test them ! It could be a slight, or a drastic change into the sound.

The idea behind this sound set, is to make the FM-X engine sound in another way than the « classic » FM sound, by using the combination of FM, filters and effects.

Hope you will have fun with Deep-X !

		Controllers					
Performance Number	Performance Name	Mod Wheel	Assign Switch 1	Assign Switch 2	Super Knob	Scenes	Commentary
01	Motion Saw Pad	Adjust some OP Frequency	Add detuned sound	Add Dynamic Phaser effect	Control Filter Cutoff	1;2;3	Try to activate the Assign 1&2 on the Scene 2
02	Sense Bass	Adjust the decay on bass	Add Chorus on bass	Add Delay on bass	Control Filter Cutoff and Reso	1;2	Motion Seq control the decay on bass sound
03	Smooth & Move	Add a Motion Seq part	Increase decay time	–	Turn left to add Filter Mod	1;2	Assign 1 works well with Mod Wheel full up
04	Saturn-X	Add little FM brightness	Add fastest attack	–	Control Filter Cutoff ans Reso	1;2;3	Mod Wheel works well with Scene 1
05	Lead-X7	Control FM brightness	–	–	Control Filter Cutoff & Prt3 Vol	1;2;3;4	Scene 4 add Filter Sweep
06	Super DCO-7	Control FM brightness	Add Chorus	–	Control filter Cutoff	1;2	Scene 2 is a slower pad sound
07	New 7 Bass	Control FM on Bass & Prt 2	–	–	Another FM control	1;2;3	Motion Seq control the Super knob
08	FairyVoxy X	Slight control of brightness	Switch Delay/Reverb	–	Control Filter Cutoff	1;2	Scene 2 add an arp on a slight variation of the overall sound
09	Sweep 7 X	Add a bright effect part	–	–	Control Filter Cutoff	1;2	Scene 2 sound percussive with Mod Wheel full up
10	Kick&Bazz Filta !	Add brightness on bass	Add Chorus on bass	–	Control Overall Filter Cutoff	1;2;3	You can play with the Common Tone for interesting results
11	FM-X Syn Choir	Slightly control some «noise»	–	–	Control Attack & Decay	1;2;3;4;5	Scene 4 use Motion Seq to control Parts Volume
12	Movin.Pad	Add a «noise» part to the sound	–	–	Control Overall Filter Cutoff	1;2;3	You can play with the Common Tone for interesting results
13	FmX Kit C1-C#2	Slightly act on the HiHat Decay	Add a little Reverb	–	Control Overall Filter Cutoff	1;2	Scene 2 is a slight variation of Kick and HiHat
14	Glutur Tek	Control FM on sound	Increase effets level	–	Control Filter EG depth and decay	1;2	Scene 2 has Arp and MS Off to let ou play manually
15	Jumpin Bass	Add a Short Attack	Morph the sound	Add Chorus	Control Filter Cutoff & Reso	1	Turn left the Super Knob to ear the Arp Filter Mod

		Controllers					
Performance Number	Performance Name	Mod Wheel	Assign Switch 1	Assign Switch 2	Super Knob	Scenes	Commentary
16	Warm-Cold	Control of brightness	Activate Amp Sim	–	Control Attack, Decay and Release	1;2	Assign 1 works well on scene 2, with the Mod Wheel full down
17	Ufo .Noise	Morph into FM Noise	Add Phaser	–	Control Filter Cutoff	1	You can play with the Common Tone for interesting results
18	80's Split	Control Part 8 Filter Cutoff	Add Chorus to Part 8	Detune Part 8	Isolator effect On/Off	1;2;3	Part 7 is a little custom AWM2 Drum Kit
19	Seq Lover	Control FM Attack	–	–	Control the « Square » sound	1	Motion Seq « auto control » the FM attack
20	Beating	Control of FM brightness	Slow down the « beating »	–	Control Filter Cutoff	1	You can play with the Common Tone for interesting results
21	Low Pad	Control of FM brightness	–	–	Very light control of brightness	1;2	Scene 2 is a brighter sound
22	Goa Spree	Control of FM brightness	–	–	Control of FM brightness	1	MS control the HPF Cutoff & Super Knob
23	Soft Bass	Add Harmonic content	–	–	Add Chorus Delay and Phaser	1;2	Scene 2 is just an arp off
24	Hollow Dee	Add Harmonic content	–	Add a Kick sound	Add Harmonic content	1;2;3	Play with the Common Tone ADSR for <i>strange</i> results
25	P-W-F-M	Control of FM brightness	–	–	Control Filter Cutoff & Reso	1;2	Scene 2 use another Arp motif
26	Magic-X	Add attack to the sound	Slightly shut off the attack	–	Control Filter Cutoff	1;2	Scene 1 is a FM lead sound
27	Fifth Synth	Control some OP Frequency	–	–	Control Filter Cutoff & Reso	1;2	Mod Wheel works well with the Super Knob full left
28	Metalead	Control of FM brightness	–	–	Control Filter Cutoff	1;2	Scene 2 can act like a weird lead when manually played
29	Spiral Vox	Control the Bass FM brightness	–	–	Control the Bass FM brightness	1	Motion Seq control the super Knob
30	Acid-Dist 7	Control FM Distortion	Add Portamento	–	Control HPF Cutoff	1	You can use the HPF to cut the lower tone in a mix

		Controllers					
Performance Number	Performance Name	Mod Wheel	Assign Switch 1	Assign Switch 2	Super Knob	Scenes	Commentary
31	Liquid-Bass	Add Harmonics	Add Delay	Add Chorus	Control Filter Cutoff	1	You can play with the Common Tone for interesting results
32	Bells Pad	Add Bells Attack	Add Little phaser	_	Control Decay	1;2	Scene 2 is a short Bells sound with Arp
33	X-Saws	Add Harmonics	_	_	Control Filter Cutoff	1;2	Motion seq« auto sweep » the Filter
34	High 90's Pad	Control Filter Cutoff	_	_	Control FM Brightness	1;2	Scene 2 Add a Motion Seq to control Super Knob
35	Euro Split	Add a Synth to the bass line	Turn off the bass sound	_	Control the Lead Filter Cutoff	1;2;3	Motion Seq control the Super Knob
36	7Rez.Bass	Morph the sound	Add Harmonics	Shut down the Delay	Control Filter Cutoff	1	a typically FM Bass with MW UP and Assign 2 On
37	Replicans	Add « Lead » Brightness	Cut down harmonics	_	Control Filter Cutoff	1;2	Scene 2 sound well with Assign 1 On
38	Morph Bass	Change Harmonics	Add a Phaser	_	Morph the Sound	1;2;3	You can play with the Common Tone for interesting results
39	Solo-X	Control some OP Frequency	Switch into a Fifth tune	_	Control Filter Cutoff	1;2	Scene 2 works well with MW full Up and Assign 1 On
40	Trance'n'Saw	Morph the sound	Faster Decay	_	Control Filter Cutoff	1	Scene 2 add Filter Resonance
41	Happy Arpy	Control Filter Decay	Add Chorus	Detune the Sound	Control Filter Cutoff	1;2	Scene 2 work well with Assign 1&2 On
42	Attack Bass	Add little attack « klik »	_	_	Slight control of Filter Cutoff	1;2	Decrease the « Common Tone Deph » to open up the filter
43	Leader One	Morph into a Sine Wave	Add little Portamento	Morph into a lower sound	Control Filter Cutoff	1	Turn Assign 2 with MW full Up to add a lower Sine Wave
44	Synth Bazz	Control Attack Brightness	Add Chorus	_	Slightly Add brightness	1;2;3	The Scenes are different Decay settings
45	Softy Pad	Control String brightness	1 Octave Up Part 3&4	Shut down Part 3&4	Add Flanger on part 3&4	1;2;3	Scene 3 works well played in lower keys with assign 1 On

		Controllers					
Performance Number	Performance Name	Mod Wheel	Assign Switch 1	Assign Switch 2	Super Knob	Scenes	Commentary
46	Movin'Voices	Slight harmonic control	--	--	Control Filter Modulation	1;2	Scene 2 works well with Modulation Wheel full Up
47	DX Fantasy	Turns up a lead sound	Shut down the « bell »	--	Control Filter Decay	1;2;3	Scene 2 works well with MW full Up & Assign 1 On
48	Berlin...School	Control Filter Cutoff & Reso	--	--	Control FM brightness	1;2	Motion Seq control Super Knob
49	Massiv'Tek	Control FM Brightness	Add little portamento	--	Control Filter Cutoff	1;2;3;4	Scene 4 & 5 works well with Assign 1 on & MW full Up
50	Baazz & Over	Control FM Brightness	Add Distortion	--	Control Filter Cutoff & Reso	1;2	Super Knob works well with Assign 1 On
51	Low Acid	Control Decay	Add Distortion	Add little portamento	Control Filter Cutoff	1;2	Scene 2 works well with Assign 1 On & has more resonance
52	H.Core	Control FM Brightness	--	--	Control Filter Cutoff	1;2;3	Scene 2 is also welcome to be played manually, with Arp Off
53	Melo Lead	Control FM Brightness	--	--	Control Filter Cutoff	1;2	Scene 2 is a more percussive sound, with a longer release
54	Flyer_X	Control Part 7 Brightness	Add Dist on part 6	--	Control Cutoff on part 3,4,5,7	1;2;3;4;5;6;7	Scenes Unmute/Mute some Parts
55	Poly Seven	Control FM Brightness	--	--	Turn left to have a « thinner sound »	1;2;3;4;5	Scene are slight performance variations
56	Cosmopolis	Control FM on part 2	Chorus Off on part 1	--	Control Part 1 FM brightness	1;2	Part 2 Modulation is controled by Motion Seq
57	Colony_X	Control FM on lower keys	Add little Phaser	--	Control Filter Cutoff	1;2	Scene 2 works well with Assign 1 on
58	Lead 80's	Control FM Brightness	Add more Chorus	--	Control Filter Cutoff	1;2;3;4	Scenes are 4 different synth sounds
59	Synth X Arp	Add a detuned sound	--	--	Morph the sound	1;2	Motion Seq sweep Filter Cutoff
60	HpF Chord Synth	Slight variation in sound	--	--	Slightly Control Hpf Cutoff	1;2	Motion Seq control Super Knob, Hpf Cutoff & Pan

		Controllers					
Performance Number	Performance Name	Mod Wheel	Assign Switch 1	Assign Switch 2	Super Knob	Scenes	Commentary
61	FMizer	Slightly change the sound	Add more Chorus	–	Control Filter Cutoff	1;2	Scene 2 works well with Assign 1 On
62	Digi Rez Synth	Slightly change the sound	Add faster Decay	–	Control Filter Resonance	1;2;3;4	Assign 1 has no effect on Scene 3
63	The X-One	Add a « Sweep FX »	Shut down «Choir »	–	Control Cutoff on Part 1 Filter	1;2	Scene 1 also works well with Super Knob full right
64	SynthWave-X	Add Brightness on Part 8	Add Part 3 Portamento	–	Control Cutoff & Reso on part 2	1:2:3:4:5:6:7:8	Part 1 is a little custom AWM 2 Drum Kit

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