



AL-1 : Animaux

64 cris d'animaux, de la ferme à la jungle

Une banque de 64 cris d'animaux pour le KORG KRONOS, fabriqués par la synthèse analogique virtuelle de l'AL-1 : la ferme, la forêt, les oiseaux, la savane, la mer, les insectes et quelques créatures.

RÉGLAGES

BANQUE U - FF

Animaux

MOTEUR

AL - 1

PROGRAMMES

64

Le grand livre du KRONOS

LIRE LES VALEURS

Réglages utilisés par les programmes (valeurs tirées de la documentation Korg dans Parameters Guide).

« Effet » donne l'effet placé et son numéro, puis les paramètres réglés ; les autres paramètres de l'effet gardent la valeur la plus fréquente dans les sons d'usine.

Chaque fiche donne les paramètres du programme **tels qu'ils sont enregistrés dans le fichier PCG**, sous leur nom Korg (« Groupe » Paramètre = valeur), regroupés par bloc. Certains s'y lisent en unités internes : par exemple Reverb Time 26 = 2,6 s. La plaquette *fabrication* donne chaque valeur dans son unité réelle.

- **Niveaux et intensités** : 0 à 99 (ou -99 à +99 pour les intensités et les niveaux d'enveloppe de hauteur).
- **Temps des enveloppes** : 0 à 99, **non linéaires** : 0 = instantané, vers 50 une fraction de seconde, au-delà de 80 plusieurs secondes. Les qualificatifs (« court », « long »...) donnent l'ordre de grandeur.
- **Enveloppe de hauteur (EG2)** : le niveau 99 vaut l'intensité indiquée en demi-tons ; un niveau 50 en vaut la moitié. Les valeurs « ≈ ... demi-tons » sont calculées ainsi.
- **LFO** : la vitesse est donnée en Hz (cycles par seconde). Sous 2 Hz, le son ondule ; de 3 à 8 Hz, on compte des syllabes ; au-dessus de 16 Hz, la modulation devient un grain, un timbre rauque.
- **Octaves** en pieds, comme à l'orgue : 32' (deux octaves sous la normale), 16', 8' (normal), 4', 2'.
- Les noms entre crochets (`[Filter A] Cutoff...`) sont ceux de la documentation Korg ; on les retrouve sur les pages de l'AL-1 du KRONOS. Les valeurs exactes de chaque son sont aussi dans [AL-1 - Animaux - réglages.pdf](#).

CE QUI NE CHANGE PAS D'UN SON À L'AUTRE

- Point de départ : un programme AL-1 « Init » (oscillateur 1 en dent de scie, filtre ouvert, aucun effet), catégorie SE.
- Sortie des oscillateurs vers **IFX1** (Bus Select = IFX1) : on peut y placer un effet d'insertion (Doppler, distorsion) et doser depuis là les envois vers la réverbération (MFX1) et l'écho (MFX2).
- **Valeurs sûres seulement** : formes d'onde Saw (dent de scie) et Triangle (sous-oscillateur), filtres passe-bas, passe-haut et passe-bande — celles dont le sens est garanti sur tous les KRONOS. Aucune valeur propre à l'OS 3.2 : le même fichier convient aux KRONOS 1, X, 2 (OS 3.1.4) et 3.
- Noms sans accents (afficheur du KRONOS).

LES 64 PROGRAMMES, FICHE PAR FICHE

U - FF 000

Vache qui meugle

FERME ET MAISON

Vache : « meuuuh » grave en forme de vague — la hauteur, le volume et l'ouverture montent ensemble (swell), puis tout redescend jusqu'au point de départ et le meuglement s'éteint seul ; le son se déforme en route (plus rauque au sommet, grain irrégulier, hauteur légèrement instable).

COMMON

Category13

Assign Mode1

Unison0

Scale Random0

Bus Select1

Legato1

Key Priority2

MASTER EFFECT1

Switch1

EffetReverb Hall (n° 101)

Wet/Dry100

Reverb Time25

EXI1 · OSC1

Waveform0

Level99

EXI1 · OSC1 PITCH

Octave-1

Tune0

EG Select1

EG Intensity75

EXI1 · OSC2

Level80

Waveform0

EXI1 · SUB OSC

Level0

EXI1 · NOISE GENERATOR

Level0

EXI1 · RING MODULATOR

Level0

EXI1 · FILTER

Routing0

EXI1 · FILTER A

Filter Type0

Cutoff20

Resonance30

EG Intensity40

EG Velocity Intensity0

LFO Intensity0

LFO JS(-Y) Intensity0

EG Select0

EXI1 · FILTER KEYBOARD TRACK

Low Ramp0

Center Low Ramp0

Center High Ramp0

High Ramp0

EXI1 · DRIVE

Bypass0

Drive Mod.Source5

Drive Mod.Intensity45

Drive25

Boost30

EXI1 · AMPLIFIER EG

Start Level40

Attack Level99

Break Level40

Sustain Level0

Attack Time55

Decay Time70

Slope Time45

Release Time45

EXI1 · COMMON PITCH

Portamento Switch0

LFO Intensity35

LFO JS(+Y) Intensity0

LFO Select0

EXI1 · OSC2 PITCH

Octave-1

Tune10

EG Select1

EG Intensity75

EXI1 · EG1 (FILTER)

Start Level0

Attack Level99

Attack Time55

Decay Time70

Break Level0

Slope Time0

Sustain Level0

Release Time50

Release Level0

EXI1 · EG2 (PITCH)

Start Level0

Attack Level70

Attack Time55

Break Level0

Decay Time70

Sustain Level0

Slope Time0

Release Level0

Release Time0

EXI1 · LF01

Waveform13

Frequency66

Key Sync1

Fade In40

Delay0

EXI1 · LF02

Waveform13

Frequency95

Key Sync1

Fade In40

Delay0

EXI1 · AMPLIFIER

Mod.1 Source11

Mod.1 Intensity22

INSERT EFFECT1

Bus Select0

Send120

Send20

MASTER EFFECT

Return 1127

Return 2127

Mouton : « bêêê » nasillard qui tremble (vibrato et trémolo rapides).

COMMON		EXI1 · FILTER		EXI1 · OSC2 PITCH	
Category	13	Routing	0	Octave	0
Assign Mode	1	EXI1 · FILTER A		Tune	6
Unison	0	Filter Type	2	EG Select	1
Scale Random	0	Cutoff	50	EG Intensity	65
Bus Select	1	Resonance	40	EXI1 · LFO1	
Legato	1	EG Intensity	0	Waveform	0
Key Priority	2	EG Velocity Intensity	0	Frequency	78
MASTER EFFECT1		LFO Intensity	0	Key Sync	1
Switch	1	LFO JS(-Y) Intensity	0	Fade In	0
Effet	Reverb Hall (n° 101)	EG Select	0	Delay	0
Wet/Dry	100	EXI1 · FILTER KEYBOARD TRACK		EXI1 · AMPLIFIER	
Reverb Time	20	Low Ramp	0	Mod.1 Source	10
EXI1 · OSC1		Center Low Ramp	0	Mod.1 Intensity	50
Waveform	0	Center High Ramp	0	EXI1 · EG2 (PITCH)	
Level	99	High Ramp	0	Start Level	20
EXI1 · OSC1 PITCH		EXI1 · DRIVE		Attack Level	0
Octave	0	Bypass	1	Attack Time	40
Tune	0	EXI1 · AMPLIFIER EG		Break Level	0
EG Select	1	Start Level	0	Decay Time	0
EG Intensity	65	Attack Level	99	Sustain Level	0
EXI1 · OSC2		Break Level	80	Slope Time	0
Level	70	Sustain Level	0	Release Level	0
Waveform	0	Attack Time	10	Release Time	0
EXI1 · SUB OSC		Decay Time	70	INSERT EFFECT1	
Level	0	Slope Time	65	Bus Select	0
EXI1 · NOISE GENERATOR		Release Time	35	Send1	20
EXI1 · RING MODULATOR		EXI1 · COMMON PITCH		Send2	0
Level	0	Portamento Switch	0	MASTER EFFECT	
		LFO Intensity	56	Return 1	127
		LFO JS(+Y) Intensity	0	Return 2	127
		LFO Select	0		

Chevre : bêlement plus aigu et plus chevrotant que le mouton.

COMMON

Category	13
Assign Mode	1
Unison	0
Scale Random	0
Bus Select	1
Legato	1
Key Priority	2

MASTER EFFECT1

Switch	1
Effet	Reverb Hall (n° 101)
Wet/Dry	100
Reverb Time	20

EXI1 · OSC1

Waveform	0
Level	99

EXI1 · OSC1 PITCH

Octave	1
Tune	0
EG Select	1
EG Intensity	70

EXI1 · OSC2

Level	70
Waveform	0

EXI1 · SUB OSC

Level	0
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EXI1 · NOISE GENERATOR

Level	0
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EXI1 · RING MODULATOR

Level	0
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EXI1 · FILTER

Routing	0
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EXI1 · FILTER A

Filter Type	2
Cutoff	58
Resonance	50
EG Intensity	0
EG Velocity Intensity	0
LFO Intensity	0
LFO JS(-Y) Intensity	0
EG Select	0

EXI1 · FILTER KEYBOARD TRACK

Low Ramp	0
Center Low Ramp	0
Center High Ramp	0
High Ramp	0

EXI1 · DRIVE

Bypass	1
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EXI1 · AMPLIFIER EG

Start Level	0
Attack Level	99
Break Level	75
Sustain Level	0
Attack Time	8
Decay Time	68
Slope Time	60
Release Time	35

EXI1 · COMMON PITCH

Portamento Switch	0
LFO Intensity	61
LFO JS(+Y) Intensity	0
LFO Select	0

EXI1 · OSC2 PITCH

Octave	1
Tune	8
EG Select	1
EG Intensity	70

EXI1 · LFO1

Waveform	0
Frequency	88
Key Sync	1
Fade In	0
Delay	0

EXI1 · AMPLIFIER

Mod.1 Source	10
Mod.1 Intensity	70

EXI1 · EG2 (PITCH)

Start Level	30
Attack Level	0
Attack Time	50
Break Level	0
Decay Time	0
Sustain Level	0
Slope Time	0
Release Level	0
Release Time	0

INSERT EFFECT1

Bus Select	0
Send1	20
Send2	0

MASTER EFFECT

Return 1	127
Return 2	127

Cochon : grognements courts et graves, « groin-groin » saccadés.

COMMON		EXI1 · FILTER A		EXI1 · LF01	
Category	13	Filter Type	2	Waveform	13
Assign Mode	0	Cutoff	30	Frequency	96
Unison	0	Resonance	40	Key Sync	1
Scale Random	0	EG Intensity	0	Fade In	0
Bus Select	1	EG Velocity Intensity	0	Delay	0
MASTER EFFECT1		LFO Intensity	0	EXI1 · AMPLIFIER	
Switch	1	LFO JS(-Y) Intensity	0	Mod.1 Source	10
Effet	Reverb Hall (n° 101)	EG Select	0	Mod.1 Intensity	70
Wet/Dry	100	EXI1 · FILTER KEYBOARD TRACK		Mod.2 Source	11
Reverb Time	15	Low Ramp	0	Mod.2 Intensity	99
EXI1 · OSC1		Center Low Ramp	0	EXI1 · LF02	
Waveform	0	Center High Ramp	0	Waveform	2
Level	99	High Ramp	0	Frequency	59
EXI1 · OSC1 PITCH		EXI1 · DRIVE		Key Sync	1
Octave	-1	Bypass	0	Fade In	0
Tune	0	Drive	50	Delay	0
EG Select	1	Boost	30	EXI1 · EG2 (PITCH)	
EG Intensity	70	EXI1 · AMPLIFIER EG		Start Level	-40
EXI1 · OSC2		Start Level	0	Attack Level	0
Level	70	Attack Level	99	Attack Time	30
Waveform	0	Break Level	99	Break Level	0
EXI1 · SUB OSC		Sustain Level	99	Decay Time	0
Level	0	Attack Time	5	Sustain Level	0
EXI1 · NOISE GENERATOR		Decay Time	0	Slope Time	0
Level	35	Slope Time	0	Release Level	0
Cutoff	40	Release Time	25	Release Time	0
EXI1 · RING MODULATOR		EXI1 · COMMON PITCH		INSERT EFFECT1	
Level	0	Portamento Switch	0	Bus Select	0
EXI1 · FILTER		LFO Intensity	0	Send1	15
Routing	0	LFO JS(+Y) Intensity	0	Send2	0
		EXI1 · OSC2 PITCH		MASTER EFFECT	
		Octave	-1	Return 1	127
		Tune	12	Return 2	127
		EG Select	1		
		EG Intensity	70		

Coq : « co-co-ri-cooo » — syllabes hachées au début, puis longue note qui retombe.

COMMON

Category	13
Assign Mode	1
Unison	0
Scale Random	0
Bus Select	1
Legato	1
Key Priority	2

MASTER EFFECT1

Switch	1
Effet	Reverb Hall (n° 101)
Wet/Dry	100
Reverb Time	35

MASTER EFFECT2

Switch	1
Effet	Stereo BPM Delay (n° 93)
Wet/Dry	100
BPM	3999
L Delay Base Note	6
L Delay Times	1
R Delay Base Note	6
R Delay Times	2
L Feedback	30
R Feedback	30

EXI1 · OSC1

Waveform	0
Level	99

EXI1 · OSC1 PITCH

Octave	1
Tune	0
EG Select	1
EG Intensity	90

EXI1 · OSC2

Level	70
Waveform	0

EXI1 · SUB OSC

Level	0
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EXI1 · NOISE GENERATOR

Level	0
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EXI1 · RING MODULATOR

Level	0
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EXI1 · FILTER

Routing	0
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EXI1 · FILTER A

Filter Type	2
Cutoff	60
Resonance	45
EG Intensity	0
EG Velocity Intensity	0
LFO Intensity	0
LFO JS(-Y) Intensity	0
EG Select	0

EXI1 · FILTER KEYBOARD TRACK

Low Ramp	0
Center Low Ramp	0
Center High Ramp	0
High Ramp	0

EXI1 · DRIVE

Bypass	0
Drive	30
Boost	30

EXI1 · AMPLIFIER EG

Start Level	0
Attack Level	99
Break Level	90
Sustain Level	0
Attack Time	5
Decay Time	80
Slope Time	78
Release Time	40

EXI1 · COMMON PITCH

Portamento Switch	0
LFO Intensity	0
LFO JS(+Y) Intensity	0

EXI1 · OSC2 PITCH

Octave	1
Tune	8
EG Select	1
EG Intensity	90

EXI1 · EG2 (PITCH)

Start Level	-30
Attack Level	40
Attack Time	55
Break Level	60
Decay Time	50
Sustain Level	-30
Slope Time	75
Release Level	0
Release Time	0

EXI1 · LF01

Waveform	2
Frequency	66
Key Sync	1
Fade In	0
Delay	0

EXI1 · AMPLIFIER

Mod.1 Source	10
Mod.1 Intensity	80
Mod.1 Int.Mod.Source	7
Mod.1 Int.Mod.Intensity	99

EXI1 · EG3

Start Level	99
Attack Level	99
Attack Time	0
Decay Time	55
Break Level	0
Sustain Level	0

INSERT EFFECT1

Bus Select	0
Send1	30
Send2	20

MASTER EFFECT

Return 1	127
Return 2	127

Poule : « cot-cot-cot » irréguliers, nasillards.

COMMON

Category	13
Assign Mode	0
Unison	0
Scale Random	0
Bus Select	1

MASTER EFFECT1

Switch	1
Effet	Reverb Hall (n° 101)
Wet/Dry	100
Reverb Time	15

EXI1 · OSC1

Waveform	0
Level	99

EXI1 · OSC1 PITCH

Octave	0
Tune	0

EXI1 · OSC2

Level	70
Waveform	0

EXI1 · SUB OSC

Level	0
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EXI1 · NOISE GENERATOR

Level	0
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EXI1 · RING MODULATOR

Level	0
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EXI1 · FILTER

Routing	0
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EXI1 · FILTER A

Filter Type	2
Cutoff	50
Resonance	45
EG Intensity	0
EG Velocity Intensity	0
LFO Intensity	0
LFO JS(-Y) Intensity	0
EG Select	0

EXI1 · FILTER KEYBOARD TRACK

Low Ramp	0
Center Low Ramp	0
Center High Ramp	0
High Ramp	0

EXI1 · DRIVE

Bypass	1
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EXI1 · AMPLIFIER EG

Start Level	0
Attack Level	99
Break Level	99
Sustain Level	99
Attack Time	2
Decay Time	0
Slope Time	0
Release Time	20

EXI1 · COMMON PITCH

Portamento Switch	0
LFO Intensity	56
LFO JS(+Y) Intensity	0
LFO Select	0

EXI1 · OSC2 PITCH

Octave	0
Tune	6

EXI1 · LFO1

Waveform	2
Frequency	66
Key Sync	1
Fade In	0
Delay	0
Frequency Mod.1 Source	11
Frequency Mod.1 Intensity	40

EXI1 · AMPLIFIER

Mod.1 Source	10
Mod.1 Intensity	95

EXI1 · LFO2

Waveform	13
Frequency	37
Key Sync	0
Fade In	0
Delay	0

INSERT EFFECT1

Bus Select	0
Send1	15
Send2	0

MASTER EFFECT

Return 1	127
Return 2	127

Canard : « coin » court, nasillard et éraillé (modulateur en anneau).

COMMON

Category	13
Assign Mode	0
Unison	0
Scale Random	0
Bus Select	1

MASTER EFFECT1

Switch	1
Effet	Reverb Hall (n° 101)
Wet/Dry	100
Reverb Time	15

EXI1 · OSC1

Waveform	0
Level	99

EXI1 · OSC1 PITCH

Octave	0
Tune	0
EG Select	1
EG Intensity	70

EXI1 · OSC2

Level	40
Waveform	0

EXI1 · SUB OSC

Level	0
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EXI1 · NOISE GENERATOR

Level	20
Cutoff	50

EXI1 · RING MODULATOR

Level	50
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EXI1 · FILTER

Routing	0
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EXI1 · FILTER A

Filter Type	2
Cutoff	48
Resonance	55
EG Intensity	0
EG Velocity Intensity	0
LFO Intensity	0
LFO JS(-Y) Intensity	0
EG Select	0

EXI1 · FILTER KEYBOARD TRACK

Low Ramp	0
Center Low Ramp	0
Center High Ramp	0
High Ramp	0

EXI1 · DRIVE

Bypass	0
Drive	50
Boost	30

EXI1 · AMPLIFIER EG

Start Level	0
Attack Level	99
Break Level	50
Sustain Level	0
Attack Time	2
Decay Time	40
Slope Time	35
Release Time	15

EXI1 · COMMON PITCH

Portamento Switch	0
LFO Intensity	0
LFO JS(+Y) Intensity	0

EXI1 · OSC2 PITCH

Octave	0
Tune	700
EG Select	1
EG Intensity	70

EXI1 · EG2 (PITCH)

Start Level	30
Attack Level	0
Attack Time	30
Break Level	0
Decay Time	0
Sustain Level	0
Slope Time	0
Release Level	0
Release Time	0

INSERT EFFECT1

Bus Select	0
Send1	15
Send2	0

MASTER EFFECT

Return 1	127
Return 2	127

Oie : « honk » cuivré, plus long et plus haut que le canard (synchro).

COMMON

Category	13
Assign Mode	0
Unison	0
Scale Random	0
Bus Select	1

MASTER EFFECT1

Switch	1
Effet	Reverb Hall (n° 101)
Wet/Dry	100
Reverb Time	20

EXI1 · OSC1

Waveform	0
Level	99

EXI1 · OSC1 PITCH

Octave	0
Tune	0
EG Select	1
EG Intensity	70

EXI1 · OSC2

Level	80
Waveform	0
Sync	1

EXI1 · SUB OSC

Level	0
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EXI1 · NOISE GENERATOR

Level	0
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EXI1 · RING MODULATOR

Level	0
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EXI1 · FILTER

Routing	0
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EXI1 · FILTER A

Filter Type	2
Cutoff	55
Resonance	50
EG Intensity	0
EG Velocity Intensity	0
LFO Intensity	0
LFO JS(-Y) Intensity	0
EG Select	0

EXI1 · FILTER KEYBOARD TRACK

Low Ramp	0
Center Low Ramp	0
Center High Ramp	0
High Ramp	0

EXI1 · DRIVE

Bypass	0
Drive	40
Boost	30

EXI1 · AMPLIFIER EG

Start Level	0
Attack Level	99
Break Level	70
Sustain Level	0
Attack Time	4
Decay Time	60
Slope Time	50
Release Time	20

EXI1 · COMMON PITCH

Portamento Switch	0
LFO Intensity	0
LFO JS(+Y) Intensity	0

EXI1 · OSC2 PITCH

Octave	0
Tune	500
EG Select	1
EG Intensity	70

EXI1 · EG2 (PITCH)

Start Level	-30
Attack Level	20
Attack Time	20
Break Level	0
Decay Time	50
Sustain Level	-20
Slope Time	50
Release Level	0
Release Time	0

INSERT EFFECT1

Bus Select	0
Send1	20
Send2	0

MASTER EFFECT

Return 1	127
Return 2	127

Âne : « hi-han » — alternance d'un cri aigu et d'un braiment grave, tant que la note est tenue.

COMMON		EXI1 · FILTER		EXI1 · COMMON PITCH	
Category	13	Routing	0	Portamento Switch	0
Assign Mode	1	EXI1 · FILTER A		LFO Intensity	90
Unison	0	Filter Type	2	LFO JS(+Y) Intensity	0
Scale Random	0	Cutoff	45	LFO Select	0
Bus Select	1	Resonance	40	EXI1 · OSC2 PITCH	
Legato	1	EG Intensity	0	Octave	0
Key Priority	2	EG Velocity Intensity	0	Tune	10
MASTER EFFECT1		LFO Intensity	30	EXI1 · LF01	
Switch	1	LFO JS(-Y) Intensity	0	Waveform	2
Effet	Reverb Hall (n° 101)	EG Select	0	Frequency	33
Wet/Dry	100	LFO Select	0	Key Sync	1
Reverb Time	25	EXI1 · FILTER KEYBOARD TRACK		Fade In	0
EXI1 · OSC1		Low Ramp	0	Delay	0
Waveform	0	Center Low Ramp	0	EXI1 · LF02	
Level	99	Center High Ramp	0	Waveform	13
EXI1 · OSC1 PITCH		High Ramp	0	Frequency	95
Octave	0	EXI1 · DRIVE		Key Sync	1
Tune	0	Bypass	0	Fade In	0
EXI1 · OSC2		Drive	50	Delay	0
Level	70	Boost	30	EXI1 · AMPLIFIER	
Waveform	0	EXI1 · AMPLIFIER EG		Mod.1 Source	11
EXI1 · SUB OSC		Start Level	0	Mod.1 Intensity	35
Level	0	Attack Level	99	INSERT EFFECT1	
EXI1 · NOISE GENERATOR		Break Level	99	Bus Select	0
Level	30	Sustain Level	99	Send1	20
Cutoff	60	Attack Time	15	Send2	0
EXI1 · RING MODULATOR		Decay Time	0	MASTER EFFECT	
Level	0	Slope Time	0	Return 1	127
		Release Time	40	Return 2	127

Dindon : « gloulou » — gloussement rapide qui roule et descend.

COMMON		EXI1 · FILTER A		EXI1 · OSC2 PITCH	
Category	13	Filter Type	2	Octave	1
Assign Mode	0	Cutoff	52	Tune	8
Unison	0	Resonance	50	EG Select	1
Scale Random	0	EG Intensity	0	EG Intensity	80
Bus Select	1	EG Velocity Intensity	0	EXI1 · LFO1	
MASTER EFFECT1		LFO Intensity	0	Waveform	3
Switch	1	LFO JS(-Y) Intensity	0	Frequency	93
Effet	Reverb Hall (n° 101)	EG Select	0	Key Sync	1
Wet/Dry	100	EXI1 · FILTER KEYBOARD TRACK		Fade In	0
Reverb Time	15	Low Ramp	0	Delay	0
EXI1 · OSC1		Center Low Ramp	0	EXI1 · AMPLIFIER	
Waveform	0	Center High Ramp	0	Mod.1 Source	10
Level	99	High Ramp	0	Mod.1 Intensity	60
EXI1 · OSC1 PITCH		EXI1 · DRIVE		EXI1 · EG2 (PITCH)	
Octave	1	Bypass	1	Start Level	40
Tune	0	EXI1 · AMPLIFIER EG		Attack Level	40
EG Select	1	Start Level	0	Attack Time	0
EG Intensity	80	Attack Level	99	Break Level	0
EXI1 · OSC2		Break Level	70	Decay Time	60
Level	70	Sustain Level	0	Sustain Level	-40
Waveform	0	Attack Time	3	Slope Time	60
EXI1 · SUB OSC		Decay Time	62	Release Level	0
Level	0	Slope Time	55	Release Time	0
EXI1 · NOISE GENERATOR		Release Time	25	INSERT EFFECT1	
Level	0	EXI1 · COMMON PITCH		Bus Select	0
EXI1 · RING MODULATOR		Portamento Switch	0	Send1	15
Level	0	LFO Intensity	65	Send2	0
EXI1 · FILTER		LFO JS(+Y) Intensity	0	MASTER EFFECT	
Routing	0	LFO Select	0	Return 1	127
				Return 2	127

Chien : « ouaf » sec et puissant, la hauteur tombe vite.

COMMON

Category	13
Assign Mode	0
Unison	0
Scale Random	0
Bus Select	1

MASTER EFFECT1

Switch	1
Effet	Reverb Hall (n° 101)
Wet/Dry	100
Reverb Time	18

EXI1 · OSC1

Waveform	0
Level	99

EXI1 · OSC1 PITCH

Octave	0
Tune	0
EG Select	1
EG Intensity	90

EXI1 · OSC2

Level	70
Waveform	0

EXI1 · SUB OSC

Level	0
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EXI1 · NOISE GENERATOR

Level	50
Cutoff	50

EXI1 · RING MODULATOR

Level	0
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EXI1 · FILTER

Routing	0
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EXI1 · FILTER A

Filter Type	0
Cutoff	35
Resonance	20
EG Intensity	50
EG Velocity Intensity	0
LFO Intensity	0
LFO JS(-Y) Intensity	0
EG Select	0

EXI1 · FILTER KEYBOARD TRACK

Low Ramp	0
Center Low Ramp	0
Center High Ramp	0
High Ramp	0

EXI1 · DRIVE

Bypass	0
Drive	60
Boost	30

EXI1 · AMPLIFIER EG

Start Level	0
Attack Level	99
Break Level	0
Sustain Level	0
Attack Time	2
Decay Time	40
Slope Time	0
Release Time	15

EXI1 · COMMON PITCH

Portamento Switch	0
LFO Intensity	0
LFO JS(+Y) Intensity	0

EXI1 · OSC2 PITCH

Octave	0
Tune	12
EG Select	1
EG Intensity	90

EXI1 · EG1 (FILTER)

Start Level	0
Attack Level	99
Attack Time	0
Decay Time	40
Break Level	0
Slope Time	0
Sustain Level	0
Release Time	20
Release Level	0

EXI1 · EG2 (PITCH)

Start Level	40
Attack Level	40
Attack Time	0
Break Level	0
Decay Time	35
Sustain Level	-30
Slope Time	40
Release Level	0
Release Time	0

INSERT EFFECT1

Bus Select	0
Send1	20
Send2	0

MASTER EFFECT

Return 1	127
Return 2	127

*Chiot : jappement aigu qui monte puis retombe.***COMMON**

Category	13
Assign Mode	0
Unison	0
Scale Random	0
Bus Select	1

MASTER EFFECT1

Switch	1
Effet	Reverb Hall (n° 101)
Wet/Dry	100
Reverb Time	15

EXI1 · OSC1

Waveform	0
Level	99

EXI1 · OSC1 PITCH

Octave	1
Tune	0
EG Select	1
EG Intensity	85

EXI1 · OSC2

Level	70
Waveform	0

EXI1 · SUB OSC

Level	0
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EXI1 · NOISE GENERATOR

Level	20
Cutoff	60

EXI1 · RING MODULATOR

Level	0
-------	---

EXI1 · FILTER

Routing	0
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EXI1 · FILTER A

Filter Type	2
Cutoff	60
Resonance	40
EG Intensity	0
EG Velocity Intensity	0
LFO Intensity	0
LFO JS(-Y) Intensity	0
EG Select	0

EXI1 · FILTER KEYBOARD TRACK

Low Ramp	0
Center Low Ramp	0
Center High Ramp	0
High Ramp	0

EXI1 · DRIVE

Bypass	1
--------	---

EXI1 · AMPLIFIER EG

Start Level	0
Attack Level	99
Break Level	30
Sustain Level	0
Attack Time	2
Decay Time	42
Slope Time	30
Release Time	15

EXI1 · COMMON PITCH

Portamento Switch	0
LFO Intensity	0
LFO JS(+Y) Intensity	0

EXI1 · OSC2 PITCH

Octave	1
Tune	8
EG Select	1
EG Intensity	85

EXI1 · EG2 (PITCH)

Start Level	-20
Attack Level	60
Attack Time	15
Break Level	0
Decay Time	35
Sustain Level	-40
Slope Time	35
Release Level	0
Release Time	0

INSERT EFFECT1

Bus Select	0
Send1	15
Send2	0

MASTER EFFECT

Return 1	127
Return 2	127

Chat : « mi-a-ou » — la hauteur monte puis redescend, le filtre s'ouvre puis se referme.

COMMON

Category	13
Assign Mode	1
Unison	0
Scale Random	0
Bus Select	1
Legato	1
Key Priority	2

MASTER EFFECT1

Switch	1
Effet	Reverb Hall (n° 101)
Wet/Dry	100
Reverb Time	18

EXI1 · OSC1

Waveform	0
Level	99

EXI1 · OSC1 PITCH

Octave	0
Tune	0
EG Select	1
EG Intensity	80

EXI1 · OSC2

Level	60
Waveform	0

EXI1 · SUB OSC

Level	0
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EXI1 · NOISE GENERATOR

Level	0
-------	---

EXI1 · RING MODULATOR

Level	0
-------	---

EXI1 · FILTER

Routing	0
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EXI1 · FILTER A

Filter Type	0
Cutoff	22
Resonance	40
EG Intensity	55
EG Velocity Intensity	0
LFO Intensity	0
LFO JS(-Y) Intensity	0
EG Select	0

EXI1 · FILTER KEYBOARD TRACK

Low Ramp	0
Center Low Ramp	0
Center High Ramp	0
High Ramp	0

EXI1 · DRIVE

Bypass	1
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EXI1 · AMPLIFIER EG

Start Level	0
Attack Level	99
Break Level	70
Sustain Level	0
Attack Time	20
Decay Time	70
Slope Time	62
Release Time	35

EXI1 · COMMON PITCH

Portamento Switch	0
LFO Intensity	30
LFO JS(+Y) Intensity	0
LFO Select	0

EXI1 · OSC2 PITCH

Tune	5
EG Select	1
EG Intensity	80

EXI1 · EG1 (FILTER)

Start Level	0
Attack Level	99
Attack Time	45
Decay Time	62
Break Level	0
Slope Time	0
Sustain Level	0
Release Time	40
Release Level	0

EXI1 · EG2 (PITCH)

Start Level	-40
Attack Level	50
Attack Time	45
Break Level	0
Decay Time	60
Sustain Level	-50
Slope Time	65
Release Level	0
Release Time	0

EXI1 · LFO1

Waveform	3
Frequency	69
Key Sync	1
Fade In	50
Delay	30

INSERT EFFECT1

Bus Select	0
Send1	20
Send2	0

MASTER EFFECT

Return 1	127
Return 2	127

Cheval : hennissement aigu qui descend avec un vibrato rapide et chevrotant.

COMMON

Category	13
Assign Mode	1
Unison	0
Scale Random	0
Bus Select	1
Legato	1
Key Priority	2

MASTER EFFECT1

Switch	1
Effet	Reverb Hall (n° 101)
Wet/Dry	100
Reverb Time	30

EXI1 · OSC1

Waveform	0
Level	99

EXI1 · OSC1 PITCH

Octave	1
Tune	0
EG Select	1
EG Intensity	115

EXI1 · OSC2

Level	70
Waveform	0

EXI1 · SUB OSC

Level	0
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EXI1 · NOISE GENERATOR

Level	20
Cutoff	70

EXI1 · RING MODULATOR

Level	0
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EXI1 · FILTER

Routing	0
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EXI1 · FILTER A

Filter Type	2
Cutoff	55
Resonance	35
EG Intensity	0
EG Velocity Intensity	0
LFO Intensity	0
LFO JS(-Y) Intensity	0
EG Select	0

EXI1 · FILTER KEYBOARD TRACK

Low Ramp	0
Center Low Ramp	0
Center High Ramp	0
High Ramp	0

EXI1 · DRIVE

Bypass	1
--------	---

EXI1 · AMPLIFIER EG

Start Level	0
Attack Level	99
Break Level	70
Sustain Level	0
Attack Time	10
Decay Time	75
Slope Time	70
Release Time	35

EXI1 · COMMON PITCH

Portamento Switch	0
LFO Intensity	62
LFO JS(+Y) Intensity	0
LFO Select	0

EXI1 · OSC2 PITCH

Octave	1
Tune	10
EG Select	1
EG Intensity	115

EXI1 · EG2 (PITCH)

Start Level	40
Attack Level	40
Attack Time	0
Break Level	0
Decay Time	75
Sustain Level	-60
Slope Time	70
Release Level	0
Release Time	0

EXI1 · LF01

Waveform	0
Frequency	91
Key Sync	1
Fade In	0
Delay	0

EXI1 · AMPLIFIER

Mod.1 Source	10
Mod.1 Intensity	30

INSERT EFFECT1

Bus Select	0
Send1	25
Send2	0

MASTER EFFECT

Return 1	127
Return 2	127

Loup : hurlement pur qui monte lentement, tient avec un vibrato tardif, et retombe au relâchement.

COMMON

Category	13
Assign Mode	1
Unison	0
Scale Random	0
Bus Select	1
Legato	1
Key Priority	2

MASTER EFFECT1

Switch	1
Effet	Reverb Hall (n° 101)
Wet/Dry	100
Reverb Time	60

MASTER EFFECT2

Switch	1
Effet	Stereo BPM Delay (n° 93)
Wet/Dry	100
BPM	3999
L Delay Base Note	6
L Delay Times	1
R Delay Base Note	6
R Delay Times	2
L Feedback	35
R Feedback	35

EXI1 · OSC1

Waveform	0
Level	40

EXI1 · OSC1 PITCH

Octave	0
Tune	0
EG Select	1
EG Intensity	100

EXI1 · OSC2

Level	0
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EXI1 · SUB OSC

Level	90
Waveform	1

EXI1 · NOISE GENERATOR

Level	12
Cutoff	40

EXI1 · RING MODULATOR

Level	0
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EXI1 · FILTER

Routing	0
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EXI1 · FILTER A

Filter Type	0
Cutoff	34
Resonance	20
EG Intensity	15
EG Velocity Intensity	0
LFO Intensity	0
LFO JS(-Y) Intensity	0
EG Select	0

EXI1 · FILTER KEYBOARD TRACK

Low Ramp	0
Center Low Ramp	0
Center High Ramp	0
High Ramp	0

EXI1 · DRIVE

Bypass	1
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EXI1 · AMPLIFIER EG

Start Level	0
Attack Level	99
Break Level	99
Sustain Level	99
Attack Time	50
Decay Time	0
Slope Time	0
Release Time	72

EXI1 · COMMON PITCH

Portamento Switch	1
LFO Intensity	40
LFO JS(+Y) Intensity	52
Portamento Time Factor	45
LFO Select	0

EXI1 · EG1 (FILTER)

Start Level	0
Attack Level	99
Attack Time	55
Decay Time	70
Break Level	50
Slope Time	0
Sustain Level	40
Release Time	60
Release Level	0

EXI1 · EG2 (PITCH)

Start Level	-70
Attack Level	0
Attack Time	58
Break Level	0
Decay Time	0
Sustain Level	0
Slope Time	0
Release Level	-60
Release Time	72

EXI1 · OSC2 PITCH

EG Select	1
EG Intensity	100

EXI1 · LFO1

Waveform	3
Frequency	67
Key Sync	1
Fade In	65
Delay	45

INSERT EFFECT1

Bus Select	0
Send1	55
Send2	25

MASTER EFFECT

Return 1	127
Return 2	127

Cerf : brame long, grave et rauque, qui monte puis s'éteint (4 s).

COMMON		EXI1 · FILTER A		EXI1 · EG1 (FILTER)	
Category	13	Filter Type	0	Start Level	0
Assign Mode	1	Cutoff	28	Attack Level	99
Unison	0	Resonance	25	Attack Time	55
Scale Random	0	EG Intensity	35	Decay Time	80
Bus Select	1	EG Velocity Intensity	0	Break Level	60
Legato	1	LFO Intensity	0	Slope Time	0
Key Priority	2	LFO JS(-Y) Intensity	0	Sustain Level	30
MASTER EFFECT1		EG Select	0	Release Time	60
Switch	1	EXI1 · FILTER KEYBOARD TRACK		Release Level	0
Effet	Reverb Hall (n° 101)	Low Ramp	0	EXI1 · EG2 (PITCH)	
Wet/Dry	100	Center Low Ramp	0	Start Level	-40
Reverb Time	50	Center High Ramp	0	Attack Level	40
EXI1 · OSC1		High Ramp	0	Attack Time	60
Waveform	0	EXI1 · DRIVE		Break Level	20
Level	99	Bypass	0	Decay Time	80
EXI1 · OSC1 PITCH		Drive	60	Sustain Level	-60
Octave	-1	Boost	30	Slope Time	85
Tune	0	EXI1 · AMPLIFIER EG		Release Level	0
EG Select	1	Start Level	0	Release Time	0
EG Intensity	80	Attack Level	99	EXI1 · LFO1	
EXI1 · OSC2		Break Level	85	Waveform	13
Level	90	Sustain Level	0	Frequency	97
Waveform	0	Attack Time	40	Key Sync	1
EXI1 · SUB OSC		Decay Time	85	Fade In	0
Level	60	Slope Time	85	Delay	0
EXI1 · NOISE GENERATOR		Release Time	50	EXI1 · AMPLIFIER	
Level	30	EXI1 · COMMON PITCH		Mod.1 Source	10
Cutoff	40	Portamento Switch	0	Mod.1 Intensity	25
EXI1 · RING MODULATOR		LFO Intensity	0	INSERT EFFECT1	
Level	0	LFO JS(+Y) Intensity	0	Bus Select	0
EXI1 · FILTER		EXI1 · OSC2 PITCH		Send1	45
Routing	0	Octave	-1	Send2	0
		Tune	12	MASTER EFFECT	
		EG Select	1	Return 1	127
		EG Intensity	80	Return 2	127

Ours : grognement grave, continu et menaçant, qui varie tout seul.

COMMON		EXI1 · FILTER		EXI1 · COMMON PITCH	
Category	13	Routing	0	Portamento Switch	0
Assign Mode	0	EXI1 · FILTER A		LFO Intensity	0
Unison	0	Filter Type	0	LFO JS(+Y) Intensity	0
Scale Random	0	Cutoff	20	EXI1 · OSC2 PITCH	
Bus Select	1	Resonance	15	Octave	-1
MASTER EFFECT1		EG Intensity	0	Tune	15
Switch	1	EG Velocity Intensity	30	EXI1 · LF01	
Effet	Reverb Hall (n° 101)	LFO Intensity	25	Waveform	13
Wet/Dry	100	LFO JS(-Y) Intensity	0	Frequency	97
Reverb Time	25	EG Select	0	Key Sync	1
EXI1 · OSC1		LFO Select	1	Fade In	0
Waveform	0	EXI1 · FILTER KEYBOARD TRACK		Delay	0
Level	99	Low Ramp	0	EXI1 · AMPLIFIER	
EXI1 · OSC1 PITCH		Center Low Ramp	0	Mod.1 Source	10
Octave	-1	Center High Ramp	0	Mod.1 Intensity	55
Tune	0	High Ramp	0	EXI1 · LF02	
EXI1 · OSC2		EXI1 · DRIVE		Waveform	12
Level	90	Bypass	0	Frequency	37
Waveform	0	Drive	75	Key Sync	0
EXI1 · SUB OSC		Boost	30	Fade In	0
Level	0	EXI1 · AMPLIFIER EG		Delay	0
EXI1 · NOISE GENERATOR		Start Level	0	INSERT EFFECT1	
Level	40	Attack Level	99	Bus Select	0
Cutoff	30	Break Level	99	Send1	20
EXI1 · RING MODULATOR		Sustain Level	99	Send2	0
Level	0	Attack Time	30	MASTER EFFECT	
		Decay Time	0	Return 1	127
		Slope Time	0	Return 2	127
		Release Time	50		

Sanglier : grognements agressifs hachés, hauteur instable.

COMMON		EXI1 · FILTER A		EXI1 · OSC2 PITCH	
Category	13	Filter Type	2	Octave	0
Assign Mode	0	Cutoff	40	Tune	300
Unison	0	Resonance	35	Mod.1 Source	11
Scale Random	0	EG Intensity	0	Mod.1 Intensity	70
Bus Select	1	EG Velocity Intensity	0	EXI1 · LFO1	
MASTER EFFECT1		LFO Intensity	0	Waveform	2
Switch	1	LFO JS(-Y) Intensity	0	Frequency	88
Effet	Reverb Hall (n° 101)	EG Select	0	Key Sync	1
Wet/Dry	100	EXI1 · FILTER KEYBOARD TRACK		Fade In	0
Reverb Time	18	Low Ramp	0	Delay	0
EXI1 · OSC1		Center Low Ramp	0	EXI1 · AMPLIFIER	
Waveform	0	Center High Ramp	0	Mod.1 Source	10
Level	99	High Ramp	0	Mod.1 Intensity	80
EXI1 · OSC1 PITCH		EXI1 · DRIVE		EXI1 · LFO2	
Octave	0	Bypass	0	Waveform	12
Tune	0	Drive	70	Frequency	51
Mod.1 Source	11	Boost	30	Key Sync	0
Mod.1 Intensity	70	EXI1 · AMPLIFIER EG		Fade In	0
EXI1 · OSC2		Start Level	0	Delay	0
Level	60	Attack Level	99	INSERT EFFECT1	
Waveform	0	Break Level	99	Bus Select	0
EXI1 · SUB OSC		Sustain Level	99	Send1	15
Level	0	Attack Time	5	Send2	0
EXI1 · NOISE GENERATOR		Decay Time	0	MASTER EFFECT	
Level	0	Slope Time	0	Return 1	127
EXI1 · RING MODULATOR		Release Time	25	Return 2	127
Level	40	EXI1 · COMMON PITCH			
EXI1 · FILTER		Portamento Switch	0		
Routing	0	LFO Intensity	0		
		LFO JS(+Y) Intensity	0		

*Renard : glapissement aigu et éraillé, comme un cri humain.***COMMON**

Category	13
Assign Mode	1
Unison	0
Scale Random	0
Bus Select	1
Legato	1
Key Priority	2

MASTER EFFECT1

Switch	1
Effet	Reverb Hall (n° 101)
Wet/Dry	100
Reverb Time	45

EXI1 · OSC1

Waveform	0
Level	99

EXI1 · OSC1 PITCH

Octave	1
Tune	0
EG Select	1
EG Intensity	90

EXI1 · OSC2

Level	70
Waveform	0

EXI1 · SUB OSC

Level	0
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EXI1 · NOISE GENERATOR

Level	30
Cutoff	70

EXI1 · RING MODULATOR

Level	0
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EXI1 · FILTER

Routing	0
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EXI1 · FILTER A

Filter Type	2
Cutoff	58
Resonance	45
EG Intensity	0
EG Velocity Intensity	0
LFO Intensity	0
LFO JS(-Y) Intensity	0
EG Select	0

EXI1 · FILTER KEYBOARD TRACK

Low Ramp	0
Center Low Ramp	0
Center High Ramp	0
High Ramp	0

EXI1 · DRIVE

Bypass	0
Drive	50
Boost	30

EXI1 · AMPLIFIER EG

Start Level	0
Attack Level	99
Break Level	60
Sustain Level	0
Attack Time	5
Decay Time	50
Slope Time	45
Release Time	25

EXI1 · COMMON PITCH

Portamento Switch	0
LFO Intensity	0
LFO JS(+Y) Intensity	0

EXI1 · OSC2 PITCH

Octave	1
Tune	10
EG Select	1
EG Intensity	90

EXI1 · EG2 (PITCH)

Start Level	-30
Attack Level	40
Attack Time	15
Break Level	0
Decay Time	45
Sustain Level	-50
Slope Time	45
Release Level	0
Release Time	0

EXI1 · LFO1

Waveform	13
Frequency	97
Key Sync	1
Fade In	0
Delay	0

EXI1 · AMPLIFIER

Mod.1 Source	10
Mod.1 Intensity	40

INSERT EFFECT1

Bus Select	0
Send1	40
Send2	0

MASTER EFFECT

Return 1	127
Return 2	127

Marmotte : sifflement d'alerte bref et perçant, écho de montagne.

COMMON		EXI1 · SUB OSC		EXI1 · AMPLIFIER EG	
Category	13	Level	99	Start Level	0
Assign Mode	0	Waveform	1	Attack Level	99
Unison	0	EXI1 · NOISE GENERATOR		Break Level	60
Scale Random	0	Level	0	Sustain Level	0
Bus Select	1	EXI1 · RING MODULATOR		Attack Time	2
MASTER EFFECT1		Level	0	Decay Time	40
Switch	1	EXI1 · FILTER		Slope Time	35
Effet	Reverb Hall (n° 101)	EXI1 · FILTER A		Release Time	20
Wet/Dry	100	Routing	0	EXI1 · COMMON PITCH	
Reverb Time	60	EXI1 · FILTER A		Portamento Switch	0
MASTER EFFECT2		Filter Type	0	LFO Intensity	0
Switch	1	Cutoff	95	LFO JS(+Y) Intensity	0
Effet	Stereo BPM Delay (n° 93)	Resonance	0	EXI1 · EG2 (PITCH)	
Wet/Dry	100	EG Intensity	0	Start Level	-30
BPM	3999	EG Velocity Intensity	0	Attack Level	40
L Delay Base Note	6	LFO Intensity	0	Attack Time	10
L Delay Times	1	LFO JS(-Y) Intensity	0	Break Level	0
R Delay Base Note	6	EG Select	0	Decay Time	35
R Delay Times	2	EXI1 · FILTER KEYBOARD TRACK		Sustain Level	-60
L Feedback	40	Low Ramp	0	Slope Time	35
R Feedback	40	Center Low Ramp	0	Release Level	0
EXI1 · OSC1		Center High Ramp	0	Release Time	0
Waveform	0	High Ramp	0	EXI1 · OSC2 PITCH	
Level	0	EXI1 · DRIVE		EG Select	1
EXI1 · OSC1 PITCH		Bypass	1	EG Intensity	65
Octave	2	INSERT EFFECT1			
Tune	0	Bus Select			
Transpose	12	Send1			
EG Select	1	Send2			
EG Intensity	65	MASTER EFFECT			
EXI1 · OSC2		Return 1			
Level	0	Return 2			

*Écureuil : jacassement rapide, petits clics et couinements.***COMMON**

Category	13
Assign Mode	0
Unison	0
Scale Random	0
Bus Select	1

MASTER EFFECT1

Switch	1
Effet	Reverb Hall (n° 101)
Wet/Dry	100
Reverb Time	30

EXI1 · OSC1

Waveform	0
Level	99

EXI1 · OSC1 PITCH

Octave	1
Tune	0
Mod.1 Source	11
Mod.1 Intensity	70

EXI1 · OSC2

Level	70
Waveform	0

EXI1 · SUB OSC

Level	0
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EXI1 · NOISE GENERATOR

Level	40
Cutoff	80

EXI1 · RING MODULATOR

Level	0
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EXI1 · FILTER

Routing	0
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EXI1 · FILTER A

Filter Type	2
Cutoff	62
Resonance	40
EG Intensity	0
EG Velocity Intensity	0
LFO Intensity	0
LFO JS(-Y) Intensity	0
EG Select	0

EXI1 · FILTER KEYBOARD TRACK

Low Ramp	0
Center Low Ramp	0
Center High Ramp	0
High Ramp	0

EXI1 · DRIVE

Bypass	1
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EXI1 · AMPLIFIER EG

Start Level	0
Attack Level	99
Break Level	99
Sustain Level	99
Attack Time	2
Decay Time	0
Slope Time	0
Release Time	15

EXI1 · COMMON PITCH

Portamento Switch	0
LFO Intensity	0
LFO JS(+Y) Intensity	0

EXI1 · OSC2 PITCH

Octave	1
Tune	10
Mod.1 Source	11
Mod.1 Intensity	70

EXI1 · LFO1

Waveform	2
Frequency	95
Key Sync	1
Fade In	0
Delay	0
Frequency Mod.1 Source	11
Frequency Mod.1 Intensity	30

EXI1 · AMPLIFIER

Mod.1 Source	10
Mod.1 Intensity	99

EXI1 · LFO2

Waveform	12
Frequency	72
Key Sync	0
Fade In	0
Delay	0

INSERT EFFECT1

Bus Select	0
Send1	25
Send2	0

MASTER EFFECT

Return 1	127
Return 2	127

*Chauve-souris : chapelets de petits cris très aigus en balayage descendant.***COMMON**

Category	13
Assign Mode	0
Unison	0
Scale Random	0
Bus Select	1

MASTER EFFECT1

Switch	1
Effet	Reverb Hall (n° 101)
Wet/Dry	100
Reverb Time	45

EXI1 · OSC1

Waveform	0
Level	0

EXI1 · OSC1 PITCH

Octave	2
Tune	0
Transpose	12

EXI1 · OSC2

Level	0
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EXI1 · SUB OSC

Level	99
Waveform	1

EXI1 · NOISE GENERATOR

Level	0
-------	---

EXI1 · RING MODULATOR

Level	0
-------	---

EXI1 · FILTER

Routing	0
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EXI1 · FILTER A

Filter Type	1
Cutoff	60
Resonance	0
EG Intensity	0
EG Velocity Intensity	0
LFO Intensity	0
LFO JS(-Y) Intensity	0
EG Select	0

EXI1 · FILTER KEYBOARD TRACK

Low Ramp	0
Center Low Ramp	0
Center High Ramp	0
High Ramp	0

EXI1 · DRIVE

Bypass	1
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EXI1 · AMPLIFIER EG

Start Level	0
Attack Level	99
Break Level	99
Sustain Level	99
Attack Time	0
Decay Time	0
Slope Time	0
Release Time	15

EXI1 · COMMON PITCH

Portamento Switch	0
LFO Intensity	115
LFO JS(+Y) Intensity	0
LFO Select	0

EXI1 · LFO1

Waveform	6
Frequency	92
Key Sync	1
Fade In	0
Delay	0

EXI1 · AMPLIFIER

Mod.1 Source	10
Mod.1 Intensity	90

INSERT EFFECT1

Bus Select	0
Send1	35
Send2	0

MASTER EFFECT

Return 1	127
Return 2	127

Oiseau : gazouillis aigus en glissandos ascendants répétés, rythme irrégulier ; joystick +Y = plus vite.

COMMON		EXI1 · FILTER A		EXI1 · LF01	
Category	13	Filter Type	0	Waveform	7
Assign Mode	0	Cutoff	90	Frequency	83
Unison	0	Resonance	0	Key Sync	1
Scale Random	0	EG Intensity	0	Fade In	0
Bus Select	1	EG Velocity Intensity	0	Delay	0
MASTER EFFECT1		LFO Intensity	0	Frequency Mod.1 Source	11
Switch	1	LFO JS(-Y) Intensity	0	Frequency Mod.1 Intensity	35
Effet	Reverb Hall (n° 101)	EG Select	0	Frequency Mod.2 Source	25
Wet/Dry	100	EXI1 · FILTER KEYBOARD TRACK		Frequency Mod.2 Intensity	50
Reverb Time	40	Low Ramp	0	EXI1 · LF02	
EXI1 · OSC1		Center Low Ramp	0	Waveform	13
Waveform	0	Center High Ramp	0	Frequency	33
Level	0	High Ramp	0	Key Sync	0
EXI1 · OSC1 PITCH		EXI1 · DRIVE		Fade In	0
Octave	2	Bypass	1	Delay	0
Tune	0	EXI1 · AMPLIFIER EG		EXI1 · AMPLIFIER	
EXI1 · OSC2		Start Level	0	Mod.1 Source	10
Level	0	Attack Level	99	Mod.1 Intensity	70
EXI1 · SUB OSC		Break Level	99	INSERT EFFECT1	
Level	99	Sustain Level	99	Bus Select	0
Waveform	1	Attack Time	0	Send1	40
EXI1 · NOISE GENERATOR		Decay Time	0	Send2	0
Level	0	Slope Time	0	MASTER EFFECT	
EXI1 · RING MODULATOR		Release Time	30	Return 1	127
Level	0	EXI1 · COMMON PITCH		Return 2	127
EXI1 · FILTER		Portamento Switch	0		
Routing	0	LFO Intensity	80		
		LFO JS(+Y) Intensity	0		
		LFO Select	0		

*Rossignol : trilles et sifflements rapides, hauteurs changeantes.***COMMON**

Category	13
Assign Mode	0
Unison	0
Scale Random	0
Bus Select	1

MASTER EFFECT1

Switch	1
Effet	Reverb Hall (n° 101)
Wet/Dry	100
Reverb Time	55

MASTER EFFECT2

Switch	1
Effet	Stereo BPM Delay (n° 93)
Wet/Dry	100
BPM	3999
L Delay Base Note	4
L Delay Times	1
R Delay Base Note	4
R Delay Times	2
L Feedback	30
R Feedback	30

EXI1 · OSC1

Waveform	0
Level	0

EXI1 · OSC1 PITCH

Octave	2
Tune	0
Transpose	0

EXI1 · OSC2

Level	0
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EXI1 · SUB OSC

Level	99
Waveform	1

EXI1 · NOISE GENERATOR

Level	0
-------	---

EXI1 · RING MODULATOR

Level	0
-------	---

EXI1 · FILTER

Routing	0
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EXI1 · FILTER A

Filter Type	0
Cutoff	90
Resonance	0
EG Intensity	0
EG Velocity Intensity	0
LFO Intensity	0
LFO JS(-Y) Intensity	0
EG Select	0

EXI1 · FILTER KEYBOARD TRACK

Low Ramp	0
Center Low Ramp	0
Center High Ramp	0
High Ramp	0

EXI1 · DRIVE

Bypass	1
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EXI1 · AMPLIFIER EG

Start Level	0
Attack Level	99
Break Level	99
Sustain Level	99
Attack Time	2
Decay Time	0
Slope Time	0
Release Time	30

EXI1 · COMMON PITCH

Portamento Switch	0
LFO Intensity	90
LFO JS(+Y) Intensity	0
LFO Select	0

EXI1 · LFO1

Waveform	12
Frequency	90
Key Sync	1
Fade In	0
Delay	0
Frequency Mod.1 Source	25
Frequency Mod.1 Intensity	40

EXI1 · LFO2

Waveform	2
Frequency	96
Key Sync	1
Fade In	0
Delay	0

EXI1 · AMPLIFIER

Mod.1 Source	11
Mod.1 Intensity	70

INSERT EFFECT1

Bus Select	0
Send1	45
Send2	20

MASTER EFFECT

Return 1	127
Return 2	127

Coucou : « cou-cou » et rien de plus — une première note pure, puis la seconde une tierce majeure plus bas, séparées par une brève coupure ; le son s'arrête seul après le second « cou », même si la touche reste enfoncée (rejouer la note pour l'entendre à nouveau).

COMMON		EXI1 · SUB OSC		EXI1 · COMMON PITCH	
Category	13	Level	99	Portamento Switch	0
Assign Mode	0	Waveform	1	LFO Intensity	0
Unison	0	EXI1 · NOISE GENERATOR		LFO JS(+Y) Intensity	0
Scale Random	0	Level	0	EXI1 · EG2 (PITCH)	
Bus Select	1	EXI1 · RING MODULATOR		Start Level	0
MASTER EFFECT1		Level	0	Attack Level	0
Switch	1	EXI1 · FILTER		Attack Time	30
Effet	Reverb Hall (n° 101)	Routing	0	Break Level	-99
Wet/Dry	100	EXI1 · FILTER A		Decay Time	0
Reverb Time	50	Filter Type	0	Sustain Level	-99
MASTER EFFECT2		Cutoff	40	Slope Time	0
Switch	1	Resonance	0	Release Level	0
Effet	Stereo BPM Delay (n° 93)	EG Intensity	0	Release Time	0
Wet/Dry	100	EG Velocity Intensity	0	EXI1 · OSC2 PITCH	
BPM	3999	LFO Intensity	0	EG Select	1
L Delay Base Note	6	LFO JS(-Y) Intensity	0	EG Intensity	75
L Delay Times	1	EG Select	0	EXI1 · EG3	
R Delay Base Note	6	EXI1 · FILTER KEYBOARD TRACK		Start Level	0
R Delay Times	2	Low Ramp	0	Attack Level	0
L Feedback	30	Center Low Ramp	0	Attack Time	30
R Feedback	30	Center High Ramp	0	Break Level	-99
EXI1 · OSC1		High Ramp	0	Decay Time	8
Waveform	0	EXI1 · DRIVE		Slope Time	10
Level	0	Bypass	1	Sustain Level	0
EXI1 · OSC1 PITCH		EXI1 · AMPLIFIER EG		EXI1 · AMPLIFIER	
Octave	1	Start Level	0	Mod.1 Source	7
Tune	0	Attack Level	99	Mod.1 Intensity	99
Transpose	0	Break Level	80	INSERT EFFECT1	
EG Select	1	Sustain Level	0	Bus Select	0
EG Intensity	75	Attack Time	5	Send1	45
EXI1 · OSC2		Decay Time	45	Send2	20
Level	0	Slope Time	35	MASTER EFFECT	
		Release Time	25	Return 1	127
				Return 2	127

*Pic-vert : tambourinage rapide et boisé sur un tronc, qui s'éteint.***COMMON**

Category	13
Assign Mode	0
Unison	0
Scale Random	0
Bus Select	1

MASTER EFFECT1

Switch	1
Effet	Reverb Hall (n° 101)
Wet/Dry	100
Reverb Time	40

EXI1 · OSC1

Waveform	0
Level	99

EXI1 · OSC1 PITCH

Octave	0
Tune	0
EG Select	1
EG Intensity	65

EXI1 · OSC2

Level	0
Waveform	0

EXI1 · SUB OSC

Level	0
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EXI1 · NOISE GENERATOR

Level	60
Cutoff	70

EXI1 · RING MODULATOR

Level	0
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EXI1 · FILTER

Routing	0
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EXI1 · FILTER A

Filter Type	2
Cutoff	55
Resonance	50
EG Intensity	0
EG Velocity Intensity	0
LFO Intensity	0
LFO JS(-Y) Intensity	0
EG Select	0

EXI1 · FILTER KEYBOARD TRACK

Low Ramp	0
Center Low Ramp	0
Center High Ramp	0
High Ramp	0

EXI1 · DRIVE

Bypass	1
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EXI1 · AMPLIFIER EG

Start Level	0
Attack Level	99
Break Level	60
Sustain Level	0
Attack Time	0
Decay Time	65
Slope Time	60
Release Time	20

EXI1 · COMMON PITCH

Portamento Switch	0
LFO Intensity	0
LFO JS(+Y) Intensity	0

EXI1 · OSC2 PITCH

Octave	0
Tune	0
EG Select	1
EG Intensity	65

EXI1 · LFO1

Waveform	6
Frequency	96
Key Sync	1
Fade In	0
Delay	0

EXI1 · AMPLIFIER

Mod.1 Source	10
Mod.1 Intensity	99

EXI1 · EG2 (PITCH)

Start Level	20
Attack Level	0
Attack Time	60
Break Level	0
Decay Time	0
Sustain Level	0
Slope Time	0
Release Level	0
Release Time	0

INSERT EFFECT1

Bus Select	0
Send1	35
Send2	0

MASTER EFFECT

Return 1	127
Return 2	127

Hibou : « hou » doux et feutré, légère chute de hauteur ; deux notes rapprochées = « hou-hou ».

COMMON		EXI1 · RING MODULATOR		EXI1 · COMMON PITCH	
Category	13	Level	0	Portamento Switch	0
Assign Mode	0	EXI1 · FILTER		LFO Intensity	0
Unison	0	Routing	0	LFO JS(+Y) Intensity	0
Scale Random	0	EXI1 · FILTER A		EXI1 · EG2 (PITCH)	
Bus Select	1	Filter Type	0	Start Level	40
MASTER EFFECT1		Cutoff	30	Attack Level	0
Switch	1	Resonance	0	Attack Time	35
Effet	Reverb Hall (n° 101)	EG Intensity	0	Break Level	0
Wet/Dry	100	EG Velocity Intensity	0	Decay Time	0
Reverb Time	55	LFO Intensity	0	Sustain Level	0
EXI1 · OSC1		LFO JS(-Y) Intensity	0	Slope Time	0
Waveform	0	EG Select	0	Release Level	0
Level	0	EXI1 · FILTER KEYBOARD TRACK		Release Time	0
EXI1 · OSC1 PITCH		Low Ramp	0	EXI1 · OSC2 PITCH	
Octave	0	Center Low Ramp	0	EG Select	1
Tune	0	Center High Ramp	0	EG Intensity	65
EG Select	1	High Ramp	0	INSERT EFFECT1	
EG Intensity	65	EXI1 · DRIVE		Bus Select	0
EXI1 · OSC2		Bypass	1	Send1	55
Level	0	EXI1 · AMPLIFIER EG		Send2	0
EXI1 · SUB OSC		Start Level	0	MASTER EFFECT	
Level	99	Attack Level	99	Return 1	127
Waveform	1	Break Level	60	Return 2	127
EXI1 · NOISE GENERATOR		Sustain Level	0		
Level	10	Attack Time	18		
Cutoff	30	Decay Time	45		
		Slope Time	50		
		Release Time	40		

Chouette effraie : cri strident et soufflé, comme un drap qu'on déchire.

COMMON		EXI1 · FILTER		EXI1 · OSC2 PITCH	
Category	13	Routing	0	Octave	1
Assign Mode	0	EXI1 · FILTER A		Tune	15
Unison	0	Filter Type	2	EG Select	1
Scale Random	0	Cutoff	65	EG Intensity	65
Bus Select	1	Resonance	30	EXI1 · LFO1	
MASTER EFFECT1		EG Intensity	0	Waveform	13
Switch	1	EG Velocity Intensity	0	Frequency	99
Effet	Reverb Hall (n° 101)	LFO Intensity	0	Key Sync	1
Wet/Dry	100	LFO JS(-Y) Intensity	0	Fade In	0
Reverb Time	50	EG Select	0	Delay	0
EXI1 · OSC1		EXI1 · FILTER KEYBOARD TRACK		EXI1 · AMPLIFIER	
Waveform	0	Low Ramp	0	Mod.1 Source	10
Level	99	Center Low Ramp	0	Mod.1 Intensity	30
EXI1 · OSC1 PITCH		Center High Ramp	0	EXI1 · EG2 (PITCH)	
Octave	1	High Ramp	0	Start Level	20
Tune	0	EXI1 · DRIVE		Attack Level	0
EG Select	1	Bypass	1	Attack Time	60
EG Intensity	65	EXI1 · AMPLIFIER EG		Break Level	0
EXI1 · OSC2		Start Level	0	Decay Time	0
Level	40	Attack Level	99	Sustain Level	0
Waveform	0	Break Level	80	Slope Time	0
EXI1 · SUB OSC		Sustain Level	0	Release Level	0
Level	0	Attack Time	10	Release Time	0
EXI1 · NOISE GENERATOR		Decay Time	75	INSERT EFFECT1	
Level	80	Slope Time	70	Bus Select	0
Cutoff	90	Release Time	35	Send1	45
EXI1 · RING MODULATOR		EXI1 · COMMON PITCH		Send2	0
Level	0	Portamento Switch	0	MASTER EFFECT	
		LFO Intensity	0	Return 1	127
		LFO JS(+Y) Intensity	0	Return 2	127

Corbeau : « craa » rauque et court (modulateur en anneau, bruit, grain rapide).

COMMON

Category	13
Assign Mode	0
Unison	0
Scale Random	0
Bus Select	1

MASTER EFFECT1

Switch	1
Effet	Reverb Hall (n° 101)
Wet/Dry	100
Reverb Time	35

EXI1 · OSC1

Waveform	0
Level	99

EXI1 · OSC1 PITCH

Octave	0
Tune	0
EG Select	1
EG Intensity	70

EXI1 · OSC2

Level	40
Waveform	0

EXI1 · SUB OSC

Level	0
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EXI1 · NOISE GENERATOR

Level	40
Cutoff	60

EXI1 · RING MODULATOR

Level	60
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EXI1 · FILTER

Routing	0
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EXI1 · FILTER A

Filter Type	2
Cutoff	45
Resonance	25
EG Intensity	0
EG Velocity Intensity	0
LFO Intensity	0
LFO JS(-Y) Intensity	0
EG Select	0

EXI1 · FILTER KEYBOARD TRACK

Low Ramp	0
Center Low Ramp	0
Center High Ramp	0
High Ramp	0

EXI1 · DRIVE

Bypass	0
Drive	40
Boost	20

EXI1 · AMPLIFIER EG

Start Level	0
Attack Level	99
Break Level	50
Sustain Level	0
Attack Time	3
Decay Time	50
Slope Time	45
Release Time	25

EXI1 · COMMON PITCH

Portamento Switch	0
LFO Intensity	0
LFO JS(+Y) Intensity	0

EXI1 · OSC2 PITCH

Tune	650
EG Select	1
EG Intensity	70

EXI1 · LF01

Waveform	2
Frequency	97
Key Sync	1
Fade In	0
Delay	0

EXI1 · AMPLIFIER

Mod.1 Source	10
Mod.1 Intensity	60

EXI1 · EG2 (PITCH)

Start Level	30
Attack Level	0
Attack Time	40
Break Level	0
Decay Time	0
Sustain Level	0
Slope Time	0
Release Level	0
Release Time	0

INSERT EFFECT1

Bus Select	0
Send1	30
Send2	0

MASTER EFFECT

Return 1	127
Return 2	127

Aigle : cri perçant qui descend, avec un grain rugueux ; écho dans la vallée.

COMMON

Category	13
Assign Mode	0
Unison	0
Scale Random	0
Bus Select	1

MASTER EFFECT1

Switch	1
Effet	Reverb Hall (n° 101)
Wet/Dry	100
Reverb Time	50

MASTER EFFECT2

Switch	1
Effet	Stereo BPM Delay (n° 93)
Wet/Dry	100
BPM	3999
L Delay Base Note	6
L Delay Times	1
R Delay Base Note	6
R Delay Times	2
L Feedback	35
R Feedback	35

EXI1 · OSC1

Waveform	0
Level	99

EXI1 · OSC1 PITCH

Octave	1
Tune	0
EG Select	1
EG Intensity	90

EXI1 · OSC2

Level	70
Waveform	0

EXI1 · SUB OSC

Level	0
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EXI1 · NOISE GENERATOR

Level	0
-------	---

EXI1 · RING MODULATOR

Level	0
-------	---

EXI1 · FILTER

Routing	0
---------	---

EXI1 · FILTER A

Filter Type	2
Cutoff	68
Resonance	45
EG Intensity	0
EG Velocity Intensity	0
LFO Intensity	0
LFO JS(-Y) Intensity	0
EG Select	0

EXI1 · FILTER KEYBOARD TRACK

Low Ramp	0
Center Low Ramp	0
Center High Ramp	0
High Ramp	0

EXI1 · DRIVE

Bypass	1
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EXI1 · AMPLIFIER EG

Start Level	0
Attack Level	99
Break Level	70
Sustain Level	0
Attack Time	5
Decay Time	65
Slope Time	60
Release Time	30

EXI1 · COMMON PITCH

Portamento Switch	0
LFO Intensity	56
LFO JS(+Y) Intensity	0
LFO Select	0

EXI1 · OSC2 PITCH

Octave	1
Tune	12
EG Select	1
EG Intensity	90

EXI1 · EG2 (PITCH)

Start Level	60
Attack Level	60
Attack Time	0
Break Level	0
Decay Time	60
Sustain Level	-50
Slope Time	60
Release Level	0
Release Time	0

EXI1 · LF01

Waveform	13
Frequency	94
Key Sync	1
Fade In	0
Delay	0

INSERT EFFECT1

Bus Select	0
Send1	35
Send2	40

MASTER EFFECT

Return 1	127
Return 2	127

Mouettes : cri aigu et nasillard qui plonge, voix éraillée ; écho du port.

COMMON

Category	13
Assign Mode	0
Unison	0
Scale Random	0
Bus Select	1

MASTER EFFECT1

Switch	1
Effet	Reverb Hall (n° 101)
Wet/Dry	100
Reverb Time	30

MASTER EFFECT2

Switch	1
Effet	Stereo BPM Delay (n° 93)
Wet/Dry	100
BPM	3999
L Delay Base Note	6
L Delay Times	1
R Delay Base Note	6
R Delay Times	2
L Feedback	30
R Feedback	30

EXI1 · OSC1

Waveform	0
Level	99

EXI1 · OSC1 PITCH

Octave	1
Tune	0
EG Select	1
EG Intensity	80

EXI1 · OSC2

Level	70
Waveform	0

EXI1 · SUB OSC

Level	0
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EXI1 · NOISE GENERATOR

Level	0
-------	---

EXI1 · RING MODULATOR

Level	0
-------	---

EXI1 · FILTER

Routing	0
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EXI1 · FILTER A

Filter Type	2
Cutoff	62
Resonance	40
EG Intensity	0
EG Velocity Intensity	0
LFO Intensity	0
LFO JS(-Y) Intensity	0
EG Select	0

EXI1 · FILTER KEYBOARD TRACK

Low Ramp	0
Center Low Ramp	0
Center High Ramp	0
High Ramp	0

EXI1 · DRIVE

Bypass	1
--------	---

EXI1 · AMPLIFIER EG

Start Level	0
Attack Level	99
Break Level	50
Sustain Level	0
Attack Time	5
Decay Time	50
Slope Time	45
Release Time	30

EXI1 · COMMON PITCH

Portamento Switch	0
LFO Intensity	54
LFO JS(+Y) Intensity	0
LFO Select	0

EXI1 · OSC2 PITCH

Octave	1
Tune	15
EG Select	1
EG Intensity	80

EXI1 · EG2 (PITCH)

Start Level	99
Attack Level	99
Attack Time	0
Break Level	0
Decay Time	45
Sustain Level	-30
Slope Time	60
Release Level	0
Release Time	0

EXI1 · LF01

Waveform	13
Frequency	92
Key Sync	1
Fade In	0
Delay	0

INSERT EFFECT1

Bus Select	0
Send1	30
Send2	35

MASTER EFFECT

Return 1	127
Return 2	127

*Hirondelles : gazouillis aigus et vifs d'une troupe en vol.***COMMON**

Category	13
Assign Mode	0
Unison	1
Scale Random	0
Bus Select	1
Unison Voices	3
Unison Detune	60

MASTER EFFECT1

Switch	1
Effet	Reverb Hall (n° 101)
Wet/Dry	100
Reverb Time	40

MASTER EFFECT2

Switch	1
Effet	Stereo BPM Delay (n° 93)
Wet/Dry	100
BPM	3999
L Delay Base Note	4
L Delay Times	1
R Delay Base Note	4
R Delay Times	2
L Feedback	30
R Feedback	30

EXI1 · OSC1

Waveform	0
Level	0

EXI1 · OSC1 PITCH

Octave	2
Tune	0
Transpose	7

EXI1 · OSC2

Level	0
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EXI1 · SUB OSC

Level	99
Waveform	1

EXI1 · NOISE GENERATOR

Level	0
-------	---

EXI1 · RING MODULATOR

Level	0
-------	---

EXI1 · FILTER

Routing	0
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EXI1 · FILTER A

Filter Type	0
Cutoff	92
Resonance	0
EG Intensity	0
EG Velocity Intensity	0
LFO Intensity	0
LFO JS(-Y) Intensity	0
EG Select	0

EXI1 · FILTER KEYBOARD TRACK

Low Ramp	0
Center Low Ramp	0
Center High Ramp	0
High Ramp	0

EXI1 · DRIVE

Bypass	1
--------	---

EXI1 · AMPLIFIER EG

Start Level	0
Attack Level	99
Break Level	99
Sustain Level	99
Attack Time	2
Decay Time	0
Slope Time	0
Release Time	25

EXI1 · COMMON PITCH

Portamento Switch	0
LFO Intensity	80
LFO JS(+Y) Intensity	0
LFO Select	0

EXI1 · LF01

Waveform	12
Frequency	93
Key Sync	1
Fade In	0
Delay	0

EXI1 · LF02

Waveform	2
Frequency	88
Key Sync	1
Fade In	0
Delay	0
Frequency Mod.1 Source	12
Frequency Mod.1 Intensity	35

EXI1 · AMPLIFIER

Mod.1 Source	11
Mod.1 Intensity	80

EXI1 · LF03

Waveform	13
Frequency	30
Key Sync	0
Fade In	0
Delay	0

INSERT EFFECT1

Bus Select	0
Send1	30
Send2	20

MASTER EFFECT

Return 1	127
Return 2	127

Pigeon : roucoulement doux et roulé « rrou-rrou », en arc.

COMMON		EXI1 · FILTER		EXI1 · LF01	
Category	13	Routing	0	Waveform	3
Assign Mode	1	EXI1 · FILTER A		Frequency	97
Unison	0	Filter Type	0	Key Sync	1
Scale Random	0	Cutoff	30	Fade In	0
Bus Select	1	Resonance	0	Delay	0
Legato	1	EG Intensity	0	EXI1 · AMPLIFIER	
Key Priority	2	EG Velocity Intensity	0	Mod.1 Source	10
MASTER EFFECT1		LFO Intensity	0	Mod.1 Intensity	35
Switch	1	LFO JS(-Y) Intensity	0	EXI1 · EG2 (PITCH)	
Effet	Reverb Hall (n° 101)	EG Select	0	Start Level	-40
Wet/Dry	100	EXI1 · FILTER KEYBOARD TRACK		Attack Level	40
Reverb Time	25	Low Ramp	0	Attack Time	35
EXI1 · OSC1		Center Low Ramp	0	Break Level	0
Waveform	0	Center High Ramp	0	Decay Time	45
Level	25	High Ramp	0	Sustain Level	-50
EXI1 · OSC1 PITCH		EXI1 · DRIVE		Slope Time	45
Octave	0	Bypass	1	Release Level	0
Tune	0	EXI1 · AMPLIFIER EG		Release Time	0
Transpose	0	Start Level	0	EXI1 · OSC2 PITCH	
EG Select	1	Attack Level	99	EG Select	1
EG Intensity	70	Break Level	70	EG Intensity	70
EXI1 · OSC2		Sustain Level	0	INSERT EFFECT1	
Level	0	Attack Time	15	Bus Select	0
EXI1 · SUB OSC		Decay Time	55	Send1	20
Level	99	Slope Time	50	Send2	0
Waveform	1	Release Time	30	MASTER EFFECT	
EXI1 · NOISE GENERATOR		EXI1 · COMMON PITCH		Return 1	127
Level	0	Portamento Switch	0	Return 2	127
EXI1 · RING MODULATOR		LFO Intensity	0		
Level	0	LFO JS(+Y) Intensity	0		

*Perroquet : cri rauque et criard qui monte d'un coup.***COMMON**

Category	13
Assign Mode	0
Unison	0
Scale Random	0
Bus Select	1

MASTER EFFECT1

Switch	1
Effet	Reverb Hall (n° 101)
Wet/Dry	100
Reverb Time	30

EXI1 · OSC1

Waveform	0
Level	99

EXI1 · OSC1 PITCH

Octave	1
Tune	0
EG Select	1
EG Intensity	80

EXI1 · OSC2

Level	50
Waveform	0

EXI1 · SUB OSC

Level	0
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EXI1 · NOISE GENERATOR

Level	30
Cutoff	80

EXI1 · RING MODULATOR

Level	45
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EXI1 · FILTER

Routing	0
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EXI1 · FILTER A

Filter Type	2
Cutoff	60
Resonance	55
EG Intensity	0
EG Velocity Intensity	0
LFO Intensity	0
LFO JS(-Y) Intensity	0
EG Select	0

EXI1 · FILTER KEYBOARD TRACK

Low Ramp	0
Center Low Ramp	0
Center High Ramp	0
High Ramp	0

EXI1 · DRIVE

Bypass	0
Drive	60
Boost	30

EXI1 · AMPLIFIER EG

Start Level	0
Attack Level	99
Break Level	60
Sustain Level	0
Attack Time	3
Decay Time	55
Slope Time	50
Release Time	20

EXI1 · COMMON PITCH

Portamento Switch	0
LFO Intensity	0
LFO JS(+Y) Intensity	0

EXI1 · OSC2 PITCH

Octave	1
Tune	600
EG Select	1
EG Intensity	80

EXI1 · LFO1

Waveform	13
Frequency	99
Key Sync	1
Fade In	0
Delay	0

EXI1 · AMPLIFIER

Mod.1 Source	10
Mod.1 Intensity	50

EXI1 · EG2 (PITCH)

Start Level	-40
Attack Level	40
Attack Time	15
Break Level	0
Decay Time	50
Sustain Level	-30
Slope Time	50
Release Level	0
Release Time	0

INSERT EFFECT1

Bus Select	0
Send1	25
Send2	0

MASTER EFFECT

Return 1	127
Return 2	127

Kookaburra : rire en cascade « kou-kou-ka-ka » qui s'emballe.

COMMON

Category	13
Assign Mode	0
Unison	0
Scale Random	0
Bus Select	1

MASTER EFFECT1

Switch	1
Effet	Reverb Hall (n° 101)
Wet/Dry	100
Reverb Time	45

EXI1 · OSC1

Waveform	0
Level	99

EXI1 · OSC1 PITCH

Octave	1
Tune	0
Mod.1 Source	11
Mod.1 Intensity	85
EG Select	1
EG Intensity	80

EXI1 · OSC2

Level	70
Waveform	0

EXI1 · SUB OSC

Level	0
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EXI1 · NOISE GENERATOR

Level	0
-------	---

EXI1 · RING MODULATOR

Level	0
-------	---

EXI1 · FILTER

Routing	0
---------	---

EXI1 · FILTER A

Filter Type	2
Cutoff	60
Resonance	50
EG Intensity	0
EG Velocity Intensity	0
LFO Intensity	0
LFO JS(-Y) Intensity	0
EG Select	0

EXI1 · FILTER KEYBOARD TRACK

Low Ramp	0
Center Low Ramp	0
Center High Ramp	0
High Ramp	0

EXI1 · DRIVE

Bypass	1
--------	---

EXI1 · AMPLIFIER EG

Start Level	0
Attack Level	99
Break Level	99
Sustain Level	99
Attack Time	2
Decay Time	0
Slope Time	0
Release Time	30

EXI1 · COMMON PITCH

Portamento Switch	0
LFO Intensity	0
LFO JS(+Y) Intensity	0

EXI1 · OSC2 PITCH

Octave	1
Tune	10
Mod.1 Source	11
Mod.1 Intensity	85
EG Select	1
EG Intensity	80

EXI1 · LF01

Waveform	2
Frequency	72
Key Sync	1
Fade In	0
Delay	0
Frequency Mod.1 Source	7
Frequency Mod.1 Intensity	45

EXI1 · AMPLIFIER

Mod.1 Source	10
Mod.1 Intensity	95

EXI1 · EG3

Start Level	0
Attack Level	99
Attack Time	70
Break Level	99
Sustain Level	99

EXI1 · LF02

Waveform	3
Frequency	28
Key Sync	1
Fade In	0
Delay	0

EXI1 · EG2 (PITCH)

Start Level	-50
Attack Level	50
Attack Time	70
Break Level	50
Decay Time	0
Sustain Level	50
Slope Time	0
Release Level	0
Release Time	0

INSERT EFFECT1

Bus Select	0
Send1	35
Send2	0

MASTER EFFECT

Return 1	127
Return 2	127

Manchot empereur : appel en trompette, saccadé et cuivré.

COMMON		EXI1 · FILTER A		EXI1 · OSC2 PITCH	
Category	13	Filter Type	2	Octave	0
Assign Mode	0	Cutoff	50	Tune	400
Unison	0	Resonance	45	EG Select	1
Scale Random	0	EG Intensity	0	EG Intensity	75
Bus Select	1	EG Velocity Intensity	0	EXI1 · LFO1	
MASTER EFFECT1		LFO Intensity	0	Waveform	2
Switch	1	LFO JS(-Y) Intensity	0	Frequency	66
Effet	Reverb Hall (n° 101)	EG Select	0	Key Sync	1
Wet/Dry	100	EXI1 · FILTER KEYBOARD TRACK		Fade In	0
Reverb Time	40	Low Ramp	0	Delay	0
EXI1 · OSC1		Center Low Ramp	0	EXI1 · AMPLIFIER	
Waveform	0	Center High Ramp	0	Mod.1 Source	10
Level	99	High Ramp	0	Mod.1 Intensity	80
EXI1 · OSC1 PITCH		EXI1 · DRIVE		EXI1 · EG2 (PITCH)	
Octave	0	Bypass	0	Start Level	-40
Tune	0	Drive	40	Attack Level	20
EG Select	1	Boost	30	Attack Time	60
EG Intensity	75	EXI1 · AMPLIFIER EG		Break Level	20
EXI1 · OSC2		Start Level	0	Decay Time	0
Level	80	Attack Level	99	Sustain Level	20
Waveform	0	Break Level	90	Slope Time	0
Sync	1	Sustain Level	0	Release Level	0
EXI1 · SUB OSC		Attack Time	5	Release Time	0
Level	0	Decay Time	75	INSERT EFFECT1	
EXI1 · NOISE GENERATOR		Slope Time	75	Bus Select	0
Level	0	Release Time	30	Send1	30
EXI1 · RING MODULATOR		EXI1 · COMMON PITCH		Send2	0
Level	0	Portamento Switch	0	MASTER EFFECT	
EXI1 · FILTER		LFO Intensity	0	Return 1	127
Routing	0	LFO JS(+Y) Intensity	0	Return 2	127

Rugissement de lion : un grand « Ouaaarrh » rauque puis des grognements qui s'éteignent. - la voix : deux scies graves + bruit de souffle, avec une modulation en anneau par le bruit (gorge éraillée) ; - le rugissement : la hauteur monte puis retombe bien plus bas, le son s'ouvre puis se referme (« ouaaa-oh ») ; - le grain : modulation rapide et irrégulière de l'amplitude et de la hauteur (cordes vocales chaotiques) ; - la distorsion : saturation de l'AL-1 qui suit l'enveloppe, puis overdrive Hi-Gain en insertion (IFX1) ; - la fin : un LFO carré, retardé, découpe la queue du son en grognements « hon-hon-hon ».

COMMON	
Category	13
Assign Mode	1
Unison	0
Scale Random	0
Bus Select	1
Legato	1
Key Priority	2
INSERT EFFECT1	
Switch	1
Effet Overdrive/Hi-Gain Wah (n° 27)	70
Wet/Dry	0
Wet/Dry Mod.Source	0
Wah On	0
Hi-Gain On	1
Drive	65
Pre Low Cut	2
Output Level	22
EQ Low Gain	6
EQ Mid 1 Gain	3
EQ Mid 2 Gain	-6
Direct Mix	0
Speaker Simulator	1
Bus Select	0
Send1	25
Send2	0
MASTER EFFECT1	
Switch	1
Effet Reverb Hall (n° 101)	100
Wet/Dry	25
Reverb Time	25
EXI1 · OSC1	
Waveform	0
Level	99
EXI1 · OSC1 PITCH	
Octave	-1
Tune	0
EG Select	1
EG Intensity	90
Mod.1 Source	12
Mod.1 Intensity	54
EXI1 · OSC2	
Level	85
Waveform	0
EXI1 · SUB OSC	
Level	0
EXI1 · NOISE GENERATOR	
Level	60
Cutoff	40

EXI1 · RING MODULATOR	
Level	45
Mode	0
Modulator	1
Level Mod.Source	5
Level Mod.Intensity	40
EXI1 · FILTER	
Routing	0
EXI1 · FILTER A	
Filter Type	0
Cutoff	16
Resonance	28
EG Intensity	70
EG Velocity Intensity	40
LFO Intensity	0
LFO JS(-Y) Intensity	0
EG Select	0
EXI1 · FILTER KEYBOARD TRACK	
Low Ramp	0
Center Low Ramp	0
Center High Ramp	0
High Ramp	0
EXI1 · DRIVE	
Bypass	0
Drive	80
Boost	45
Drive Mod.Source	5
Drive Mod.Intensity	19
EXI1 · AMPLIFIER EG	
Start Level	0
Attack Level	99
Break Level	80
Sustain Level	0
Attack Time	30
Decay Time	62
Slope Time	68
Release Time	45
EXI1 · COMMON PITCH	
Portamento Switch	0
LFO Intensity	0
LFO JS(+Y) Intensity	0
EXI1 · OSC2 PITCH	
Octave	-1
Tune	-15
EG Select	1
EG Intensity	90
Mod.1 Source	12
Mod.1 Intensity	54

EXI1 · EG1 (FILTER)	
Start Level	0
Attack Level	99
Attack Time	45
Decay Time	70
Break Level	25
Slope Time	0
Sustain Level	0
Release Time	50
Release Level	0
EXI1 · EG2 (PITCH)	
Start Level	-55
Attack Level	25
Attack Time	45
Break Level	-10
Decay Time	60
Sustain Level	-90
Slope Time	72
Release Level	0
Release Time	0
EXI1 · LF01	
Waveform	13
Frequency	99
Key Sync	1
Fade In	0
Delay	0
EXI1 · AMPLIFIER	
Mod.1 Source	10
Mod.1 Intensity	55
Mod.2 Source	11
Mod.2 Intensity	75
EXI1 · LF03	
Waveform	13
Frequency	88
Key Sync	1
Fade In	0
Delay	0
EXI1 · LF02	
Waveform	2
Frequency	56
Key Sync	1
Fade In	20
Delay	66
MASTER EFFECT	
Return 1	127
Return 2	127

Tigre : feulement — rugissement plus court, soufflé et menaçant.

COMMON		EXI1 · FILTER A		EXI1 · EG1 (FILTER)	
Category	13	Filter Type	0	Start Level	0
Assign Mode	1	Cutoff	28	Attack Level	99
Unison	0	Resonance	15	Attack Time	15
Scale Random	0	EG Intensity	55	Decay Time	60
Bus Select	1	EG Velocity Intensity	35	Break Level	30
Legato	1	LFO Intensity	0	Slope Time	0
Key Priority	2	LFO JS(-Y) Intensity	0	Sustain Level	0
MASTER EFFECT1		EG Select	0	Release Time	40
Switch	1	EXI1 · FILTER KEYBOARD TRACK		Release Level	0
Effet	Reverb Hall (n° 101)	Low Ramp	0	EXI1 · EG2 (PITCH)	
Wet/Dry	100	Center Low Ramp	0	Start Level	30
Reverb Time	20	Center High Ramp	0	Attack Level	30
EXI1 · OSC1		High Ramp	0	Attack Time	0
Waveform	0	EXI1 · DRIVE		Break Level	0
Level	99	Bypass	0	Decay Time	55
EXI1 · OSC1 PITCH		Drive	70	Sustain Level	-60
Octave	0	Boost	30	Slope Time	60
Tune	0	EXI1 · AMPLIFIER EG		Release Level	0
EG Select	1	Start Level	0	Release Time	0
EG Intensity	85	Attack Level	99	EXI1 · LFO1	
EXI1 · OSC2		Break Level	70	Waveform	13
Level	80	Sustain Level	0	Frequency	97
Waveform	0	Attack Time	8	Key Sync	1
EXI1 · SUB OSC		Decay Time	65	Fade In	0
Level	0	Slope Time	60	Delay	0
EXI1 · NOISE GENERATOR		Release Time	35	EXI1 · AMPLIFIER	
Level	80	EXI1 · COMMON PITCH		Mod.1 Source	10
Cutoff	50	Portamento Switch	0	Mod.1 Intensity	45
EXI1 · RING MODULATOR		LFO Intensity	0	INSERT EFFECT1	
Level	0	LFO JS(+Y) Intensity	0	Bus Select	0
EXI1 · FILTER		EXI1 · OSC2 PITCH		Send1	20
Routing	0	Octave	0	Send2	0
		Tune	-12	MASTER EFFECT	
		EG Select	1	Return 1	127
		EG Intensity	85	Return 2	127

Panthère : toux rauque répétée, comme une scie qui va et vient.

COMMON		EXI1 · FILTER A		EXI1 · OSC2 PITCH	
Category	13	Filter Type	2	Octave	-1
Assign Mode	0	Cutoff	35	Tune	12
Unison	0	Resonance	35	EXI1 · LF01	
Scale Random	0	EG Intensity	0	Waveform	2
Bus Select	1	EG Velocity Intensity	0	Frequency	47
MASTER EFFECT1		LFO Intensity	0	Key Sync	1
Switch	1	LFO JS(-Y) Intensity	0	Fade In	0
Effet	Reverb Hall (n° 101)	EG Select	0	Delay	0
Wet/Dry	100	EXI1 · FILTER KEYBOARD TRACK		EXI1 · AMPLIFIER	
Reverb Time	25	Low Ramp	0	Mod.1 Source	10
EXI1 · OSC1		Center Low Ramp	0	Mod.1 Intensity	99
Waveform	0	Center High Ramp	0	Mod.2 Source	11
Level	99	High Ramp	0	Mod.2 Intensity	40
EXI1 · OSC1 PITCH		EXI1 · DRIVE		EXI1 · LF02	
Octave	-1	Bypass	0	Waveform	13
Tune	0	Drive	70	Frequency	97
EXI1 · OSC2		Boost	30	Key Sync	1
Level	60	EXI1 · AMPLIFIER EG		Fade In	0
Waveform	0	Start Level	0	Delay	0
EXI1 · SUB OSC		Attack Level	99	INSERT EFFECT1	
Level	0	Break Level	99	Bus Select	0
EXI1 · NOISE GENERATOR		Sustain Level	99	Send1	20
Level	70	Attack Time	5	Send2	0
Cutoff	40	Decay Time	0	MASTER EFFECT	
EXI1 · RING MODULATOR		Slope Time	0	Return 1	127
Level	0	Release Time	30	Return 2	127
EXI1 · RING MODULATOR		EXI1 · COMMON PITCH			
EXI1 · FILTER		Portamento Switch	0		
Routing	0	LFO Intensity	0		
		LFO JS(+Y) Intensity	0		

Éléphant : barrissement cuivré et nasillard (synchro), qui jaillit vers l'aigu en vibrant.

COMMON		EXI1 · FILTER A		EXI1 · EG1 (FILTER)	
Category	13	Filter Type	0	Start Level	0
Assign Mode	1	Cutoff	55	Attack Level	99
Unison	0	Resonance	30	Attack Time	20
Scale Random	0	EG Intensity	35	Decay Time	65
Bus Select	1	EG Velocity Intensity	40	Break Level	50
Legato	1	LFO Intensity	0	Slope Time	0
Key Priority	2	LFO JS(-Y) Intensity	0	Sustain Level	0
MASTER EFFECT1		EG Select	0	Release Time	40
Switch	1	EXI1 · FILTER KEYBOARD TRACK		Release Level	0
Effet	Reverb Hall (n° 101)	Low Ramp	0	EXI1 · EG2 (PITCH)	
Wet/Dry	100	Center Low Ramp	0	Start Level	-40
Reverb Time	30	Center High Ramp	0	Attack Level	40
EXI1 · OSC1		High Ramp	0	Attack Time	35
Waveform	0	EXI1 · DRIVE		Break Level	20
Level	50	Bypass	0	Decay Time	60
EXI1 · OSC1 PITCH		Drive	60	Sustain Level	0
Octave	0	Boost	30	Slope Time	70
Tune	0	EXI1 · AMPLIFIER EG		Release Level	0
EG Select	1	Start Level	0	Release Time	0
EG Intensity	90	Attack Level	99	EXI1 · LF01	
EXI1 · OSC2		Break Level	80	Waveform	3
Level	90	Sustain Level	0	Frequency	78
Waveform	0	Attack Time	20	Key Sync	1
Sync	1	Decay Time	70	Fade In	0
EXI1 · SUB OSC		Slope Time	75	Delay	0
Level	0	Release Time	40	INSERT EFFECT1	
EXI1 · NOISE GENERATOR		EXI1 · COMMON PITCH		Bus Select	0
Level	30	Portamento Switch	0	Send1	30
Cutoff	70	LFO Intensity	56	Send2	0
EXI1 · RING MODULATOR		LFO JS(+Y) Intensity	0	MASTER EFFECT	
Level	0	LFO Select	0	Return 1	127
EXI1 · FILTER		EXI1 · OSC2 PITCH		Return 2	127
Routing	0	Tune	700		
		EG Select	1		
		EG Intensity	90		

Hyène : rire saccadé « hi-hi-hi » qui monte et redescend.

COMMON		EXI1 · FILTER		EXI1 · OSC2 PITCH	
Category	13	Routing	0	Octave	0
Assign Mode	0	EXI1 · FILTER A		Tune	8
Unison	0	Filter Type	2	Mod.1 Source	11
Scale Random	0	Cutoff	55	Mod.1 Intensity	80
Bus Select	1	Resonance	45	EXI1 · LF01	
MASTER EFFECT1		EG Intensity	0	Waveform	2
Switch	1	EG Velocity Intensity	0	Frequency	78
Effet	Reverb Hall (n° 101)	LFO Intensity	0	Key Sync	1
Wet/Dry	100	LFO JS(-Y) Intensity	0	Fade In	0
Reverb Time	40	EG Select	0	Delay	0
EXI1 · OSC1		EXI1 · FILTER KEYBOARD TRACK		EXI1 · AMPLIFIER	
Waveform	0	Low Ramp	0	Mod.1 Source	10
Level	99	Center Low Ramp	0	Mod.1 Intensity	95
EXI1 · OSC1 PITCH		Center High Ramp	0	EXI1 · LF02	
Octave	0	High Ramp	0	Waveform	0
Tune	0	EXI1 · DRIVE		Frequency	24
Mod.1 Source	11	Bypass	1	Key Sync	1
Mod.1 Intensity	80	EXI1 · AMPLIFIER EG		Fade In	0
EXI1 · OSC2		Start Level	0	Delay	0
Level	70	Attack Level	99	INSERT EFFECT1	
Waveform	0	Break Level	99	Bus Select	0
EXI1 · SUB OSC		Sustain Level	99	Send1	30
Level	0	Attack Time	2	Send2	0
EXI1 · NOISE GENERATOR		Decay Time	0	MASTER EFFECT	
Level	0	Slope Time	0	Return 1	127
EXI1 · RING MODULATOR		Release Time	25	Return 2	127
Level	0	EXI1 · COMMON PITCH			
		Portamento Switch	0		
		LFO Intensity	0		
		LFO JS(+Y) Intensity	0		

Primate : « ouh-ouh-ouh » de plus en plus aigus et rapides (voyelle « ou » par passe-bande).

COMMON

Category	13
Assign Mode	1
Unison	0
Scale Random	0
Bus Select	1
Legato	1
Key Priority	2

MASTER EFFECT1

Switch	1
Effet	Reverb Hall (n° 101)
Wet/Dry	100
Reverb Time	30

EXI1 · OSC1

Waveform	0
Level	99

EXI1 · OSC1 PITCH

Octave	0
Tune	0
EG Select	1
EG Intensity	90

EXI1 · OSC2

Level	70
Waveform	0

EXI1 · SUB OSC

Level	0
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EXI1 · NOISE GENERATOR

Level	0
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EXI1 · RING MODULATOR

Level	0
-------	---

EXI1 · FILTER

Routing	0
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EXI1 · FILTER A

Filter Type	2
Cutoff	32
Resonance	35
EG Intensity	0
EG Velocity Intensity	0
LFO Intensity	18
LFO JS(-Y) Intensity	0
EG Select	0
LFO Select	0

EXI1 · FILTER KEYBOARD TRACK

Low Ramp	0
Center Low Ramp	0
Center High Ramp	0
High Ramp	0

EXI1 · DRIVE

Bypass	1
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EXI1 · AMPLIFIER EG

Start Level	0
Attack Level	99
Break Level	99
Sustain Level	99
Attack Time	8
Decay Time	0
Slope Time	0
Release Time	30

EXI1 · COMMON PITCH

Portamento Switch	0
LFO Intensity	62
LFO JS(+Y) Intensity	0
LFO Select	0

EXI1 · OSC2 PITCH

Tune	8
EG Select	1
EG Intensity	90

EXI1 · LF01

Waveform	3
Frequency	56
Key Sync	1
Fade In	0
Delay	0
Frequency Mod.1 Source	7
Frequency Mod.1 Intensity	40

EXI1 · AMPLIFIER

Mod.1 Source	10
Mod.1 Intensity	90

EXI1 · EG3

Start Level	0
Attack Level	99
Attack Time	78
Break Level	99
Sustain Level	99

EXI1 · EG2 (PITCH)

Start Level	0
Attack Level	99
Attack Time	78
Break Level	99
Decay Time	0
Sustain Level	99
Slope Time	0
Release Level	0
Release Time	0

INSERT EFFECT1

Bus Select	0
Send1	35
Send2	0

MASTER EFFECT

Return 1	127
Return 2	127

Gorille : il se frappe la poitrine — coups sourds de plus en plus rapides.

COMMON		EXI1 · FILTER		EXI1 · OSC2 PITCH	
Category	13	Routing	0	Octave	-2
Assign Mode	0	EXI1 · FILTER A		Tune	0
Unison	0	Filter Type	0	EXI1 · LF01	
Scale Random	0	Cutoff	15	Waveform	6
Bus Select	1	Resonance	10	Frequency	66
MASTER EFFECT1		EG Intensity	0	Key Sync	1
Switch	1	EG Velocity Intensity	0	Fade In	0
Effet	Reverb Hall (n° 101)	LFO Intensity	0	Delay	0
Wet/Dry	100	LFO JS(-Y) Intensity	0	Frequency Mod.1 Source	7
Reverb Time	30	EG Select	0	Frequency Mod.1 Intensity	45
EXI1 · OSC1		EXI1 · FILTER KEYBOARD TRACK		EXI1 · AMPLIFIER	
Waveform	0	Low Ramp	0	Mod.1 Source	10
Level	99	Center Low Ramp	0	Mod.1 Intensity	99
EXI1 · OSC1 PITCH		Center High Ramp	0	EXI1 · EG3	
Octave	-2	High Ramp	0	Start Level	0
Tune	0	EXI1 · DRIVE		Attack Level	99
EXI1 · OSC2		Bypass	1	Attack Time	75
Level	0	EXI1 · AMPLIFIER EG		Break Level	99
Waveform	0	Start Level	0	Sustain Level	99
EXI1 · SUB OSC		Attack Level	99	INSERT EFFECT1	
Level	99	Break Level	99	Bus Select	0
Waveform	1	Sustain Level	99	Send1	25
EXI1 · NOISE GENERATOR		Attack Time	0	Send2	0
Level	20	Decay Time	0	MASTER EFFECT	
Cutoff	20	Slope Time	0	Return 1	127
EXI1 · RING MODULATOR		Release Time	20	Return 2	127
Level	0	EXI1 · COMMON PITCH			
		Portamento Switch	0		
		LFO Intensity	0		
		LFO JS(+Y) Intensity	0		

Gibbon : longues glissades « whoop » ascendantes, de plus en plus rapides.

COMMON

Category	13
Assign Mode	1
Unison	0
Scale Random	0
Bus Select	1
Legato	1
Key Priority	2

MASTER EFFECT1

Switch	1
Effet	Reverb Hall (n° 101)
Wet/Dry	100
Reverb Time	60

MASTER EFFECT2

Switch	1
Effet	Stereo BPM Delay (n° 93)
Wet/Dry	100
BPM	3999
L Delay Base Note	6
L Delay Times	1
R Delay Base Note	6
R Delay Times	2
L Feedback	30
R Feedback	30

EXI1 · OSC1

Waveform	0
Level	30

EXI1 · OSC1 PITCH

Octave	1
Tune	0
Transpose	0

EXI1 · OSC2

Level	0
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EXI1 · SUB OSC

Level	99
Waveform	1

EXI1 · NOISE GENERATOR

Level	0
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EXI1 · RING MODULATOR

Level	0
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EXI1 · FILTER

Routing	0
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EXI1 · FILTER A

Filter Type	0
Cutoff	45
Resonance	20
EG Intensity	0
EG Velocity Intensity	0
LFO Intensity	0
LFO JS(-Y) Intensity	0
EG Select	0

EXI1 · FILTER KEYBOARD TRACK

Low Ramp	0
Center Low Ramp	0
Center High Ramp	0
High Ramp	0

EXI1 · DRIVE

Bypass	1
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EXI1 · AMPLIFIER EG

Start Level	0
Attack Level	99
Break Level	99
Sustain Level	99
Attack Time	15
Decay Time	0
Slope Time	0
Release Time	45

EXI1 · COMMON PITCH

Portamento Switch	0
LFO Intensity	115
LFO JS(+Y) Intensity	0
LFO Select	0

EXI1 · LFO1

Waveform	7
Frequency	37
Key Sync	1
Fade In	0
Delay	0
Frequency Mod.1 Source	7
Frequency Mod.1 Intensity	40

EXI1 · AMPLIFIER

Mod.1 Source	10
Mod.1 Intensity	50

EXI1 · EG3

Start Level	0
Attack Level	99
Attack Time	80
Break Level	99
Sustain Level	99

INSERT EFFECT1

Bus Select	0
Send1	50
Send2	25

MASTER EFFECT

Return 1	127
Return 2	127

Hippopotame : « hon-hon-hon » graves et soufflés, au ras de l'eau.

COMMON

Category	13
Assign Mode	0
Unison	0
Scale Random	0
Bus Select	1

MASTER EFFECT1

Switch	1
Effet	Reverb Hall (n° 101)
Wet/Dry	100
Reverb Time	35

EXI1 · OSC1

Waveform	0
Level	99

EXI1 · OSC1 PITCH

Octave	-1
Tune	0
EG Select	1
EG Intensity	75

EXI1 · OSC2

Level	70
Waveform	0

EXI1 · SUB OSC

Level	0
-------	---

EXI1 · NOISE GENERATOR

Level	40
Cutoff	30

EXI1 · RING MODULATOR

Level	0
-------	---

EXI1 · FILTER

Routing	0
---------	---

EXI1 · FILTER A

Filter Type	2
Cutoff	30
Resonance	40
EG Intensity	0
EG Velocity Intensity	0
LFO Intensity	0
LFO JS(-Y) Intensity	0
EG Select	0

EXI1 · FILTER KEYBOARD TRACK

Low Ramp	0
Center Low Ramp	0
Center High Ramp	0
High Ramp	0

EXI1 · DRIVE

Bypass	0
Drive	60
Boost	30

EXI1 · AMPLIFIER EG

Start Level	0
Attack Level	99
Break Level	99
Sustain Level	99
Attack Time	5
Decay Time	0
Slope Time	0
Release Time	35

EXI1 · COMMON PITCH

Portamento Switch	0
LFO Intensity	0
LFO JS(+Y) Intensity	0

EXI1 · OSC2 PITCH

Octave	-1
Tune	10
EG Select	1
EG Intensity	75

EXI1 · LFO1

Waveform	2
Frequency	51
Key Sync	1
Fade In	0
Delay	0

EXI1 · AMPLIFIER

Mod.1 Source	10
Mod.1 Intensity	90

EXI1 · EG2 (PITCH)

Start Level	0
Attack Level	0
Attack Time	0
Break Level	0
Decay Time	80
Sustain Level	-60
Slope Time	85
Release Level	0
Release Time	0

INSERT EFFECT1

Bus Select	0
Send1	30
Send2	0

MASTER EFFECT

Return 1	127
Return 2	127

Crocodile : grondement très grave, presque inaudible, qui fait vibrer l'eau.

COMMON

Category	13
Assign Mode	0
Unison	0
Scale Random	0
Bus Select	1

MASTER EFFECT1

Switch	1
Effet	Reverb Hall (n° 101)
Wet/Dry	100
Reverb Time	35

EXI1 · OSC1

Waveform	0
Level	99

EXI1 · OSC1 PITCH

Octave	-2
Tune	0

EXI1 · OSC2

Level	80
Waveform	0

EXI1 · SUB OSC

Level	99
Waveform	1

EXI1 · NOISE GENERATOR

Level	0
-------	---

EXI1 · RING MODULATOR

Level	0
-------	---

EXI1 · FILTER

Routing	0
---------	---

EXI1 · FILTER A

Filter Type	0
Cutoff	15
Resonance	30
EG Intensity	0
EG Velocity Intensity	0
LFO Intensity	0
LFO JS(-Y) Intensity	0
EG Select	0

EXI1 · FILTER KEYBOARD TRACK

Low Ramp	0
Center Low Ramp	0
Center High Ramp	0
High Ramp	0

EXI1 · DRIVE

Bypass	0
Drive	50
Boost	30

EXI1 · AMPLIFIER EG

Start Level	0
Attack Level	99
Break Level	99
Sustain Level	99
Attack Time	50
Decay Time	0
Slope Time	0
Release Time	50

EXI1 · COMMON PITCH

Portamento Switch	0
LFO Intensity	0
LFO JS(+Y) Intensity	0

EXI1 · OSC2 PITCH

Octave	-2
Tune	8

EXI1 · LFO1

Waveform	13
Frequency	92
Key Sync	1
Fade In	0
Delay	0

EXI1 · AMPLIFIER

Mod.1 Source	10
Mod.1 Intensity	50

INSERT EFFECT1

Bus Select	0
Send1	30
Send2	0

MASTER EFFECT

Return 1	127
Return 2	127

*Chateau : blatèment – grognement gargouillant et plaintif.***COMMON**

Category	13
Assign Mode	1
Unison	0
Scale Random	0
Bus Select	1
Legato	1
Key Priority	2

MASTER EFFECT1

Switch	1
Effet	Reverb Hall (n° 101)
Wet/Dry	100
Reverb Time	20

EXI1 · OSC1

Waveform	0
Level	99

EXI1 · OSC1 PITCH

Octave	-1
Tune	0
EG Select	1
EG Intensity	75

EXI1 · OSC2

Level	70
Waveform	0

EXI1 · SUB OSC

Level	0
-------	---

EXI1 · NOISE GENERATOR

Level	0
-------	---

EXI1 · RING MODULATOR

Level	0
-------	---

EXI1 · FILTER

Routing	0
---------	---

EXI1 · FILTER A

Filter Type	2
Cutoff	32
Resonance	50
EG Intensity	0
EG Velocity Intensity	0
LFO Intensity	30
LFO JS(-Y) Intensity	0
EG Select	0
LFO Select	1

EXI1 · FILTER KEYBOARD TRACK

Low Ramp	0
Center Low Ramp	0
Center High Ramp	0
High Ramp	0

EXI1 · DRIVE

Bypass	0
Drive	40
Boost	30

EXI1 · AMPLIFIER EG

Start Level	0
Attack Level	99
Break Level	85
Sustain Level	0
Attack Time	20
Decay Time	80
Slope Time	80
Release Time	40

EXI1 · COMMON PITCH

Portamento Switch	0
LFO Intensity	0
LFO JS(+Y) Intensity	0

EXI1 · OSC2 PITCH

Octave	-1
Tune	10
EG Select	1
EG Intensity	75

EXI1 · LF01

Waveform	13
Frequency	93
Key Sync	1
Fade In	0
Delay	0

EXI1 · AMPLIFIER

Mod.1 Source	10
Mod.1 Intensity	60

EXI1 · LF02

Waveform	12
Frequency	72
Key Sync	0
Fade In	0
Delay	0

EXI1 · EG2 (PITCH)

Start Level	20
Attack Level	20
Attack Time	0
Break Level	0
Decay Time	80
Sustain Level	-60
Slope Time	85
Release Level	0
Release Time	0

INSERT EFFECT1

Bus Select	0
Send1	20
Send2	0

MASTER EFFECT

Return 1	127
Return 2	127

Serpent : sifflement de souffle aigu ; joystick +Y = crécelle (serpent à sonnette).

COMMON		EXI1 · FILTER		EXI1 · COMMON PITCH	
Category	13	Routing	0	Portamento Switch	0
Assign Mode	0	EXI1 · FILTER A		LFO Intensity	0
Unison	0	Filter Type	1	LFO JS(+Y) Intensity	0
Scale Random	0	Cutoff	72	EXI1 · LF02	
Bus Select	1	Resonance	15	Waveform	12
MASTER EFFECT1		EG Intensity	0	Frequency	26
Switch	1	EG Velocity Intensity	0	Key Sync	0
Effet	Reverb Hall (n° 101)	LFO Intensity	12	Fade In	0
Wet/Dry	100	LFO JS(-Y) Intensity	0	Delay	0
Reverb Time	20	EG Select	0	EXI1 · LF01	
EXI1 · OSC1		LFO Select	1	Waveform	2
Waveform	0	EXI1 · FILTER KEYBOARD TRACK		Frequency	99
Level	0	Low Ramp	0	Key Sync	1
EXI1 · OSC1 PITCH		Center Low Ramp	0	Fade In	0
Octave	0	Center High Ramp	0	Delay	0
Tune	0	High Ramp	0	EXI1 · AMPLIFIER	
EXI1 · OSC2		EXI1 · DRIVE		Mod.1 Source	10
Level	0	Bypass	1	Mod.1 Intensity	0
EXI1 · SUB OSC		EXI1 · AMPLIFIER EG		Mod.1 Int.Mod.Source	25
Level	0	Start Level	0	Mod.1 Int.Mod.Intensity	99
EXI1 · NOISE GENERATOR		Attack Level	99	INSERT EFFECT1	
Level	99	Break Level	99	Bus Select	0
Cutoff	99	Sustain Level	99	Send1	15
EXI1 · RING MODULATOR		Attack Time	45	Send2	0
Level	0	Decay Time	0	MASTER EFFECT	
		Slope Time	0	Return 1	127
		Release Time	50	Return 2	127

Chant de baleine : son rond et grave, longues glissades lentes, immense espace sous-marin.

COMMON

Category	13
Assign Mode	1
Unison	0
Scale Random	0
Bus Select	1
Legato	1
Key Priority	2

MASTER EFFECT1

Switch	1
Effet	Reverb Hall (n° 101)
Wet/Dry	100
Reverb Time	90

MASTER EFFECT2

Switch	1
Effet	Stereo BPM Delay (n° 93)
Wet/Dry	100
BPM	3999
L Delay Base Note	8
L Delay Times	1
R Delay Base Note	8
R Delay Times	2
L Feedback	45
R Feedback	45

EXI1 · OSC1

Waveform	0
Level	50

EXI1 · OSC1 PITCH

Octave	0
Tune	0
EG Select	1
EG Intensity	90

EXI1 · OSC2

Level	60
Waveform	0

EXI1 · SUB OSC

Level	70
Waveform	1

EXI1 · NOISE GENERATOR

Level	0
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EXI1 · RING MODULATOR

Level	0
-------	---

EXI1 · FILTER

Routing	3
---------	---

EXI1 · FILTER A

Filter Type	0
Cutoff	28
Resonance	45
EG Intensity	20
EG Velocity Intensity	0
LFO Intensity	15
LFO JS(-Y) Intensity	0
EG Select	0
LFO Select	2

EXI1 · FILTER KEYBOARD TRACK

Low Ramp	0
Center Low Ramp	0
Center High Ramp	0
High Ramp	0

EXI1 · DRIVE

Bypass	1
--------	---

EXI1 · AMPLIFIER EG

Start Level	0
Attack Level	99
Break Level	99
Sustain Level	99
Attack Time	62
Decay Time	0
Slope Time	0
Release Time	78

EXI1 · COMMON PITCH

Portamento Switch	1
LFO Intensity	68
LFO JS(+Y) Intensity	50
Portamento Time Factor	90
LFO Select	1

EXI1 · OSC2 PITCH

Tune	6
EG Select	1
EG Intensity	90

EXI1 · EG1 (FILTER)

Start Level	0
Attack Level	99
Attack Time	70
Decay Time	80
Break Level	60
Slope Time	0
Sustain Level	40
Release Time	70
Release Level	0

EXI1 · EG2 (PITCH)

Start Level	-60
Attack Level	40
Attack Time	72
Break Level	-30
Decay Time	78
Sustain Level	10
Slope Time	85
Release Level	-70
Release Time	80

EXI1 · LF02

Waveform	0
Frequency	11
Key Sync	0
Fade In	0
Delay	0

EXI1 · LF03

Waveform	3
Frequency	14
Key Sync	0
Fade In	0
Delay	0

EXI1 · LF01

Waveform	3
Frequency	63
Key Sync	1
Fade In	60
Delay	40

INSERT EFFECT1

Bus Select	0
Send1	70
Send2	40

MASTER EFFECT

Return 1	127
Return 2	127

Baleine à bosse : chant plus aigu et mélodique, plaintes et glissades montantes.

COMMON		EXI1 · SUB OSC		EXI1 · COMMON PITCH	
Category	13	Level	80	Portamento Switch	1
Assign Mode	1	Waveform	1	LFO Intensity	100
Unison	0	EXI1 · NOISE GENERATOR		LFO JS(+Y) Intensity	0
Scale Random	0	Level	0	Portamento Time Factor	85
Bus Select	1	EXI1 · RING MODULATOR		LFO Select	1
Legato	1	Level	0	EXI1 · OSC2 PITCH	
Key Priority	2	EXI1 · FILTER		Octave	0
MASTER EFFECT1		Routing	0	Tune	6
Switch	1	EXI1 · FILTER A		EXI1 · LF02	
Effet	Reverb Hall (n° 101)	Filter Type	2	Waveform	0
Wet/Dry	100	Cutoff	40	Frequency	8
Reverb Time	95	Resonance	50	Key Sync	0
MASTER EFFECT2		EG Intensity	0	Fade In	0
Switch	1	EG Velocity Intensity	0	Delay	0
Effet	Stereo BPM Delay (n° 93)	LFO Intensity	20	EXI1 · LF03	
Wet/Dry	100	LFO JS(-Y) Intensity	0	Waveform	3
BPM	3999	EG Select	0	Frequency	12
L Delay Base Note	8	LFO Select	2	Key Sync	0
L Delay Times	1	EXI1 · FILTER KEYBOARD TRACK		Fade In	0
R Delay Base Note	8	Low Ramp	0	Delay	0
R Delay Times	2	Center Low Ramp	0	INSERT EFFECT1	
L Feedback	45	Center High Ramp	0	Bus Select	0
R Feedback	45	High Ramp	0	Send1	70
EXI1 · OSC1		EXI1 · DRIVE		Send2	40
Waveform	0	Bypass	1	MASTER EFFECT	
Level	99	EXI1 · AMPLIFIER EG		Return 1	127
EXI1 · OSC1 PITCH		Start Level	0	Return 2	127
Octave	0	Attack Level	99		
Tune	0	Break Level	99		
EXI1 · OSC2		Sustain Level	99		
Level	50	Attack Time	60		
Waveform	0	Decay Time	0		
		Slope Time	0		
		Release Time	75		

Dauphin : trains de clics (bruit pulsé à vitesse variable) ; sifflements au joystick +Y.

COMMON

Category	13
Assign Mode	0
Unison	0
Scale Random	0
Bus Select	1

MASTER EFFECT1

Switch	1
Effet	Reverb Hall (n° 101)
Wet/Dry	100
Reverb Time	35

EXI1 · OSC1

Waveform	0
Level	0

EXI1 · OSC1 PITCH

Octave	2
Tune	0
EG Select	1
EG Intensity	80

EXI1 · OSC2

Level	0
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EXI1 · SUB OSC

Level	0
Waveform	1
Level Mod.Source	25
Level Mod.Intensity	80

EXI1 · NOISE GENERATOR

Level	0
Cutoff	99
Level Mod.Source	10
Level Mod.Intensity	99

EXI1 · RING MODULATOR

Level	0
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EXI1 · FILTER

Routing	0
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EXI1 · FILTER A

Filter Type	1
Cutoff	55
Resonance	30
EG Intensity	0
EG Velocity Intensity	0
LFO Intensity	0
LFO JS(-Y) Intensity	0
EG Select	0

EXI1 · FILTER KEYBOARD TRACK

Low Ramp	0
Center Low Ramp	0
Center High Ramp	0
High Ramp	0

EXI1 · DRIVE

Bypass	1
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EXI1 · AMPLIFIER EG

Start Level	0
Attack Level	99
Break Level	99
Sustain Level	99
Attack Time	0
Decay Time	0
Slope Time	0
Release Time	25

EXI1 · COMMON PITCH

Portamento Switch	0
LFO Intensity	75
LFO JS(+Y) Intensity	0
LFO Select	2

EXI1 · LF01

Waveform	6
Frequency	93
Key Sync	1
Fade In	0
Delay	0
Frequency Mod.1 Source	11
Frequency Mod.1 Intensity	45

EXI1 · LF02

Waveform	13
Frequency	37
Key Sync	0
Fade In	0
Delay	0

EXI1 · LF03

Waveform	3
Frequency	47
Key Sync	0
Fade In	0
Delay	0

EXI1 · EG2 (PITCH)

Start Level	-60
Attack Level	0
Attack Time	35
Break Level	0
Decay Time	0
Sustain Level	0
Slope Time	0
Release Level	0
Release Time	0

EXI1 · OSC2 PITCH

EG Select	1
EG Intensity	80

INSERT EFFECT1

Bus Select	0
Send1	45
Send2	0

MASTER EFFECT

Return 1	127
Return 2	127

Orque : sifflements purs qui ondulent, sous l'eau.

COMMON

Category	13
Assign Mode	1
Unison	0
Scale Random	0
Bus Select	1
Legato	1
Key Priority	2

MASTER EFFECT1

Switch	1
Effet	Reverb Hall (n° 101)
Wet/Dry	100
Reverb Time	80

MASTER EFFECT2

Switch	1
Effet	Stereo BPM Delay (n° 93)
Wet/Dry	100
BPM	3999
L Delay Base Note	8
L Delay Times	1
R Delay Base Note	8
R Delay Times	2
L Feedback	40
R Feedback	40

EXI1 · OSC1

Waveform	0
Level	0

EXI1 · OSC1 PITCH

Octave	1
Tune	0
Transpose	0
EG Select	1
EG Intensity	80

EXI1 · OSC2

Level	0
-------	---

EXI1 · SUB OSC

Level	99
Waveform	1

EXI1 · NOISE GENERATOR

Level	0
-------	---

EXI1 · RING MODULATOR

Level	0
-------	---

EXI1 · FILTER

Routing	0
---------	---

EXI1 · FILTER A

Filter Type	0
Cutoff	60
Resonance	0
EG Intensity	0
EG Velocity Intensity	0
LFO Intensity	0
LFO JS(-Y) Intensity	0
EG Select	0

EXI1 · FILTER KEYBOARD TRACK

Low Ramp	0
Center Low Ramp	0
Center High Ramp	0
High Ramp	0

EXI1 · DRIVE

Bypass	1
--------	---

EXI1 · AMPLIFIER EG

Start Level	0
Attack Level	99
Break Level	99
Sustain Level	99
Attack Time	25
Decay Time	0
Slope Time	0
Release Time	60

EXI1 · COMMON PITCH

Portamento Switch	1
LFO Intensity	90
LFO JS(+Y) Intensity	0
Portamento Time Factor	60
LFO Select	0

EXI1 · LFO1

Waveform	3
Frequency	22
Key Sync	0
Fade In	0
Delay	0

EXI1 · EG2 (PITCH)

Start Level	-50
Attack Level	0
Attack Time	40
Break Level	0
Decay Time	0
Sustain Level	0
Slope Time	0
Release Level	0
Release Time	0

EXI1 · OSC2 PITCH

EG Select	1
EG Intensity	80

INSERT EFFECT1

Bus Select	0
Send1	55
Send2	30

MASTER EFFECT

Return 1	127
Return 2	127

Otarie : aboiements graves et rauques « ourh-ourh », en série.

COMMON		EXI1 · FILTER A		EXI1 · OSC2 PITCH	
Category	13	Filter Type	2	Octave	0
Assign Mode	0	Cutoff	42	Tune	10
Unison	0	Resonance	45	EXI1 · LF01	
Scale Random	0	EG Intensity	0	Waveform	2
Bus Select	1	EG Velocity Intensity	0	Frequency	56
MASTER EFFECT1		LFO Intensity	0	Key Sync	1
Switch	1	LFO JS(-Y) Intensity	0	Fade In	0
Effet	Reverb Hall (n° 101)	EG Select	0	Delay	0
Wet/Dry	100	EXI1 · FILTER KEYBOARD TRACK		EXI1 · AMPLIFIER	
Reverb Time	30	Low Ramp	0	Mod.1 Source	10
EXI1 · OSC1		Center Low Ramp	0	Mod.1 Intensity	99
Waveform	0	Center High Ramp	0	Mod.2 Source	11
Level	99	High Ramp	0	Mod.2 Intensity	30
EXI1 · OSC1 PITCH		EXI1 · DRIVE		EXI1 · LF02	
Octave	0	Bypass	0	Waveform	13
Tune	0	Drive	50	Frequency	94
EXI1 · OSC2		Boost	30	Key Sync	1
Level	70	EXI1 · AMPLIFIER EG		Fade In	0
Waveform	0	Start Level	0	Delay	0
EXI1 · SUB OSC		Attack Level	99	INSERT EFFECT1	
Level	0	Break Level	99	Bus Select	0
EXI1 · NOISE GENERATOR		Sustain Level	99	Send1	25
Level	25	Attack Time	5	Send2	0
Cutoff	50	Decay Time	0	MASTER EFFECT	
EXI1 · RING MODULATOR		Slope Time	0	Return 1	127
Level	0	Release Time	30	Return 2	127
EXI1 · FILTER		EXI1 · COMMON PITCH			
Routing	0	Portamento Switch	0		
		LFO Intensity	0		
		LFO JS(+Y) Intensity	0		

Grillons : stridulations aiguës, trilles rapides groupées par trois ou quatre ; jouer des accords.

COMMON		EXI1 · FILTER		EXI1 · COMMON PITCH	
Category	13	Routing	0	Portamento Switch	0
Assign Mode	0	EXI1 · FILTER A		LFO Intensity	0
Unison	0	Filter Type	0	LFO JS(+Y) Intensity	0
Scale Random	4	Cutoff	85	EXI1 · LF01	
Bus Select	1	Resonance	0	Waveform	2
MASTER EFFECT1		EG Intensity	0	Frequency	98
Switch	1	EG Velocity Intensity	0	Key Sync	0
Effet	Reverb Hall (n° 101)	LFO Intensity	0	Fade In	0
Wet/Dry	100	LFO JS(-Y) Intensity	0	Delay	0
Reverb Time	45	EG Select	0	EXI1 · LF02	
EXI1 · OSC1		EXI1 · FILTER KEYBOARD TRACK		Waveform	2
Waveform	0	Low Ramp	0	Frequency	50
Level	0	Center Low Ramp	0	Key Sync	0
EXI1 · OSC1 PITCH		Center High Ramp	0	Fade In	0
Octave	2	High Ramp	0	Delay	0
Tune	0	EXI1 · DRIVE		EXI1 · AMPLIFIER	
Transpose	12	Bypass	1	Mod.1 Source	10
EXI1 · OSC2		EXI1 · AMPLIFIER EG		Mod.1 Intensity	99
Level	0	Start Level	0	Mod.2 Source	11
EXI1 · SUB OSC		Attack Level	99	Mod.2 Intensity	99
Level	99	Break Level	70	INSERT EFFECT1	
Waveform	1	Sustain Level	70	Bus Select	0
EXI1 · NOISE GENERATOR		Attack Time	10	Send1	40
Level	0	Decay Time	0	Send2	0
EXI1 · RING MODULATOR		Slope Time	0	MASTER EFFECT	
Level	0	Release Time	35	Return 1	127
				Return 2	127

*Cigales : crépitemment aigu et dense qui enfle et retombe, plein été.***COMMON**

Category	13
Assign Mode	0
Unison	1
Scale Random	0
Bus Select	1
Unison Voices	4
Unison Detune	30

MASTER EFFECT1

Switch	1
Effet	Reverb Hall (n° 101)
Wet/Dry	100
Reverb Time	35

EXI1 · OSC1

Waveform	0
Level	99

EXI1 · OSC1 PITCH

Octave	2
Tune	0

EXI1 · OSC2

Level	70
Waveform	0

EXI1 · SUB OSC

Level	0
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EXI1 · NOISE GENERATOR

Level	30
Cutoff	99

EXI1 · RING MODULATOR

Level	0
-------	---

EXI1 · FILTER

Routing	0
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EXI1 · FILTER A

Filter Type	1
Cutoff	70
Resonance	0
EG Intensity	0
EG Velocity Intensity	0
LFO Intensity	0
LFO JS(-Y) Intensity	0
EG Select	0

EXI1 · FILTER KEYBOARD TRACK

Low Ramp	0
Center Low Ramp	0
Center High Ramp	0
High Ramp	0

EXI1 · DRIVE

Bypass	1
--------	---

EXI1 · AMPLIFIER EG

Start Level	0
Attack Level	99
Break Level	99
Sustain Level	99
Attack Time	30
Decay Time	0
Slope Time	0
Release Time	40

EXI1 · COMMON PITCH

Portamento Switch	0
LFO Intensity	0
LFO JS(+Y) Intensity	0

EXI1 · OSC2 PITCH

Octave	2
Tune	15

EXI1 · LF01

Waveform	2
Frequency	99
Key Sync	0
Fade In	0
Delay	0

EXI1 · AMPLIFIER

Mod.1 Source	10
Mod.1 Intensity	99
Mod.2 Source	11
Mod.2 Intensity	60

EXI1 · LF02

Waveform	3
Frequency	22
Key Sync	0
Fade In	0
Delay	0

INSERT EFFECT1

Bus Select	0
Send1	30
Send2	0

MASTER EFFECT

Return 1	127
Return 2	127

Essaim d'abeilles : bourdonnement épais (unisson désaccordé), hauteurs instables, passages en Doppler.

COMMON		EXI1 · NOISE GENERATOR		EXI1 · COMMON PITCH	
Category	13	Level	0	Portamento Switch	0
Assign Mode	0	EXI1 · RING MODULATOR		LFO Intensity	52
Unison	1	Level	0	LFO JS(+Y) Intensity	0
Scale Random	0	EXI1 · FILTER		LFO Select	0
Bus Select	1	Routing	0	EXI1 · OSC2 PITCH	
Unison Voices	6	EXI1 · FILTER A		Tune	12
Unison Detune	45	Filter Type	2	Mod.1 Source	11
Stereo Spread	90	Cutoff	50	Mod.1 Intensity	56
INSERT EFFECT1		Resonance	20	EXI1 · LF01	
Switch	1	EG Intensity	0	Waveform	13
Effet	Doppler (n° 58)	EG Velocity Intensity	0	Frequency	72
Wet/Dry	100	LFO Intensity	30	Key Sync	0
Bus Select	0	LFO JS(-Y) Intensity	0	Fade In	0
Send1	25	EG Select	0	Delay	0
Send2	0	LFO Select	3	EXI1 · LF02	
MASTER EFFECT1		EXI1 · FILTER KEYBOARD TRACK		Waveform	0
Switch	1	Low Ramp	0	Frequency	17
Effet	Reverb Hall (n° 101)	Center Low Ramp	0	Key Sync	0
Wet/Dry	100	Center High Ramp	0	Fade In	0
Reverb Time	25	High Ramp	0	Delay	0
EXI1 · OSC1		EXI1 · DRIVE		EXI1 · LF04	
Waveform	0	Bypass	1	Waveform	12
Level	99	EXI1 · AMPLIFIER EG		Frequency	28
EXI1 · OSC1 PITCH		Start Level	0	Key Sync	0
Octave	0	Attack Level	99	Fade In	0
Tune	0	Break Level	99	Delay	0
EXI1 · OSC2		Sustain Level	99	MASTER EFFECT	
Level	70	Attack Time	40	Return 1	127
Waveform	0	Decay Time	0	Return 2	127
EXI1 · SUB OSC		Slope Time	0		
Level	0	Release Time	50		

Bourdon : vrombissement grave et paresseux qui passe et repasse.

COMMON

Category	13
Assign Mode	1
Unison	0
Scale Random	0
Bus Select	1
Legato	1
Key Priority	2

INSERT EFFECT1

Switch	1
Effet	Doppler (n° 58)
Wet/Dry	100
Bus Select	0
Send1	20
Send2	0

MASTER EFFECT1

Switch	1
Effet	Reverb Hall (n° 101)
Wet/Dry	100
Reverb Time	20

EXI1 · OSC1

Waveform	0
Level	99

EXI1 · OSC1 PITCH

Octave	0
Tune	0

EXI1 · OSC2

Level	70
Waveform	0

EXI1 · SUB OSC

Level	0
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EXI1 · NOISE GENERATOR

Level	0
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EXI1 · RING MODULATOR

Level	0
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EXI1 · FILTER

Routing	0
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EXI1 · FILTER A

Filter Type	2
Cutoff	42
Resonance	25
EG Intensity	0
EG Velocity Intensity	0
LFO Intensity	0
LFO JS(-Y) Intensity	0
EG Select	0

EXI1 · FILTER KEYBOARD TRACK

Low Ramp	0
Center Low Ramp	0
Center High Ramp	0
High Ramp	0

EXI1 · DRIVE

Bypass	1
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EXI1 · AMPLIFIER EG

Start Level	0
Attack Level	99
Break Level	99
Sustain Level	99
Attack Time	40
Decay Time	0
Slope Time	0
Release Time	45

EXI1 · COMMON PITCH

Portamento Switch	0
LFO Intensity	40
LFO JS(+Y) Intensity	0
LFO Select	0

EXI1 · OSC2 PITCH

Octave	0
Tune	6

EXI1 · LF01

Waveform	13
Frequency	51
Key Sync	0
Fade In	0
Delay	0

EXI1 · LF02

Waveform	3
Frequency	20
Key Sync	0
Fade In	0
Delay	0

EXI1 · AMPLIFIER

Mod.1 Source	11
Mod.1 Intensity	30

MASTER EFFECT

Return 1	127
Return 2	127

Moustique : sifflement fin et agaçant qui tourne autour de l'oreille.

COMMON		EXI1 · NOISE GENERATOR		EXI1 · COMMON PITCH	
Category	13	Level	0	Portamento Switch	0
Assign Mode	1	EXI1 · RING MODULATOR		LFO Intensity	62
Unison	0	Level	0	LFO JS(+Y) Intensity	0
Scale Random	0	EXI1 · FILTER		LFO Select	0
Bus Select	1	Routing	0	EXI1 · OSC2 PITCH	
Legato	1	EXI1 · FILTER A		Octave	2
Key Priority	2	Filter Type	0	Tune	5
INSERT EFFECT1		Cutoff	70	EXI1 · LF01	
Switch	1	Resonance	0	Waveform	3
Effet	Doppler (n° 58)	EG Intensity	0	Frequency	26
Wet/Dry	100	EG Velocity Intensity	0	Key Sync	0
Bus Select	0	LFO Intensity	0	Fade In	0
Send1	15	LFO JS(-Y) Intensity	0	Delay	0
Send2	0	EG Select	0	EXI1 · LF02	
MASTER EFFECT1		EXI1 · FILTER KEYBOARD TRACK		Waveform	3
Switch	1	Low Ramp	0	Frequency	17
Effet	Reverb Hall (n° 101)	Center Low Ramp	0	Key Sync	0
Wet/Dry	100	Center High Ramp	0	Fade In	0
Reverb Time	15	High Ramp	0	Delay	0
EXI1 · OSC1		EXI1 · DRIVE		EXI1 · AMPLIFIER	
Waveform	0	Bypass	1	Mod.1 Source	11
Level	99	EXI1 · AMPLIFIER EG		Mod.1 Intensity	40
EXI1 · OSC1 PITCH		Start Level	0	MASTER EFFECT	
Octave	2	Attack Level	99	Return 1	127
Tune	0	Break Level	99	Return 2	127
EXI1 · OSC2		Sustain Level	99		
Level	40	Attack Time	30		
Waveform	0	Decay Time	0		
EXI1 · SUB OSC		Slope Time	0		
Level	0	Release Time	30		

Grenouille : coassement court et rauque (modulation d'amplitude très rapide, filtre nasal).

COMMON		EXI1 · FILTER		EXI1 · OSC2 PITCH	
Category	13	Routing	0	Tune	1200
Assign Mode	0	EXI1 · FILTER A		EG Select	1
Unison	0	Filter Type	2	EG Intensity	65
Scale Random	0	Cutoff	40	EXI1 · LF01	
Bus Select	1	Resonance	50	Waveform	2
MASTER EFFECT1		EG Intensity	0	Frequency	99
Switch	1	EG Velocity Intensity	0	Key Sync	1
Effet	Reverb Hall (n° 101)	LFO Intensity	0	Fade In	0
Wet/Dry	100	LFO JS(-Y) Intensity	0	Delay	0
Reverb Time	15	EG Select	0	EXI1 · AMPLIFIER	
EXI1 · OSC1		EXI1 · FILTER KEYBOARD TRACK		Mod.1 Source	10
Waveform	0	Low Ramp	0	Mod.1 Intensity	99
Level	99	Center Low Ramp	0	EXI1 · EG2 (PITCH)	
EXI1 · OSC1 PITCH		Center High Ramp	0	Start Level	-50
Octave	-1	High Ramp	0	Attack Level	0
Tune	0	EXI1 · DRIVE		Attack Time	25
EG Select	1	Bypass	1	Break Level	0
EG Intensity	65	EXI1 · AMPLIFIER EG		Decay Time	0
EXI1 · OSC2		Start Level	0	Sustain Level	0
Level	50	Attack Level	99	Slope Time	0
Waveform	0	Break Level	0	Release Level	0
EXI1 · SUB OSC		Sustain Level	0	Release Time	0
Level	0	Attack Time	5	INSERT EFFECT1	
EXI1 · NOISE GENERATOR		Decay Time	45	Bus Select	0
Level	0	Slope Time	0	Send1	20
EXI1 · RING MODULATOR		Release Time	20	Send2	0
Level	0	EXI1 · COMMON PITCH		MASTER EFFECT	
		Portamento Switch	0	Return 1	127
		LFO Intensity	0	Return 2	127
		LFO JS(+Y) Intensity	0		

Chœur de grenouilles : une mare entière qui coasse en désordre.

COMMON		EXI1 · FILTER		EXI1 · OSC2 PITCH	
Category	13	Routing	0	Octave	-1
Assign Mode	0	EXI1 · FILTER A		Tune	1200
Unison	1	Filter Type	2	EXI1 · LF01	
Scale Random	7	Cutoff	40	Waveform	2
Bus Select	1	Resonance	50	Frequency	97
Unison Voices	8	EG Intensity	0	Key Sync	1
Unison Detune	80	EG Velocity Intensity	0	Fade In	0
MASTER EFFECT1		LFO Intensity	0	Delay	0
Switch	1	LFO JS(-Y) Intensity	0	EXI1 · AMPLIFIER	
Effet	Reverb Hall (n° 101)	EG Select	0	Mod.1 Source	10
Wet/Dry	100	EXI1 · FILTER KEYBOARD TRACK		Mod.1 Intensity	99
Reverb Time	40	Low Ramp	0	Mod.2 Source	11
EXI1 · OSC1		Center Low Ramp	0	Mod.2 Intensity	80
Waveform	0	Center High Ramp	0	EXI1 · LF02	
Level	99	High Ramp	0	Waveform	13
EXI1 · OSC1 PITCH		EXI1 · DRIVE		Frequency	51
Octave	-1	Bypass	1	Key Sync	0
Tune	0	EXI1 · AMPLIFIER EG		Fade In	0
EXI1 · OSC2		Start Level	0	Delay	0
Level	50	Attack Level	99	INSERT EFFECT1	
Waveform	0	Break Level	99	Bus Select	0
EXI1 · SUB OSC		Sustain Level	99	Send1	35
Level	0	Attack Time	15	Send2	0
EXI1 · NOISE GENERATOR		Decay Time	0	MASTER EFFECT	
Level	0	Slope Time	0	Return 1	127
EXI1 · RING MODULATOR		Release Time	40	Return 2	127
Level	0	EXI1 · COMMON PITCH			
		Portamento Switch	0		
		LFO Intensity	0		
		LFO JS(+Y) Intensity	0		

T-Rex : rugissement énorme et lent, qui monte puis s'écroule (fiction de cinéma).

COMMON		EXI1 · FILTER A		EXI1 · EG1 (FILTER)	
Category	13	Filter Type	0	Start Level	0
Assign Mode	1	Cutoff	25	Attack Level	99
Unison	0	Resonance	20	Attack Time	50
Scale Random	0	EG Intensity	50	Decay Time	85
Bus Select	1	EG Velocity Intensity	0	Break Level	50
Legato	1	LFO Intensity	0	Slope Time	0
Key Priority	2	LFO JS(-Y) Intensity	0	Sustain Level	0
MASTER EFFECT1		EG Select	0	Release Time	60
Switch	1	EXI1 · FILTER KEYBOARD TRACK		Release Level	0
Effet	Reverb Hall (n° 101)	Low Ramp	0	EXI1 · EG2 (PITCH)	
Wet/Dry	100	Center Low Ramp	0	Start Level	-30
Reverb Time	60	Center High Ramp	0	Attack Level	30
EXI1 · OSC1		High Ramp	0	Attack Time	55
Waveform	0	EXI1 · DRIVE		Break Level	0
Level	99	Bypass	0	Decay Time	85
EXI1 · OSC1 PITCH		Drive	90	Sustain Level	-80
Octave	-2	Boost	50	Slope Time	90
Tune	0	EXI1 · AMPLIFIER EG		Release Level	0
EG Select	1	Start Level	0	Release Time	0
EG Intensity	115	Attack Level	99	EXI1 · LFO1	
EXI1 · OSC2		Break Level	85	Waveform	13
Level	90	Sustain Level	0	Frequency	96
Waveform	0	Attack Time	35	Key Sync	1
EXI1 · SUB OSC		Decay Time	88	Fade In	0
Level	0	Slope Time	88	Delay	0
EXI1 · NOISE GENERATOR		Release Time	55	EXI1 · AMPLIFIER	
Level	60	EXI1 · COMMON PITCH		Mod.1 Source	10
Cutoff	40	Portamento Switch	0	Mod.1 Intensity	45
EXI1 · RING MODULATOR		LFO Intensity	0	INSERT EFFECT1	
Level	0	LFO JS(+Y) Intensity	0	Bus Select	0
EXI1 · FILTER		EXI1 · OSC2 PITCH		Send1	40
Routing	0	Octave	-2	Send2	0
		Tune	15	MASTER EFFECT	
		EG Select	1	Return 1	127
		EG Intensity	115	Return 2	127

Dragon : rugissement et souffle de feu qui balaie du grave à l'aigu.

COMMON		EXI1 · FILTER A		EXI1 · EG1 (FILTER)	
Category	13	Filter Type	0	Start Level	0
Assign Mode	1	Cutoff	15	Attack Level	99
Unison	0	Resonance	25	Attack Time	55
Scale Random	0	EG Intensity	70	Decay Time	80
Bus Select	1	EG Velocity Intensity	0	Break Level	70
Legato	1	LFO Intensity	0	Slope Time	0
Key Priority	2	LFO JS(-Y) Intensity	0	Sustain Level	20
MASTER EFFECT1		EG Select	0	Release Time	60
Switch	1	EXI1 · FILTER KEYBOARD TRACK		Release Level	0
Effet	Reverb Hall (n° 101)	Low Ramp	0	EXI1 · EG2 (PITCH)	
Wet/Dry	100	Center Low Ramp	0	Start Level	20
Reverb Time	50	Center High Ramp	0	Attack Level	20
EXI1 · OSC1		High Ramp	0	Attack Time	0
Waveform	0	EXI1 · DRIVE		Break Level	0
Level	99	Bypass	0	Decay Time	80
EXI1 · OSC1 PITCH		Drive	80	Sustain Level	-60
Octave	-1	Boost	40	Slope Time	85
Tune	0	EXI1 · AMPLIFIER EG		Release Level	0
EG Select	1	Start Level	0	Release Time	0
EG Intensity	90	Attack Level	99	EXI1 · LFO1	
EXI1 · OSC2		Break Level	90	Waveform	13
Level	70	Sustain Level	0	Frequency	97
Waveform	0	Attack Time	30	Key Sync	1
EXI1 · SUB OSC		Decay Time	85	Fade In	0
Level	0	Slope Time	85	Delay	0
EXI1 · NOISE GENERATOR		Release Time	55	EXI1 · AMPLIFIER	
Level	99	EXI1 · COMMON PITCH		Mod.1 Source	10
Cutoff	99	Portamento Switch	0	Mod.1 Intensity	40
EXI1 · RING MODULATOR		LFO Intensity	0	INSERT EFFECT1	
Level	0	LFO JS(+Y) Intensity	0	Bus Select	0
EXI1 · FILTER		EXI1 · OSC2 PITCH		Send1	35
Routing	0	Octave	-1	Send2	0
		Tune	12	MASTER EFFECT	
		EG Select	1	Return 1	127
		EG Intensity	90	Return 2	127

*Créature des abysses : plainte grave, métallique et ondulante (fiction).***COMMON**

Category	13
Assign Mode	1
Unison	0
Scale Random	0
Bus Select	1
Legato	1
Key Priority	2

MASTER EFFECT1

Switch	1
Effet	Reverb Hall (n° 101)
Wet/Dry	100
Reverb Time	90

MASTER EFFECT2

Switch	1
Effet	Stereo BPM Delay (n° 93)
Wet/Dry	100
BPM	3999
L Delay Base Note	8
L Delay Times	1
R Delay Base Note	8
R Delay Times	2
L Feedback	45
R Feedback	45

EXI1 · OSC1

Waveform	0
Level	99

EXI1 · OSC1 PITCH

Octave	-2
Tune	0
Mod.1 Source	11
Mod.1 Intensity	70

EXI1 · OSC2

Level	70
Waveform	0

EXI1 · SUB OSC

Level	0
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EXI1 · NOISE GENERATOR

Level	0
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EXI1 · RING MODULATOR

Level	70
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EXI1 · FILTER

Routing	0
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EXI1 · FILTER A

Filter Type	2
Cutoff	25
Resonance	60
EG Intensity	0
EG Velocity Intensity	0
LFO Intensity	40
LFO JS(-Y) Intensity	0
EG Select	0
LFO Select	0

EXI1 · FILTER KEYBOARD TRACK

Low Ramp	0
Center Low Ramp	0
Center High Ramp	0
High Ramp	0

EXI1 · DRIVE

Bypass	1
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EXI1 · AMPLIFIER EG

Start Level	0
Attack Level	99
Break Level	99
Sustain Level	99
Attack Time	55
Decay Time	0
Slope Time	0
Release Time	70

EXI1 · COMMON PITCH

Portamento Switch	1
LFO Intensity	0
LFO JS(+Y) Intensity	0
Portamento Time Factor	80

EXI1 · OSC2 PITCH

Octave	-2
Tune	700
Mod.1 Source	11
Mod.1 Intensity	70

EXI1 · LFO1

Waveform	3
Frequency	14
Key Sync	0
Fade In	0
Delay	0

EXI1 · LFO2

Waveform	12
Frequency	17
Key Sync	0
Fade In	0
Delay	0

INSERT EFFECT1

Bus Select	0
Send1	60
Send2	35

MASTER EFFECT

Return 1	127
Return 2	127

Jungle la nuit : pluie fine et cris d'oiseaux au hasard, en continu (ambiance).

COMMON		EXI1 · NOISE GENERATOR		EXI1 · COMMON PITCH	
Category	13	Level	25	Portamento Switch	0
Assign Mode	0	Cutoff	35	LFO Intensity	115
Unison	0	EXI1 · RING MODULATOR		LFO JS(+Y) Intensity	0
Scale Random	0	Level	0	LFO Select	0
Bus Select	1	EXI1 · FILTER		EXI1 · LF01	
MASTER EFFECT1		Routing	0	Waveform	12
Switch	1	EXI1 · FILTER A		Frequency	72
Effet	Reverb Hall (n° 101)	Filter Type	0	Key Sync	0
Wet/Dry	100	Cutoff	85	Fade In	0
Reverb Time	80	Resonance	0	Delay	0
MASTER EFFECT2		EG Intensity	0	EXI1 · LF02	
Switch	1	EG Velocity Intensity	0	Waveform	13
Effet	Stereo BPM Delay (n° 93)	LFO Intensity	0	Frequency	42
Wet/Dry	100	LFO JS(-Y) Intensity	0	Key Sync	0
BPM	3999	EG Select	0	Fade In	0
L Delay Base Note	6	EXI1 · FILTER KEYBOARD TRACK		Delay	0
L Delay Times	1	Low Ramp	0	EXI1 · AMPLIFIER	
R Delay Base Note	6	Center Low Ramp	0	Mod.1 Source	11
R Delay Times	2	Center High Ramp	0	Mod.1 Intensity	80
L Feedback	40	High Ramp	0	INSERT EFFECT1	
R Feedback	40	EXI1 · DRIVE		Bus Select	0
EXI1 · OSC1		Bypass	1	Send1	55
Waveform	0	EXI1 · AMPLIFIER EG		Send2	30
Level	0	Start Level	0	MASTER EFFECT	
EXI1 · OSC1 PITCH		Attack Level	99	Return 1	127
Octave	2	Break Level	99	Return 2	127
Tune	0	Sustain Level	99		
Transpose	0	Attack Time	45		
EXI1 · OSC2		Decay Time	0		
Level	0	Slope Time	0		
EXI1 · SUB OSC		Release Time	70		
Level	99				
Waveform	1				

La fabrication de chaque son, et la raison de chaque réglage, sont décrites dans **AL-1 - Animaux - fabrication.pdf**. Ces fiches reprennent **AL-1 - Animaux - réglages.pdf**.

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