

Signals Vol 1 – Behringer Wave- GEOSynths.

Thank you for purchasing this SoundSet from GEOSynths, I hope you have fun with the sounds and use them into your compositions, as well as live.

The Behringer Wave was quite a surprise when they announced it and many have looked forward to using it and trying to understand the cryptic menus, which are quite straightforward after using it for a while. There have been some firmware updates, mainly to address the Envelope shapes, though that aside, it really is a great Synthesizer to program.

I've never used an original PPG Synthesizer and by many accounts, it sounds close to the original and how it Performs. As I've previously made Banks for Synthesizer's with no onboard FX, I decided to make FX Presets for each of the 50 Sounds.

The first is Bluecat's Chorus, which is really to create some Stereo movement and width. The next is Valhalla Supermassive for Reverb/Delay, both of which are free to download and work on both Mac and PC. All you need to do is set up an Audio Channel in your DAW and insert the Blue Cat Chorus first, then Valhalla Supermassive, then just match the Preset Numbers.

Most of the Patches have Mod Wheel, Pitch Bend and Aftertouch assignments, to things like Cut-Off, Vibrato and I've set up the pitch Wheel for many of the Patches to control the Filter Cut Off or move through the Waves.

In terms of levels, you may find some patches are louder than others, some by a large degree, this is mostly down to the loss of Gain when using Resonance, when the Ring Modulator is applied and whether Unison is being used or Mono.

If you use the FX Chain included, then you don't need to worry about the Levels as the Gain has been compensated for and set with Blue Cat Chorus.

All the best,
Jamie
GEOSynths

Installation

I have included the Bank of 50 Patches with them going from 0 to 49, Patch 50 is an "Init" I used and 51 onwards are Factory (A Bank on the Wave = 100 Slots) I have also created a Folder for all 50 Patches as individual Sysex Files, so you can load them to where you would like and in any order.

There are also 15 Wavetables you will need to load in as well, which **have** to go into Slots 113 - 127. If they are not placed here or in the correct order, the Patches will not work.

Globals Settings. These are not saved with the Patches, however you need to set them the same and have the same Firmware or newer.

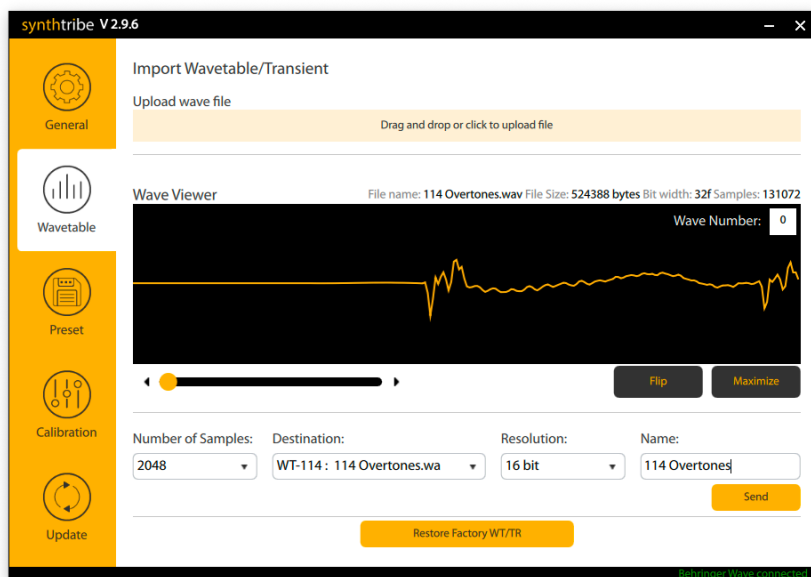
Firmware - V1.0.11

Firmware - 2

Octave Down to -1 (Depending on playing style)



To load the Patches (Sysex) and the Wavetables, please use the Behringer Synthtribe App.



<https://www.behringer.com/product.html?modelCode=0722-ABD>

Loading the Wavetables.

Open up the Synthtribe App and select the Behringer Wave and then select the “Wavetable” Tab on the left. You will have to do this 1 Wavetable at a time.

- Use the following settings for ALL Wavetables
- Number of Samples = 2048
- Destination = 113 to 127 (Wavetables are numbered)
- Resolution = 16 Bit
- Name = This should load when you drag in, though may include the word “.wav”, just delete that part.

Loading the Sysex Files.

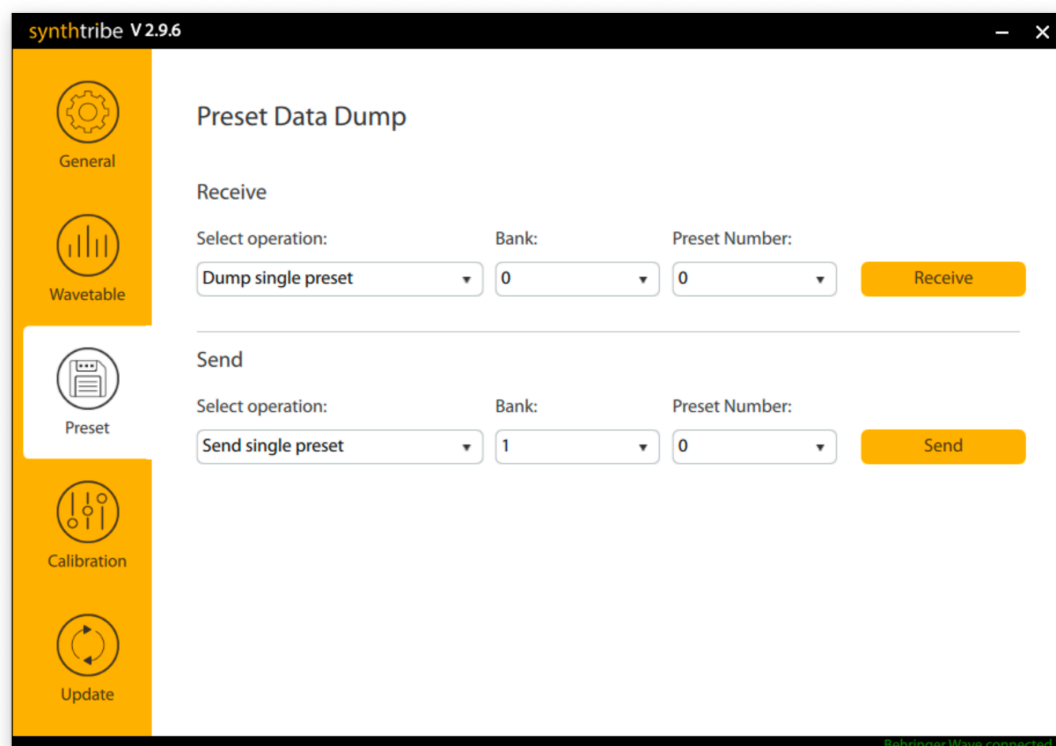
Open the Synthtribe App and select the “Preset” Tab on the left. You have a choice of sending the Bank of 50 Patches to Bank “0” or Bank “1”. Please note, this replaces all 100 User Slots in either Bank, so you should back up before do anything.

You can also send individually Patches using the behringer app to any Location on your Wave, this might be a better choice for you, if you have saved Patches. It just means it will take longer to load in as it has to be done one at a time.

On the Behringer App

Receive - This is used to send a Patch **FROM** the Wave to the Computer.

Send - This is used to send a Patch **TO** the Wave from the Computer



FX Install

1 - Blue Cat Audio Chorus - [https://www.bluecataudio.com/Products/Product Chorus/](https://www.bluecataudio.com/Products/Product%20Chorus/)

2. Valhalla Supermassive - <https://valhalladsp.com/shop/reverb/valhalla-supermassive/>

Both the above are Free Plugins and I have made 50 FX Presets for each.

1. You'll need to open up your DAW and add the Plug-Ins to your FX Insert. Place the Blue Cat Audio Chorus first, then below it, Valhalla Supermassive (as in the picture)
2. Locate the relevant App's Documents Folder or where it stores the FX Presets. I use a Mac and Blue Cat has its FX Presets stored in "...Documents/Blue Cat Audio/Blue Cats Chorus 4/Stereo/Presets..." Just paste the "Signals Vol 1" Folder there.
3. Valhalla location is a bit more tricky as it's stored in the "Application Support" Path for the whole computer. "Macintosh HD/Library/Application Support/Valhalla DSP, LLC/Valhalla Supermassive/Presets/User/.." Then paste the Folder "Signals Vol 1"
4. You may have to restart your DAW for them to show up.



Patch Name	Type	Description
0. Signals GEO	Pad	A glorious and rich Pad with lots of movement. Resonance on the MW and AT, PB controls the Filter Cuts Off
1. Quantum Foam GEO	Pad	StringPad with fast LFO movement when using AT. MW moves through the WT and PB changes pitch of SW2 to a 5th.
2. Prophet GEO.	Poly	Traditional Polysynth Sound with a slight pitch on the Attack. MW & AT for Vibrato. PB for Wave and Filter.
3. Emphasis Pad GEO	Pad	Thinnish and wiry Pad with lots of slow movement, MW & AT for Resonance, PB for Filter.
4. Night Chimes GEO	Bell	Emotive and evolving Bell with lots of movement with the MW. AT opens the Filter, PB changes 1 oscillator.
5. Warmth GEO	Strings	Beautiful Strings, very rich and fast movement after some time. Slight filter on the PB and Resonance on the MW.
6. Moments GEO	Bell	Synthetic Bell with changes to the Wave when using the MW.
7. Stax GEO	A + B Stack	Polysynth with Pad underneath. MW adds resonance to the Pad and PB opens the Filter.
8 OB Split GEO	A + B Split	Bass on the left and Poly on the Right. AT for Vibrato.
9. X Factor GEO	A + B Stack	Acoustic like tone with work Pad underneath. MW moves through the Wavetable of the Pad. AT opens the Filter. PB alters the Acoustic Tone.
10. Restraint GEO	Pad	Beautiful sweeping SynthPad with the MW taking it to the edge. PB for moving through the Wave.
11. New Realm GEO	Pad	Amazing Swept StringPad with glitchy moments and rhythm.
12. Seeker GEO	A + B Stack	Synth Poly and Pad stack with changes to the filter at differing levels on the MW and PB.
13. Fallback GEO	A + B Stack	Rhythmic and Airy dual Poly with lots of rhythm. AT for changes to the Wave and Filter., as well as the PB.
14. Harmonix GEO	Lead	8 Unison Voice Lead, quite FM like. AT for Filter and MW for movement. PB has slight Filtering.
15. Time Trip GEO	Pad	Great Shimmering StringPad with subtle movement, which can be increased with he MW. AT changes the Wave as does the PB

16. Game Theory GEO	Pad	Awesome Band Pass Pad which can also be controlled via the MW. AT for Filter as well as PB.
17. Bright Eyes GEO	Poly	Poly Synth with 1 octave set to a 5th. Slow Rhythmic Gate when using the MW. Filter on the PB.
18. Wonderland GEO	Pad	Rich StringPad which sweeps up through the wave and filter. At for opening the filter and MW moves through the Waves so you can create "different" Pads throughout the travel. PB for Filter.
19. Hold On GEO	A + B Split	Percussive Bass on the left with Glassy Pad on the right. MW adds quirky, almost S+H movement, PB adds Filtering.
20. Slow Jam GEO	Synth	Cool EP/Synth Pad which is great for Block Chords. Subtle movement throughout and vibrato on the MW. PB for Filter.
21. Poly Phaze GEO	Strings	Great Strings with a fast, yet subtle movement and which sweeps up and down. Using the PB changes the Wave and the filtering, lots of different tones throughout.
22. Rollover GEO	A + B Split	Cool Synth Bass in the left and dark, quivering Synth pad in the right. MW opens up the Pad and PB changes the Wave and moves through the Ring Modulation, lots of different sounds here.
23. Perc Organ GEO	Organ	Typical Percussive Organ with fake Leslie using the MW and extra Registers with the PB.
24. Sentinels GEO	Pad	Glitch Rhythmic Pad which halts abruptly. More movement with the MW and Wave changes with PB.
25. Band Aid GEO	A + B Stack	Down Sweeping Band Pass over a dark Pad. Sounds great together. AT changes the Pad modulation and PB changes the Filter.
26. Wasp GEO	A + B Split	Thick, yet Hollow Bass on the left and Wiry Lead on the Right with "Delay" AT for Vibrato.
27. Luna GEO	Synth	Glassy PolySynth with subtle Vibrato with AT & MW. Change to the Wave with the PB.
28. Funkathon GEO	Synth	Classic PolySynth used in the 80's and with Vibrato on the AT and MW. PB changes the wave to many different tones.
29. Buffer Zone GEO	Synth	Glassy Poly which is quite thin and sounds like a layered Patch. MW for Filter, PB goes through the Wave.

30. Escape GEO	Strings	Dark Strings with subtle movement. Use the MW for overtones and brightness, as well as AT. PB for moving through the wave.
31. Pitfall GEO	Synth	Phasey Poly slow pulsing throughout, however add the MW and it adds a rhythm. PB for Filter.
32. SETI Calls GEO	Synth	Alien Voices, especially low down. Play a Chord and bring in the MW for resonance, get it just right and it falls down. Pb moves through the wave, do it quick for glitch.
33. Quarks GEO	Pad	Swirly and rhythmic Pad with great sweeping tones. AT changes the Wave slightly PB for the Filter.
34. Innocence GEO	A + B Stack	Delicate Bell and Glass Pas Stacked Patch. AT for subtle movement and PB for Filter.
35. Voices GEO	Pad	Subtle "Choir" Pad which has slow movement, however if you use the PB constantly (or use a Mod Pedal) it can sound more Choir like.
36. Snake Eyes GEO	Lead	Fizzy and quirky Lead. MW for Vibrato and AT for Vibrato.
37. Dots GEO	Poly	Juno style Poly, quite resonant which becomes brighter with the PB. Good for Arp's also.
38. Old Strings GEO	Strings	Rough Strings with lots of movement, MW changes the Wave, as does the PB, plus Filter.
39. Poly Fizz GEO	Poly	Cool Poly, great for being a "Bed" to strings or when used with the PB can be the focus. MW for moving through the Wave.
40. Gibson GEO	Guitar	Guitar, more like a Strat. AT/MW for Vibrato.
41. Talk Box GEO	Lead	Dynamic Lead with cool tone and movement. Use Velocity for most changes.
42. Shoreline GEO	Pad	Cool sounding "Layered" Pad with changes to the Filter with PB. AT and MW add movement.
43. Brass Off GEO	Brass	FM style Brass with Vibrato on the MW, Filter with AT and Octave change with PB.
44. Funk Split GEO	A + B Split	Drone like Bass with glide on the left and thin Poly on the right. MW/AT for the Poly adds movement. PB changes the Filter for the Bass.
45. GEOSTorm GEO	Strings	Lush StringPad with lovely thick tone. MW brings in LFO to sweep Wave. PB for Filter.
46. AM keys GEO	EP	Electric Piano with Ring Mod. MW sweeps through the Wave and PB changes the Ring Mod.
47. Butterfly FX GEO	A + B Stack	Glitchy and broken up Stacked Synth. MW for Filter.

48. Velvet GEO	Pad	Thick, Treacle, Dark Pad :) MW for Filter and PB for 5th.
49. Exomoon GEO	Pad	Glitchy Pad with great tone and movement. MW for Resonant overtones and PB for Filter.

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