

ForumThree User Soundset for the Waldorf Q/microQ

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If you thought you knew “*that Q/microQ sound*”, maybe this set convinces you that there’s still a lot of unknown sonic territory to explore. Don’t forget to check out the other two user soundsets for even more diversity – and perhaps when the time comes around for ForumFour, you’ll contribute some of your own sounds. Welcome to the third user soundset for the Waldorf Q/microQ!

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SysEx ID

All MIDI files have been prepared for a SysEx ID of zero. This is the default on both the Q and microQ and all soundsets are compiled this way. If the MIDI indicator on the synthesizer shows incoming MIDI data, but it won’t load any sounds, check the SysEx ID in the Global Menu. If you have more than one MicroQ or Q, I recommend that you keep them both set to an ID other than zero and only change the ID to zero for the purpose of loading sounds and soundsets from third party.

Demo Songs

Stefan “DocT” Trippler did a Level42 cover version using the ForumThree soundset. In his own words: Take some sounds from the ForumThree soundset, melt some chords from Mark King and take an hour to stir intensively. Ready is an amuse geule. Some will consider it an emetic and will need a digestif after listening. The song is performed on a microQ.

<http://www.trippler.net/files/levelq.mp3>

The sounds used in this demo song are (in numerical order):

Loc.	Name	Cont.	Cat.
A006	Schwarm	DocT	FX
A010	AstralTravel	SGR	Pad
A016	Birds	Sp	FX
A026	Metal Jelly 3	AG	FX
A047	PBMorphBass	DocT	Bass
A049	Darkwaver	DF	Pad
A065	Precognitivs	DocT	FX
A069	D-50 Noise 1	CC	Pad
A071	DiXy	DocT	Keys
A076	Nightelfes	DocT	FX
A084	Suvtar	KA	Lead
A085	Off We Go	DocT	FX
A087	Riddle-Bass	DocT	Bass
B015	Brassaws	SGR	Lead
B022	Disappearing	SCD	Synt
B029	Qoir 3.2	CC	Pad
B040	Synthetique	DF	Pad
B068	8bit ARP	IDS	Arp
B074	Moog55 Porta	SGR	Lead
B084	TinyMoogy	DocT	Lead
C053	75V-Exp.req	DocT	Synt
C060	Valoron	DocT	Pad

Boele Gerkes did *Something Completely Different* and composed another demo song using a handful of sounds from the Forum Three User Soundset. The song is played on a Waldorf Q+ (no analog filters used) with some Lexicon MPX500 reverb and delay added. Drums are from an Electron MachineDrum.

<http://www.synthmusic.info/mp3s/TheQ-files.mp3>

The sounds used in this demo song are (in numerical order):

Loc.	Name	Cont.	Cat.
A001	E-Piano Tines	AG	Keys
A004	MinimoogLead2	CC	Lead
A009	BraasBreez	TEK	Pad
A036	Statix	DF	FX
A058	bassarp2	SV	Arp
A059	AnimWobble	SGR	Pad
A068	Schoen,gell?	DocT	Arp
A080	AnalogVoices	SCD	Pad
A082	VeloFeedb.	DocT	Synt
A090	2v Sawpad	Sp	Pad
B010	SpaceSound 3.2	CC	Pad
B021	MatrixBrass	DocT	Inst
B034	Platz da !	DocT	Lead
B037	PWMBass	KA	Bass
C091	Osc Orgy 2	AG	Keys

Notes

Loading the Full Soundset

First of all: *BACK UP* what is inside your Q or uQ.

Do this by making a dump to a sequencer or to a program like SoundDiver and save the file as MIDI file. On the microQ you should initiate *Dump All* from the Utilities menu. On the Q this dump includes the OS and BOOT, which you don't really want in the backup. Therefore it's better to individually dump *All Sounds*, *All DrumMaps*, *All Patterns* and *All Multis*. Separately dump *Global Data*. It is a good idea

to check if your Q or microQ recognizes the backup. Worse than having no backup is having a backup that can't be restored. Of course if you have a bank manager or SoundDiver, the backup can also be done by requesting the complete memory and saving that into a library.

If you have a microQ *lite*, skip the initialization of the memory, some microQ lite's refuse to boot if you do this to them! For all other users the memory initialization is optional. Initialize your Q: power off, power on while holding "Multi" (not Multimode!), then press play when asked. On the microQ power off, power on while holding Inst.3 + Global, then press play when asked.

Now dump the soundset into your Q or microQ by loading it through a sequencer or a program like SoundDiver. This is the easy way of getting the complete soundset loaded. If you don't do initialize first, you may experience a lot of "Reorganizing Memory" messages and the soundset won't load completely. Back up your sequencer to just before the point where the message appeared and continue to send from this point.

Now send the backup for "Global Data" (you did put it in a separate file, did you?) to get back the setup of your microQ or Q as you had it before the whole procedure. Of course the soundset has changed on the way. If you ever want to get the old soundset back: do all the above steps, but instead of sending the soundset you need to send your backup.

Using the Single Files

The sound-sets overwrite the previous contents of the memory inside your Q or microQ. Since there is more than one sound-set, you may want to mix and match sounds or just want to have a listen without overwriting your precious sounds. This was formerly impossible unless you had SoundDiver with the appropriate adaptation (BTW, this is how the sound-sets have been compiled). With the Single Files you can check all sound-sets without having to have SoundDiver or any other MIDI Librarian - a simple MIDI player or any sequencer will do (you can get a demo version of most sequencers or other free software if you don't have one).

All data in Singles will load into an appropriate edit buffer, which means no data already stored at the synthesizer will be harmed in any way. You can recall or switch off at any time to get rid of any edits. If you do want to store, you can do that by hand.

To facilitate loading of Multi and Drum Map programs with their dependant Patterns and Sounds, there are Arrangements (filenames starting with "Arr") that do the chore for you. The Arrangements contain only data that is actually used, therefore their size can vary considerably. Large Arrangements take a while to load (a fully populated Multi with a complete DrumMap uses 47 Sounds plus 16 Patterns) and you should not disturb the Q during transmission by trying to switch modes or sounds.

The names of the files are hopefully self-explanatory, as they are derived from the actual names shown on the synthesizer itself. Certain characters that can be displayed are however illegal for a filename and have thus been replaced by an underscore.

How to recall things to the stored state in Multi mode

Doing a recall in Multimode can be a bit confusing at first. The rule is to always be in an edit menu for the data type you're trying to recall. You also need to have the correct instrument selected.

1. Switch off and back on (not recommended - takes too long).
2. Press Multimode and Peek twice (go in and out of demo mode). This does not clear the Multi Edit buffer, though.
3. Just the Multi: go into Multi Edit menu and press Shift and Recall.
4. Just the Sound or DrumMap: Select the Instrument, be sure to be in Play mode or in the Sound Menu and press Shift and Recall.
5. Just the Pattern (Q only): Select the Instrument, be sure to be in Play mode or in the Sound Menu, press the Sequencer Edit Button and then press and hold Shift and then Recall.

How to store things

This works like recall, just that you have to press Shift and Store. The synthesizer displays the memory slot where it will store the data. At this point you can:

1. Leave without storing by pressing Play/OK.
2. Change the memory slot by using the red dial.
3. Change the name by using the two encoders below the display.

Now press Shift and Store again to actually store the data. Again, don't confuse the various data types on the Q. For instance the FX settings on the Q do not reside in the Multi, but in the first four Instrument sounds – and these need to be stored when you change something to do with the FX mix on that Multi.

Usage Hints

The sounds in this set are very diverse. Some sounds have been created for live playing from a keyboard, some are tailored for sequencing. When trying out sounds, use ModWheel, Pitchbender and Channel Pressure (aka Monophonic Aftertouch) often, a lot of the sounds use these controls in quite creative ways (to make your life easier, you'll find the used modulations for each sound listed in the tables below). If a sound is somewhat static and you don't find any modulations, it was maybe designed to be modulated from MIDI (see the manual for a listing of sound parameters that can be changed by MIDI CC). If there's still room in the ModMatrix, some of these modulations can be made accessible to the keyboard controls if you prefer to play them live. You should also try to experiment with the FX settings. Some folks use mostly outboard gear for FX and have all their sounds dry for that reason even though some reverb or delay really gets the sound going.

Tips for Sound Review

On the microQ, make sure that the global MIDI channel is set to 1 or OMNI. Now press and hold Peek and then press one of the Instrument buttons. One of four demo sequences will be started. To stop it, briefly press the Power button.

With the ForumThree sound-set for the Q seven Patterns are included: cover versions of the four microQ demo sequences plus two polyphonic and one monophonic demo pattern for the Q. You can use them as Singles, but I recommend to store them consecutively beginning with an location that ends with "1" (you'll see why in a second). Now press Pattern/Sound/Multi one or several times until the LED next to Pattern is lit. Activate the bank hold feature by pressing Shift and Pattern/Sound/Multi, the LED next to Pattern should blink. Press Shift and the Number Button corresponding to the first place of the location where you stored the Patterns (that is, when you stored from 41, press Shift and "4"). Now start the Pattern with the Start/Stop button. You can select one of the seven Patterns at any time by pressing one of the number buttons from "1" to "7" (the pattern will play to the end before the new pattern starts). The Transpose Mode is on ("Next Step" actually) for all patterns, so any key press will transpose them to the key you're playing. While the patterns are playing, you can browse sounds with the red dial (even with Category Search turned on), transpose at will by pressing keys, row the wheels, press the buttons or even try Aftertouch by putting some pressure on the keys.

As a bonus, most of the FX sounds have been collected into a DrumMap as these sounds won't be played melodically anyway.

Automatic Sound Conversion Corrections

The sounds submitted for the set have been created both on the Q and microQ and needed to be converted for the other machine. While the Q receives microQ sounds and the microQ receives Q sounds, the internal conversion that takes place in this case has a few flaws. To ensure consistent results, a semi-automatic conversion routine has been devised to correct these by sending appropriate parameter changes as described below.

Q ⇔ microQ

- PWM is re-scaled when AltWaves are used for Osc1 or Osc2 according to the different scaling curves on Q (linear) and microQ (non-linear, like in ModMatrix).
- The scaling of the resonance parameter for PPG filter on Q is very similar to filter scaling on microQ. The original resonance value is therefore retained.

- PitchMod (oscillator section) on the Q is by four units larger in magnitude than the values in the ModMatrix and on the microQ.

Q \Rightarrow microQ

- The scaling of the resonance parameter for PPG filter on Q is very similar to filter scaling on microQ. The original resonance value is therefore retained.

microQ \Rightarrow Q

- Reverb, 5.1 Delay and 5.1 D.Clk are set to Bypass and the FX Mix is set to zero after conversion, re-enable FX with the correct type and reset mix to original value.
- Filter Routing is reversed (serial to parallel and parallel to serial).
- Oscillators that are switched off on the microQ are set to Shape=Pulse and Level=0.

Other (Non-)Conversions

Some conversions can't be done in a non-intrusive manner as the microQ implements only a subset of the features found on the Q and some features are implemented slightly different. The converted sounds won't ever be the same, but that should not bother you too much.

Q \Longleftrightarrow microQ

- Modulation speed or update algorithm seems to be different at least in the standard Mod Matrix, if the resulting sampling/aliasing effects on the modulation signal are used in a sound, direct conversion is impossible. In a few cases some modulations could be adapted to produce a result somewhat closer to the original.
- Maximum Room Size for Reverb is 20m on the microQ and 30m on Q, scaling differs accordingly. The Room size Parameter has been tweaked by hand on the few sounds where the Reverb did sound too different.
- The Comb Filters behave very differently on microQ and Q. Some sounds had to be tweaked extensively, mostly by changing the Osc Level, Filter Drive and Cutoff.
- Beyond equalization (the microQ seems to have a hint of bass boost), there are other subtle sonic differences between Q and microQ that are highlighted by a few of the sounds in the set.

Q \Rightarrow microQ

- TapDelay is not available on the microQ and has mostly been replaced with Reverb where possible.
- Delay is only available as FX2 on the microQ, sounds using Delay on FX1 from the Q have mostly been converted by using the delay in FiveFX. However the delay in FiveFX allows only very short delays, no adjustable feedback and can't be clocked. The delay line in the microQ also is only half as long, which means that long delays don't work as they do on the Q.
- Reverb is only available as FX2 on the microQ, sounds using Reverb on FX1 from the Q have mostly been converted by swapping FX1 and FX2.
- Filter routing is fixed to either serial or parallel and can not be modulated on the microQ. Obviously nothing can be done about that other than trying whether serial or parallel Filter Routing captures the overall character of the sound best.

The Tempo of all sounds has been set to 120 BPM, which required the adaption of some clocked parameters according with the tempo change. Clocked Delays and the like have all been set to internal to allow for easier adaptation of tempo. No attempt has been made to equalize the Volume across the set, as the only possibility would have been to adapt to the most quiet sound. Besides, quite a few of the sounds come out at different volumes on the microQ and the Q anyway.

Sounds by the Numbers

The following table lists the sounds by their position in the bank with the full name, sound designer, category and which performance controls are used by the sound to modulate certain aspects of it. These are abbreviated as follows:

Abbr.	Modulation Sources
B	Button 1, Button 2, Last Button, Previous Button
Ctr	Sustain Controller, Foot Controller, Breath Controller, Control W, Control X, Control Y, Control Z
M	Modulation Controller, Modulation Wheel
Pb	Pitch Bend Controller, Pitch Bend Wheel
Pr	Channel Pressure, Polyphonic Aftertouch
Seq	Sequencer Cutoff, Sequencer CV1, Sequencer CV2, Sequencer CV1 Run, Sequencer CV2 Run, Sequencer Step, Sequencer Step Length, Sequencer Note Length
V	Key Velocity, Release Velocity

Please note that the controller listing has been generated automatically and no attempt has been made to verify that all modulations are actually active. If the modulation amount is set to zero there will be no effect on the sound, but it is nonetheless listed.

Notes on Modulations

For Velocity the standard modulation routings into the filter and amplifier are not taken into account.

Button and Sequencer Control are only available on the Q. During the conversion process these modulations have been set to off (the modulation amount is untouched, but the Modulation Source is set to “Off”). The Buttons on the Q are often used to transpose the sound one octave up or down. This is not exactly the same as playing the sound one octave higher or lower (or using the Octave Shift buttons on the microQkb) due to the fact that Keytrack is not changed by Pitch modulation.

If you have a microQ, you may want to re-enable switched off modulations originally attached to Buttons and Sequencer Control to be taken over by some other controller available to you. If Modwheel and Pitchbend are still unused, it may be a good idea to put them there for starters. It takes some detective work to find all the places where the Modulation Source has been switched off with the Modulation amount still non-zero, but it is often worthwhile.

Bank A					Bank B					Bank C				
Loc.	Name	Cont.	Cat.	Performance	Loc.	Name	Cont.	Cat.	Performance	Loc.	Name	Cont.	Cat.	Performance
A001	E-Piano Times	AG	Keys	Pb	B001	Qammond	SCD	Keys	Pr	C001	DX7 sound	SGR	Keys	M
A002	PPG Pluck	Sp	Synt	M	B002	Glizerr	KA	Synt	Pr V	C002	Threepwood	KA	Synt	M
A003	MechLullaby	DocT	Synt	M	B003	Alty Strng	SGR	Synt	V M	C003	Ploqper BP	AG	Synt	M
A004	MinimoogLead2	CC	Lead	Pr	B004	SunnRaw	SAW	Lead	Pb M	C004	Que Es?	RS	Lead	M
A005	Arcade Bomb	IDS	FX	V Ctr M	B005	EleQ Trniq!	CC	Drum		C005	Noise Snare	IDS	Drum	Pr Pb M
A006	Schwarm	DocT	FX	Pr M	B006	data bomb	scr	FX	Pr M	C006	Space Wave2	SGR	FX	V
A007	Repolainen	KA	Bass	M	B007	Stepper Bass	IDS	Bass	V	C007	Bassclass 202	KA	Bass	V M
A008	BaroqueNerve	SAW	Arp	Seq M	B008	2625 :~) Q	SCD	Arp	Pr V Pb M	C008	RUSH Arp	CC	Arp	
A009	BraasBreez	TEK	Pad	Pr B M	B009	Alter Current	DF	Pad	Seq	C009	SadPad	DocT	Pad	Pr M
A010	AstralTravel	SGR	Pad		B010	Spacesound 3.2	CC	Pad	M	C010	Mellow Paddy	SGR	Pad	M
A011	ImprovSax	DocT	Inst	V	B011	ZupfKuh	DocT	Keys	Pr V M	C011	Wheely	DocT	Keys	Pb
A012	Waiting4Night	DF	Synt	Pb	B012	Rich Waves	SGR	Synt	Pr	C012	Down!	SCD	Synt	M
A013	Synth Brass	SGR	Synt		B013	EarlyRefl.	DocT	Synt	V Pb	C013	O2BA Q+!	SAW	Synt	V
A014	Emersun	DocT	Lead	M	B014	gelikte trld	SV	Lead	M	C014	Nastly Lead	SGR	Lead	Pr M
A015	Acieed	KA	Lead	M	B015	Brassaws	SGR	Lead	M	C015	O-Vals	KA	Lead	M
A016	Birds	Sp	FX		B016	Wankelmotor	DocT	FX	Pb	C016	Steamroller	DocT	FX	Pr
A017	SQ-Puncher	DocT	Bass	Pb	B017	Saw Bass 604	KA	Bass	V M	C017	Low Nois	RS	Bass	
A018	Golden Arp 3	AG	Arp	B	B018	hArps	SGR	Arp	Pr M	C018	Espenlaub	DocT	Arp	Pr V Pb M
A019	PeachPad	DocT	Pad	Pr	B019	Mod Pad MW	RS	Pad	M	C019	Giant Pad	SGR	Pad	V M
A020	Echoing Pipes	DF	Pad	M	B020	Holzlg	DocT	Pad	V M	C020	Sci-Fi Cicada	CC	Pad	
A021	PPG 2010	TEK	Keys	Ctr B M	B021	MatrixBrass	DocT	Inst	V M	C021	ClassyCornet	SGR	Inst	
A022	Kriechstrom	DocT	Synt	Pr Pb	B022	Disappearing	SCD	Synt	M	C022	HitAnyKey	DocT	Synt	Pr M
A023	Sweet Sweep	RS	Synt	Pb	B023	Juno Saws	SGR	Synt	V	C023	IsleOfTheHappy	KA	Synt	M
A024	dikke trance	SV	Lead	M	B024	Caleban lead	IDS	Lead	M	C024	sloggy trlead	SV	Lead	M
A025	Kamm-FX2	DocT	FX	Pb M	B025	MonitorTest	DocT	Drum		C025	ElecSn1	DocT	Drum	M
A026	Metal Jelly 3	AG	FX	Pr M	B026	Captive	KA	FX	V M	C026	Metal Jelly 2	AG	FX	M
A027	Acid Phunk	IDS	Bass	Pr V M	B027	Sub Space	SGR	Bass	Pr V M	C027	Inertiabots	DF	Bass	
A028	Digiseq	DocT	Arp		B028	StrangeArp	RS	Arp	Pr	C028	Click'nR	DocT	Arp	Pb
A029	FM Pads	SGR	Pad		B029	Qoir 3.2	CC	Pad	B	C029	KrystalGliss	SGR	Pad	
A030	Qraftwerq 3.2	CC	Pad	B	B030	Lanthan	DocT	Pad	V M	C030	Impending	DF	Pad	Pr
A031	HarpsiWah	SAW	Keys	M	B031	Jitter	AG	Keys	M	C031	Sharp Brass	DocT	Inst	V M
A032	SuperSaw V2	AG	Synt	Pr M	B032	Farfisa Wave	SGR	Synt	M	C032	FlyByFly Mod	RS	Synt	M
A033	Metallica Q	SCD	Synt	M	B033	Earthborn	KA	Synt	Pr M	C033	Alt Ommms	SGR	Synt	
A034	Texas Massacre	KA	Lead	V M	B034	Platz da !	DocT	Lead	Pr V M	C034	Sainus	DocT	Lead	M
A035	frogger	SV	Lead	M	B035	trance hpf	SV	Lead	M	C035	Eight Virtues	KA	Lead	V
A036	Statix	DF	FX	Pr	B036	Before Bang	SGR	FX	M	C036	Intothedepths	DF	FX	Pr
A037	Don't Fret	SGR	Bass		B037	PWMBass	KA	Bass	Pb	C037	Octobass	DocT	Bass	
A038	Vegetal Melt	KA	Arp		B038	VSOP-Bass	DocT	Arp	Pr V	C038	Suveltar-arp	KA	Arp	M
A039	VeloSyncer	DocT	Pad	M	B039	Space Comb+	SGR	Pad	M	C039	VA-Warmth	DocT	Pad	V M
A040	Planetarium	SAW	Pad	M	B040	Syntheticque	DF	Pad	Pr M	C040	SimpleLoveMod	RS	Pad	
A041	Clear Organ	Sp	Keys		B041	VowelStrings	SGR	Inst	M	C041	StickyRinger	DocT	Keys	Pr
A042	Pulse Str1	SGR	Synt	M	B042	Polarlicht	DocT	Synt	Pr Pb	C042	Anim String1	SGR	Synt	
A043	Snowform	KA	Lead	V	B043	PPQ Sweep 3.2	CC	Synt		C043	Strange ish	CC	Synt	Pr
A044	DocsTrueN@ture;)	DocT	Lead	Pb M	B044	Combrazzor	KA	Lead	V M	C044	Vedatys	KA	Lead	
A045	Blubber	TEK	FX	Pr V Ctr B Pb M	B045	Vienna BD	RS	Drum		C045	ElecHat1	DocT	Drum	M
A046	Generatok	SGR	FX	M	B046	Diesel2	DocT	FX	M	C046	Grand Wah	SGR	FX	V
A047	PBMorphBass	DocT	Bass	Pb	B047	Simpleton	DF	Bass	Pr M	C047	It's Alive!!	DF	Bass	Pr Pb
A048	XTk Bass X12	CC	Arp	V	B048	bright tr arp	SV	Arp	M	C048	DoubleTB	DocT	Arp	Pb
A049	Darkwaver	DF	Pad	Pr V M	B049	Angelic	KA	Pad		C049	Moogy	SGR	Pad	M
A050	string	SV	Pad	M	B050	Sentimental	DocT	Pad	Pr M	C050	Sci-Fi 7	CC	Pad	

Bank A					Bank B					Bank C				
Loc.	Name	Cont.	Cat.	Performance	Loc.	Name	Cont.	Cat.	Performance	Loc.	Name	Cont.	Cat.	Performance
A051	Old Wurt	SGR	Keys		B051	Funky Clavi	DocT	Keys		C051	LiYammi :)	DocT	Keys	M
A052	70'ish Wave 3	CC	Synt		B052	MonkeyPiano	KA	Synt	V	C052	Numetal	DF	Synt	Pb M
A053	4 Bits 4 U	DocT	Synt	Pr	B053	Chopper BP	AG	Synt		C053	75V-Exp.req	DocT	Synt	M
A054	Ancient Lead2	Sp	Lead	Pr M	B054	MovDaWheels	DocT	Lead	Pr Pb	C054	Velo 8va	SGR	Lead	Pr V
A055	Big Syncer2	SGR	Lead		B055	Laserharp	DF	Lead		C055	OBX Purple 3	AG	Lead	Pr V M
A056	Elfin Candy	KA	FX	V	B056	Eisregen	DocT	FX	Pr Pb M	C056	SalaT	TEK	FX	Pr V B M
A057	RedBullBass	DocT	Bass	Pb	B057	Droehnung	DocT	Bass	Pr Pb	C057	Lightning Man	DF	Bass	Pr V
A058	bassarp2	SV	Arp	M	B058	Skeletonrrr	KA	Arp	V	C058	BruteArp	DocT	Arp	Pr V Pb
A059	AnimWobble	SGR	Pad		B059	Queen-Dad	TEK	Pad	Pr B M	C059	Where To?	RS	Pad	
A060	PotemkinPad	DocT	Pad	Pr M	B060	Walkuere	DocT	Pad		C060	Valoron	DocT	Pad	Pb
A061	Jitter 3	AG	Keys	M	B061	Radio-Piano	DocT	Keys	Pb	C061	KeyBassSplit	DocT	Keys	
A062	SequentiSitar	TEK	Synt	Pr B M	B062	Flutoon	DocT	Synt	Pb	C062	Random Laws	SGR	Synt	
A063	glider	SV	Synt	M	B063	SimpleFM Wave	AG	Synt	M	C063	Nasi Goreng	DocT	Synt	M
A064	Krys-ID	KA	Lead	V M	B064	Eclipsed	KA	Lead	M	C064	raw lead	SV	Lead	M
A065	Precognitivs	DocT	FX	Pr Pb M	B065	VariDrum	DocT	Drum	Pb M	C065	BD1	DocT	Drum	M
A066	Dropped	SGR	FX	Pb M	B066	Ripper1	SGR	FX	Pr M	C066	Computer Error	DF	FX	Pr
A067	Head Hunter	DF	Bass	Pr	B067	Menace-Bass	DocT	Bass	Pr V	C067	Bermuda	KA	Bass	
A068	Schoen,gell?	DocT	Arp	Pr Pb	B068	8bit ARP	IDS	Arp	Pr V Ctr Pb	C068	vette trance	SV	Arp	M
A069	D-50 Noise 1	CC	Pad	B	B069	SpaceFloats	SGR	Pad	Pr	C069	Jacobs Ladder	DF	Pad	
A070	BeautyBaby	RS	Pad		B070	padScrape	scr	Pad		C070	Jarry Pads	SGR	Pad	M
A071	DiXy	DocT	Keys	Pr V	B071	PickItUp	DocT	Keys	Pr Pb	C071	4th Manual	DocT	Keys	
A072	Motorcord	IDS	Synt	Pr V Ctr Pb M	B072	JCage 3	SGR	Synt	Pb M	C072	GatedPad	DocT	Synt	
A073	SpectrShift	DocT	Synt	Pb M	B073	Steelophon	DocT	Synt		C073	PWM Bliss	SGR	Synt	Pr V M
A074	Howlies	SAW	Lead	M	B074	Moog55 Porta	SGR	Lead	Pr M	C074	MessageFromGod	KA	Lead	V M
A075	Drippy Lead	IDS	Lead	Pr V Ctr B Seq M	B075	Plock Lead	IDS	Lead	Pr V Seq Pb M	C075	Synthegeiger	DocT	Lead	V M
A076	Nightelies	DocT	FX	V Pb M	B076	Melodei	DocT	FX	M	C076	Harmonics2	SGR	FX	Pr
A077	Big Modular2	SGR	Bass	Pr	B077	Ghettonaster	KA	Bass	V	C077	Zinc Bass	IDS	Bass	M
A078	Space	SCD	Arp	M	B078	Golden Arp 4	AG	Arp	B	C078	Trancistor	DocT	Arp	M
A079	FallWaves	DocT	Pad	Pr	B079	Qoir Spect 1 +	CC	Pad	B	C079	D-50 Spect 1 +	CC	Pad	B
A080	Analog Voices	SCD	Pad	Pr B M	B080	Arctic Dunes	DF	Pad		C080	trancenoise	SV	Pad	M
A081	Bassoon	TEK	Inst	Pr V B M	B081	E-Piano Phase	AG	Keys		C081	Jitter 1	AG	Keys	M
A082	VeloFeedb.	DocT	Synt	V M	B082	Kuerbis	DocT	Synt	V Pb	C082	Alive 5th	SGR	Synt	
A083	Baroque Vow	SGR	Synt		B083	Simple FM	AG	Synt	M	C083	Bombast	DocT	Synt	V
A084	Suvtetar	KA	Lead	M	B084	TinyMoogy	DocT	Lead	Pr M	C084	cygnus-x	SV	Lead	M
A085	Off We Go	DocT	FX	Pb	B085	ExpensiveCrash	AG	Drum		C085	Numbers Drum2	CC	Drum	
A086	Darkens	IDS	FX	Pr V Ctr Pb M	B086	Invaders	SGR	FX	V M	C086	Radio Q	IDS	FX	V M
A087	Riddle-Bass	DocT	Bass	M	B087	Liquidbass	DF	Bass	M	C087	Kompressor	DocT	Bass	V M
A088	Arpeggiochord	KA	Arp	M	B088	Alijen Perc	DocT	Arp	Pr	C088	Trippy-Loop	DocT	Arp	V M
A089	Slowpulse	DF	Pad		B089	Qeltique	CC	Pad	B	C089	IndigoSonata	SGR	Pad	M
A090	2v Sawpad	Sp	Pad	Pr	B090	NotchFasing	DocT	Pad	Pr V M	C090	FFXII	SAW	Pad	M
A091	Seppure	DocT	Keys	Pr	B091	TripleSinus	DocT	Keys	V M	C091	Osc Orgy 2	AG	Keys	M
A092	Triangles	SGR	Synt	Pr V	B092	ranzig	SV	Synt	M	C092	Riddle	AG	Synt	M
A093	Shivadance	KA	Synt	V M	B093	ArtDecoPad	DocT	Synt	Pr Pb	C093	Cherub Ens	IDS	Synt	M
A094	Tretmine	DocT	Lead	Pb M	B094	Therapin	IDS	Lead	M	C094	Velo 4ths	SGR	Lead	
A095	WorldInMyEyes	DF	Lead		B095	Rezzo Freak1	SGR	Lead	Pr V M	C095	Pirate Song!!	KA	Lead	V
A096	Arrivals	SGR	FX	Pr M	B096	PWM Gong 2	AG	FX		C096	Satellite	DocT	FX	M
A097	Space Lab 1	CC	Bass	V	B097	MaxDSP-Load	DocT	Bass	Pb	C097	SubSub	SGR	Bass	Pr Pb M
A098	Spielmannszug	DocT	Arp	Pr V Pb M	B098	Space Numbrs	CC	Arp	Pr	C098	Gabbatron	DocT	Arp	Pb M
A099	Sunnydaysrain	KA	Pad	Seq	B099	Surface-Pad	DocT	Pad	Pr Pb	C099	Deepest Ocean	DF	Pad	M
A100	PulseMonica	SGR	Pad	M	B100	Q+XT*WAVE-OS4	SCD	Pad	Pr B M					

Sounds by Categories

The Q/microQ allows to assign arbitrary four-character categories to each sound. When sounds are browsed, the search can be limited to a single category, facilitating a quick overview over the sounds of a particular purpose. For consistency, this soundset uses nine different categories.

Arp

Sounds using the arpeggiator, are meant to be arpeggiated by other means or sound like arpeggios even though they may not use the arpeggiator.

Bass

Sounds useful for bass lines and rhythm fundament. They are often monophonic and restricted in keyrange.

Drums

Sounds for drum and percussion, sometimes limited to a very narrow keyrange or not at all reacting to the pitch they're played at.

FX

Wierd sounds and noises not normally useful for anything melodic, although they may react to pitch quite drastically.

Keys

Sounds that are meant to be played, but not necessarily sound, like organs, pianos or harpsichords. Normally playable polyphonically over the full range of keys.

Inst

Sounds emulating specific instruments, usually limited to a specific keyrange defined by that instrument.

Lead

Sounds useful for lead lines, sometimes monophonic and restricted in keyrange.

Pad

Sounds for background chords and atmosphere. Often long evolving and/or with long release phase.

Synt

Sounds that are to wierd to be categorized elsewhere, but are meant to play mostly melodically. Also sounds that are remakes of classical synthesizer sounds.

The categories of the original contributions have been retained where possible. There's a fair amount of overlap between categories and everyone has their own preferences, so please take the categorization with a grain of salt.

Synt Loc.	Name	Cont.	Pad Loc.	Name	Cont.
A002	PPG Pluck	Sp	A009	BraasBreez	TEK
A003	MechLullaby	DocT	A010	AstralTravel	SGR
A012	Waiting4Night	DF	A019	PeachPad	DocT
A013	Synth Brass	SGR	A020	Echoing Pipes	DF
A022	Kriechstrom	DocT	A029	FM Pads	SGR
A023	Sweet Sweep	RS	A030	Qraftwerq 3.2	CC
A032	SuperSaw V2	AG	A039	VeloSyncer	DocT
A033	Metallica Q	SCD	A040	Planetarium	SAW
A042	Pulse Str1	SGR	A049	Darkwaver	DF
A043	Snowform	KA	A050	string	SV
A052	70'ish Wave 3	CC	A059	AnimWobble	SGR
A053	4 Bits 4 U	DocT	A060	PotemkinPad	DocT
A062	SequentiSitar	TEK	A069	D-50 Noise 1	CC
A063	glider	SV	A070	BeautyBaby	RS
A072	Motorcord	IDS	A079	FallWaves	DocT
A073	SpectrShift	DocT	A080	AnalogVoices	SCD
A082	VeloFeedb.	DocT	A089	Slowpulse	DF
A083	Baroque Vow	SGR	A090	2v Sawpad	Sp
A092	Triangles	SGR	A099	Sunnydaysrain	KA
A093	Shivadance	KA	A100	PulseMonica	SGR
B002	Gdzierr	KA	B009	Alter Current	DF
B003	Alty Strng	SGR	B010	SpaceSound 3.2	CC
B012	Rich Waves	SGR	B019	Mod Pad MW	RS
B013	EarlyRefl.	DocT	B020	Holzig	DocT
B022	Disappearing	SCD	B029	Qoir 3.2	CC
B023	Juno Saws	SGR	B030	Lanthan	DocT
B032	Farfisa Wave	SGR	B039	Space Comb+	SGR
B033	Earthborn	KA	B040	Synthetique	DF
B042	Polarlicht	DocT	B049	Angelic	KA
B043	PPQ Sweep 3.2	CC	B050	Sentimental	DocT
B052	MonkeyPiano	KA	B059	Queen-Dad	TEK
B053	Chopper BP	AG	B060	Walkuere	DocT
B062	Flutoon	DocT	B069	SpaceFloats	SGR
B063	SimpleFM Wave	AG	B070	padScrape	scr
B072	JCage 3	SGR	B079	Qoir Spect 1+	CC
B073	Steelophon	DocT	B080	Arctic Dunes	DF
B082	Kuerbis	DocT	B089	Qeltique	CC
B083	Simple FM	AG	B090	NotchFasing	DocT
B092	ranzig	SV	B099	Surface-Pad	DocT
B093	ArtDecoPad	DocT	B100	Q+XT*WAVE-OS4	SCD
C002	Threepwood	KA	C009	SadPad	DocT
C003	Ploqper BP	AG	C010	Mellow Paddy	SGR
C012	Down!	SCD	C019	Giant Pad	SGR
C013	O2BA Q+!	SAW	C020	Sci-Fi Cicada	CC
C022	HitAnyKey	DocT	C029	KrystalGliss	SGR
C023	IsleOfTheHappy	KA	C030	Impending	DF
C032	FlyByFly Mod	RS	C039	VA-Warmth	DocT
C033	Alt Ommms	SGR	C040	SimpleLoveMod	RS
C042	Anim String1	SGR	C049	Moogy	SGR
C043	Strange ish	CC	C050	Sci-Fi 7	CC
C052	Numetal	DF	C059	Where To?	RS
C053	75V-Exp.req	DocT	C060	Valoron	DocT
C062	Random Laws	SGR	C069	Jacobs Ladder	DF
C063	Nasi Goreng	DocT	C070	Jarry Pads	SGR
C072	GatedPad	DocT	C079	D-50 Spect 1+	CC
C073	PWM Bliss	SGR	C080	trancenoise	SV
C082	Alive 5th	SGR	C089	IndigoSonata	SGR
C083	Bombast	DocT	C090	FFXII	SAW
C092	Riddle	AG	C099	Deepest Ocean	DF
C093	Cherub Ens	IDS			

Arpeggio			Bass			Keys + Instruments		
Loc.	Name	Cont.	Loc.	Name	Cont.	Loc.	Name	Cont.
A008	BaroqueNerve	SAW	A007	Repolainen	KA	A001	E-Piano Tines	AG
A018	Golden Arp 3	AG	A017	SQ-Puncher	DocT	A011	Improv.Sax	DocT
A028	Digiseq	DocT	A027	Acid Phunk	IDS	A021	PPG 2010	TEK
A038	Vegetal Melt	KA	A037	Don't Fret	SGR	A031	HarpsiWah	SAW
A048	XTk Bass Xt2	CC	A047	PBMorphBass	DocT	A041	Clear Organ	Sp
A058	bassarp2	SV	A057	RedBullBass	DocT	A051	Old Wurt	SGR
A068	Schoen,gell?	DocT	A067	Head Hunter	DF	A061	Jitter 3	AG
A078	Space	SCD	A077	Big Modular2	SGR	A071	DiXy	DocT
A088	Arpeggiochord	KA	A087	Riddle-Bass	DocT	A081	Basson	TEK
A098	Spielmannszug	DocT	A097	Space Lab 1	CC	A091	Separee	DocT
B008	2625 ;-)) Q	SCD	B007	Stepper Bass	IDS	B001	Qammond	SCD
B018	hArps	SGR	B017	Saw Bass 604	KA	B011	ZupfKuh	DocT
B028	StrangeArp	RS	B027	Sub Space	SGR	B021	MatrixBrass	DocT
B038	VSOP-Bass	DocT	B037	PWMBass	KA	B031	Jitter	AG
B048	bright tr arp	SV	B047	Simpleton	DF	B041	VowelStrings	SGR
B058	Skeletorrrr	KA	B057	Droehnung	DocT	B051	Funky Clavi	DocT
B068	8bit ARP	IDS	B067	Menace-Bass	DocT	B061	Radio-Piano	DocT
B078	Golden Arp 4	AG	B077	Ghettomaster	KA	B071	PickItUp	DocT
B088	Aljen Perc	DocT	B087	Liquidbass	DF	B081	E-Piano Phase	AG
B098	Space Numbrs	CC	B097	MaxDSP-Load	DocT	B091	TripleSinus	DocT
C008	RUSH Arp	CC	C007	Bassclass 202	KA	C001	DX7 sound	SGR
C018	Espenlaub	DocT	C017	Low Nois	RS	C011	Wheely	DocT
C028	Click'nR	DocT	C027	Inertiabots	DF	C021	ClassyCornet	SGR
C038	Suvtar-arp	KA	C037	Octobass	DocT	C031	Sharp Brass	DocT
C048	DoubleTB	DocT	C047	It's Alive!!	DF	C041	StickyRinger	DocT
C058	BruteArp	DocT	C057	Lightning Man	DF	C051	LilYammi :)	DocT
C068	vette trance	SV	C067	Bermuda	KA	C061	KeyBassSplit	DocT
C078	Trancistor	DocT	C077	Zinc Bass	IDS	C071	4th Manual	DocT
C088	Trippy-Loop	DocT	C087	Kompressor	DocT	C081	Jitter 1	AG
C098	Gabbatron	DocT	C097	SubSub	SGR	C091	Osc Orgy 2	AG

Lead			Drums + FX		
Loc.	Name	Cont.	Loc.	Name	Cont.
A004	MinimoogLead2	CC	A005	Arcade Bomb	IDS
A014	Emersun	DocT	A006	Schwarm	DocT
A015	Acieed	KA	A016	Birds	Sp
A024	dikke trance	SV	A025	Kamm-FX2	DocT
A034	Texas Massacre	KA	A026	Metal Jelly 3	AG
A035	frogger	SV	A036	Statix	DF
A044	DocsTrueN@ture;)	DocT	A045	Blubber	TEK
A054	Ancient Lead2	Sp	A046	Generatok	SGR
A055	Big Syncer2	SGR	A056	Elfin Candy	KA
A064	Krys-ID	KA	A065	Precognitivs	DocT
A074	Howlies	SAW	A066	Dropped	SGR
A075	Drippy Lead	IDS	A076	Nightelfes	DocT
A084	Suvenir	KA	A085	Off We Go	DocT
A094	Tretmine	DocT	A086	Darkens	IDS
A095	WorldInMyEyes	DF	A096	Arrivals	SGR
B004	SunnRaw	SAW	B005	EleQ Trniq!	CC
B014	gelikte trld	SV	B006	data bomb	scr
B015	Brassaws	SGR	B016	Wankelmotor	DocT
B024	Caleban lead	IDS	B025	MonitorTest	DocT
B034	Platz da !	DocT	B026	Captive	KA
B035	trance hpf	SV	B036	Before Bang	SGR
B044	Combrazzor	KA	B045	Vienna BD	RS
B054	MovDaWheels	DocT	B046	Diesel2	DocT
B055	Laserharp	DF	B056	Eisregen	DocT
B064	Eclipsed	KA	B065	VariDrum	DocT
B074	Moog55 Porta	SGR	B066	Ripper1	SGR
B075	Plock Lead	IDS	B076	Melodei	DocT
B084	TinyMoogy	DocT	B085	ExpensiveCrash	AG
B094	Therapin	IDS	B086	Invaders	SGR
B095	Rezzo Freak1	SGR	B096	PWM Gong 2	AG
C004	Que Es?	RS	C005	Noise Snare	IDS
C014	Nastly Lead	SGR	C006	SpaceWave2	SGR
C015	O-Vals	KA	C016	Steamroller	DocT
C024	sloggy trlead	SV	C025	ElecSn1	DocT
C034	Sainus	DocT	C026	Metal Jelly 2	AG
C035	Eight Virtues	KA	C036	Intothedepths	DF
C044	Vedatys	KA	C045	ElecHat1	DocT
C054	Velo 8va	SGR	C046	Grand Wah	SGR
C055	OBX Purple 3	AG	C056	SalaT	TEK
C064	raw lead	SV	C065	BD1	DocT
C074	MessageFromGod	KA	C066	Computer Error	DF
C075	Synthegeiger	DocT	C076	Harmonics2	SGR
C084	cygnus-x	SV	C085	Numbers Drum2	CC
C094	Velo 4ths	SGR	C086	Radio Q	IDS
C095	Pirate Song!!	KA	C096	Satellite	DocT