



UVI Falcon
Patches by XNDR
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XNDR A Long Way From Home

An eerie soundscape pad comprising of Wavetable and Analog Stack with a stepped envelope on the PWM
Mod Wheel: Increases Cutoff and Delay Mix
Aftertouch: Increases Pitch

XNDR An Army Of Bass

A distorted bass. A Drunk LFO on the panning of two of the layers
Mod Wheel: Increases Reverb Mix
Aftertouch: Increases Cutoff

XNDR Frequent Manners

A sequenced patch. Layer 1 has a smoothed out Step Envelope on the gain
Mod Wheel: Changes Pitch of the sequences and increases the Drive amount
Aftertouch: Changes Pitch of another layer

XNDR Full Fuzz

A complex six part sequence with Kick, Hihat, Percussion and Arpeggio sequences. Two layers of Analog Saw. The Arpeggio layer has a Chord Scripter. Play just one note for maximum effect, two or more notes is also possible though
Mod Wheel: The sounds get more decay and the Arpeggio Volume increases
Aftertouch: Has a Custom Mapper (On/Off Pitch Kick +12 notes)

XNDR Garbled Welcome

A dark sequenced patch with the IRCAM Granular as a sound source
Mod Wheel: LFO increases on FM Oscillator and changes the position in IRCAM Granular
Aftertouch: Changes Pitch of the Low Seq layer

XNDR Gravitational Shift

Makes use of the IRCAM Scrub and Wavetable sound sources
Mod Wheel: Pitch Shift
Aftertouch: Dramatically increases Scrub Speed

XNDR Kyoto Strummer

Complex patch which uses several kinds of sound sources. The main sound is a transformed Marimba sample with Chord and Strum Scripts

Mod Wheel: Adds Reverb

Aftertouch: Slightly detunes the sample

XNDR Noisy Encounters

An Organ Bass patch with a noisy touch

Mod Wheel: Adds Wah Wah effect

Aftertouch: Adds subtle overtones from a fourth Oscillator

XNDR Sloppy Saw

A heavy Saw Stack Chord that alters its pitch by adding Aftertouch or by controlling the Mod Wheel. Both parameters work in opposite direction

Mod Wheel: Pitch goes down

Aftertouch: Pitch goes up

XNDR Super Computer

A generative patch: Computer sounds mixed with warbled voices

Mod Wheel: Bit Reduction and less Organ sounds

Aftertouch: Changes Pitch

XNDR The Glacier

A two layer Soundtrack Pad. LFO on the Filter Resonance

Mod Wheel: Reverb Mix

Aftertouch: Adds different kinds of Vibrato for every layer

XNDR The Superglider

A gliding Pad. Internal LFO for variation in Vibrato Speed with Aftertouch. PWM through a Stepped Envelope

Mod Wheel: Cutoff and EQ Gain at 4k

Aftertouch: Adds a light Vibrato. The Speed is internally modulated by another LFO

XNDR Valse

A soft patch with two different arpeggiators

Mod Wheel: Increases Cutoff

Aftertouch: Slight changes the Pitch, increases Delay

XNDR Very Sketchy

A complex patch. Every note has a different drum sound and arpeggiator. As soon as you play more notes, the sequences change. Ranges from rhythmic to experimental.

Mod Wheel: Reverb Mix

Aftertouch: Increases Delay, Wave Shaper low cut