

Visions – UDO Super 6 - GEOSynths.

Thanks for purchasing Visions for the UDO Super 6 Keyboard & Desktop. There's always been other Synths which I have worked on and not got round to the Super 6, so had the use of the Desktop version and really gelled with the Sound. I found myself making a diverse set of Patches quickly and made a Bank of 64, with details below.

Usage.

I connected an Expression Pedal which is used quite heavily to change 1 or more Parameters. Usually I use the Mod Wheel for this within the Mod Matrix, however that isn't possible as yet on the Super 6, so I chose the Expression Pedal. The Model I use is a **Moog EP3** and connects using a Balanced (stereo) cable. I didn't need to make any setting changes, it just worked.

Volume.

Some Patches will be different in terms of Volume, which allows for changes over time, such as Resonance build up, which can peak or come close to peaking. The odd Patch may seem quiet and can be boosted when using the "Drive", however I found this altered the tone.

That said, I did run them through a Level Meter to check and the Patches were saved around the 0db mark and I had Master Volume at about +2db.

Sequence

I only did 1 Sequence for Patch F7 - "P7_Prayer_GEO" and is included separately, so you'll have to load it, though it's only 8 notes, you could do it yourself. :)

Transpose.

I used the Desktop and found I had to drop the oscillators to 32 (usually 16) for them to be Middle C. I tend to use Synths with the Chords in the Middle (Right Hand) and play 2 root notes as an Octave. If not in the correct position for your playing style, use the Transpose Function of the Super 6 Keyboard or Controller you use.

Installation - can be found on Page 114 of the Super 6 Manual, however follow below.

1. Open the "Banks" Folder you downloaded from GEOSynths, you will see the Patches within 8 Banks - A to H with each containing 8 different Patches.
2. Turn On the Super 6, while holding the "Patch" Button. The Super 6 will allow show up as a Drive on your Computer and will be "Writeable". Open this in another Window and place both Windows Side by Side.
3. I suggest you Back Up everything you have on the Super 6 before the next steps.
4. On the Super 6, open the Folder "Patch Banks" and you will see A to H Banks, as A1/A2, B1/B2 etc. You can decide where you want to put the Patches in any order you want, however it's best to keep them in 1 "Global Bank 1 or 2 (Alternate)". I placed them in 2.
5. You'll have to go into say A2, find the 8 patches in there, highlight them, delete them and then empty the Trash. Then you can open Bank A from the GEOSynths Download and Copy/Paste them over to A2, which have been deleted.
6. Do the same process for all 8 Banks/64 Patches.
7. To hear them, you will have to make sure that the Bank Button on the Super 6 is Flashing, to ensure you are Global Bank 2
8. I did one Sequence and you follow a similar process, but in the "Sequences" Folder and replace the 7th Sequence. You may need to Load it from the Super 6, but it's only 8 notes, so you could sequence it yourself! :)

Patch Name	Type	Description
1-Looking Glass GEO	Pad	First Pad i made using one of the Wavetables for a "Glassy" effect. LFO with the Mod Wheel (MW)and Expression Pedal (P) for tonal changes.
2. Signal Sweep GEO	Pad	Cool, Pulse based Pad with tonal changes from the MW/P. Hold the chord for it to slightly return.
3. Retina GEO	Arp	Short and Full Bodied Arp, great across the keyboard. AT/P for changes.

4. Bladerunner GEO	Brass	I do this on every Synth, it's a good test to see how the 2 Oscillators stay locked together. AT for Vibrato and P to increase Attack time. Needs a big Tub of Reverb on it :)
5. Hi Pass GEO	Strings	Very Bright, yet full. Glorious for Big Chords and letting them just play out. MW for LFO, P for LFO Speed.
6. Quantum Foam GEO	Pad	Airy Pad which slowly moves over time. P will increase Delay Feedback for a 'Hold' type of effect.
7. Calling GEO	Poly	Picked Poly Synth with a good build up when sustaining. MW/P for subtle changes.
8. Goldilox GEO	Arp	Fun little Arp with Looped Envelope, as well as LFO creating more rhythm. FM tones too. MW/P change quite a few parameters.
9. On The Rhode GEO	Keys	Great sounding EP with a touch of Tremelo on the AT. P changes the Tone. Great for 2 hand playing.
10. Solina GEO	Strings	I love Stringer Synths and this has a great, earthy tone. MW adds a subtle pitch to Osc 2 and P darkens the tone. Love this one!
11. Prophet 5 GEO	Poly	Recreation of a Patch on my Prophet 10 :) P adds Resonance.
12. Brass Tax GEO	Brass	Warm Brass Pad with short release, however this increases when using P. AT for Vibrato.
13. Lost Cause GEO	Pad	Awesome Soundtrack Pad. Works great as a backdrop or intro to a piece. Brighter with AT/P.
14. Super Bass GEO	Bass	Nice, clean, bouncy Bass. P for some juicyness! :)
15. Deep Cut GEO	Lead	Cutting, thin Lead which works great in the mid of the keyboard.
16. Air Time GEO	Arp	4 Octave ARP with a very simple tone, though becomes a lot more "wet" than using the controllers, especially P.
17. Brick Wall GEO	Lead	It's a Lead, but I found it best for low down Bass duties, long Drone lines. MW for slow movement, P for brighter and more resonant.
18. Show Me GEO	Bass	Based upon the Classic House Tune - "Show Me Love" P makes it a touch more gnarly!
19. Heather GEO	Pad	This my Fav, can be played in multiple Octaves for Chords and then picking out notes. P for brightness.
20. Acoustics GEO	Guitar	Cool Acoustic Guitar, quite subtle with slight changes using the Controllers.

21. High Born GEO	Strings	High Pass String Pad with MW for LFO and P for Filtering down.
22. Frostbite GEO	Pad	cold Pad with slow, subtle movement with added FM goodness with the P.
23. Phoenix GEO	Organ	Cool cheesy Organ which is fun to play, Controllers for "Leslie" effect and P for slight tone change.
24. Riverside GEO	Arp	Small Arp with slowly evolving tone, however use P to increase Release.
25. Waveshell GEO	Bell	Cool Bell Sound which works well over many ranges of the keyboard. Use P to turn it into a Pad.
26. Moog Bass GEO	Bass	Juicy Bass on the Attack with Controllers for Vibrato. P brings up the Resonance and LFO Speed.
27. Sax Man GEO	Brass	I know, it's not a "Synth" Sound but i was so impressed with how it handled the tone of the "Saxophone". Tone changes with AT/P.
28. Drive Time GEO	Poly	Round Polysynth with brightness on the P. Can be used for Chords, Melody etc.
29. On The Pulse GEO	Pad	A lovely Pulse Pad with subtle movement, some brightness with P.
30. Later Bliss GEO	Pad	Subdued StringPad, love this one. P for some lovely Filter ripples :)
31. PPG GEO	Poly	The most "Digital" sounding Patch I think, just reminds me of some of the old 80's PPG Sounds. P adds a touch of color.
32. Razzed GEO	Arp	Dark Arp with Vocal qualities when using P.
33. Flux GEO	Pad	This is the ultimate High Pass Pad. It sweeps down, but just when you think it's finished, press the P and it drops further...LUSH!
34. Inca Tribes GEO	Flute	I do this sort of sound as a test on Synths, worked really well, though needs some nice Reverb and a low rumbling drone :) AT for Vibrato and P for more "Air".
35. Yazoo GEO	Lead	I do this as well quite often, great test of the PWM. Based off "Don't Go" by Yazoo.
36. Hard Kick GEO	Percussive	Huge 909 Kick with added Delays for rhythm and movement over an Octave. P for Filtering.
37. Amped Up GEO	Bass	Cool Bass with an "Amped" tone, P increases this.
38. Synthex GEO	Pad	Classic Band Pass Pad. AT adds LFO, P adds more!
39. 6 String GEO	Guitar	Brighter Acoustic Guitar, more Steel Strings which become different when using P.

40. Cylon Sync GEO	Leads	Goes beyond the typical "Sync Lead" and becomes Vocal and just amazing...especially low down.
41. Vintage GEO	Poly	Cool, John Carpenter type of Poly good for Chords and Melody lines. P removed the Attack a little to be used as a StringPad
42. Sky Lead GEO	Lead	High Pass on the front end of this Lead and helps it cut through more. Good for low down too. Stereo movement and LFO with MW/P
43. Take On Me GEO	Poly	Classic Poly and sounds similar to the Patch used for "Take On Me" by AHA. Great for Chords with different velocities.
44. Analog GEO	Pad	Just a big, beautiful Pad. It didn't need any Chorus, just a touch of delay. P to brighten it up a little.
45. Eminence GEO	Strings	Another great Stringer Synth could sit nicely over a dark Pad. P shortens Attack time.
46. Jazz Bass GEO	Bass	Awesome Chorus Bass, again with an "Amped" overtone, especially with P. AT for Vibrato and a touch of glide added.
47. Prayer GEO	Arp	Just hit Middle C and leave it running :) P for some stereo panning.
48. Hard Keys GEO	Poly	Mix between an EP and Poly, I just liked how it sounded. P for brightness.
49. Arpanet GEO	Arp	Cool Arp with some quick loops when using controllers. P for some "distortion"
50. Superposition GEO	Pad	Resonant String pad which goes through a number of stages. Quick LFO with AT and Filter closes with P.
51. Prog Rock GEO	Organ	More Percussive Organ this time with "Leslie" of the controllers. P adds extra "Drawbar"
52. Night Flyer GEO	Poly	Love this one, very "Spacey" at times, good for Chords and Melody. P opens it up for "Ripples"
53. Waveguides GEO	Pad	"Digital" SynthPad with a wave moving across the stereo field. AT for slight quivering and P for Filter.
54. SoLow GEO	Bass	Deep, Percussive Bass. Controllers and P for brightness.
55. Razor GEO	Poly	Driven Poly, very Digital and a touch "Harsh"... Cool it down with P.
56. Pulse GEO	Arp	Reminds me of the TB303 Square Wave, but with some added Glitches. P to open Filter.
57. String Section GEO	Strings	Fast Strings which fall and then open back up. P opens up the filter more.

58. Red Weed GEO	Pad	Quiet, fizzy Pad, would be good in Horror Movies:) Thin in places, but P opens it up and creates more texture.
59. Wired Pluck GEO	Poly	Cool Poly sound, good for Chords, over the top of Bass and Lead. P changes tone quite a lot.
60. Sonus GEO	Pad	Digital Pad with some great overtones, really good as an opener. P makes it brighter. Cool this one!
61. Ramp GEO	Pad	Amazing String Pad, best played as a Chord with 2 root notes. Hear the low notes glide into place when changing Chord/Roots. AT slightly brightens, P darkens.
62. Wizards GEO	Arp	Arp for a bit of Fun, quite happy sounding and changes quite a lot when using P.
63. For Dave GEO	Poly	Dave Smith, sadly missed. Here's a cool Polysynth dedicated to him.
64. Take Hold GEO	Pad	Bright StringPad which filters down with some Sample & Hold, however when using P it brings in Sample & Hold to Pitch, which can then be held when using AT...Was an experiment as it was my last Patch I made.

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