

# The Dreammachine 3 Pro

## < The Art of Flowing Motion >

< Get it running, lie back, relax and dream ... >



This is a new and completely rebuilt version of The Dreammachine featuring a largely increased functionality. Still it is a machine intended for **slow motion** providing complex evolving atmospheres and soundscapes e.g. for live performances. The concept of the Dreammachine is based on 3 synthlayers with very slow running wavesequencing and soundmodulations.

Version 3 of The Dreammachine has gone polyphonic now and can be used as a synth too, so there are three basic ways to play the machine:

- 1st using the inbuilt Note sequencer and if you like play along that one;
- 2nd Hold a note and if you like play along;
- 3rd play the machine as 16 voice synthesizer with max. 6 oscs. on one key.

In any case you got to start the machine in order to set wave sequencing into action. Setting to Pause Mode will hold the currently active step to play along or edit. Setting the Note Seq to Hold will hold the currently active note to play along or edit. Setting Note Control to Keyb Play you can play it as synthesizer.

In addition you can manually advance each part using MIDI keys/notes #24, #26, #28 and #29 plus #35 to advance all parts simultaneously. As the Note sequencer is hardlinked to the Bottom/Low Part you can even advance this one manually.

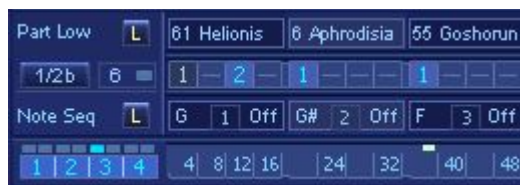
There are three parts: Bottom/Low (or Bass), Back/Mid (or Pad) and Sparkle/High for three basic layers of sound plus a OneShot part to throw in some additional highlights such as vocal phrases, percussive sounds or Sfx. Each part has got a 16 step sequencer for waveforms to be played in succession with the One Shot part having 32 steps.

The Note sequencer has an option to play even duophonic in adding a 2nd note selectable in 3, 4, 5, 6, or 7 semitones up. Also Back/Mid and Sparkle Parts can be set in semitones from -12 to +12. All in all you got very flexible means to set up sophisticated complex sound layers.

For most convenience the wave names are not only displayed at each seq step but also selectable from popup menus showing the names. And of course the famous HGFortune Lazy buttons are also present at each section or part (Pro version only) as small buttons marked with L ;-)

For differences of the little less sophisticated Basic free version see Appendix 3

Some basics that should help you understand how the sequencers are working and can be set up. Yes, there are 4 sequencers as each part has got it's own temposetting.



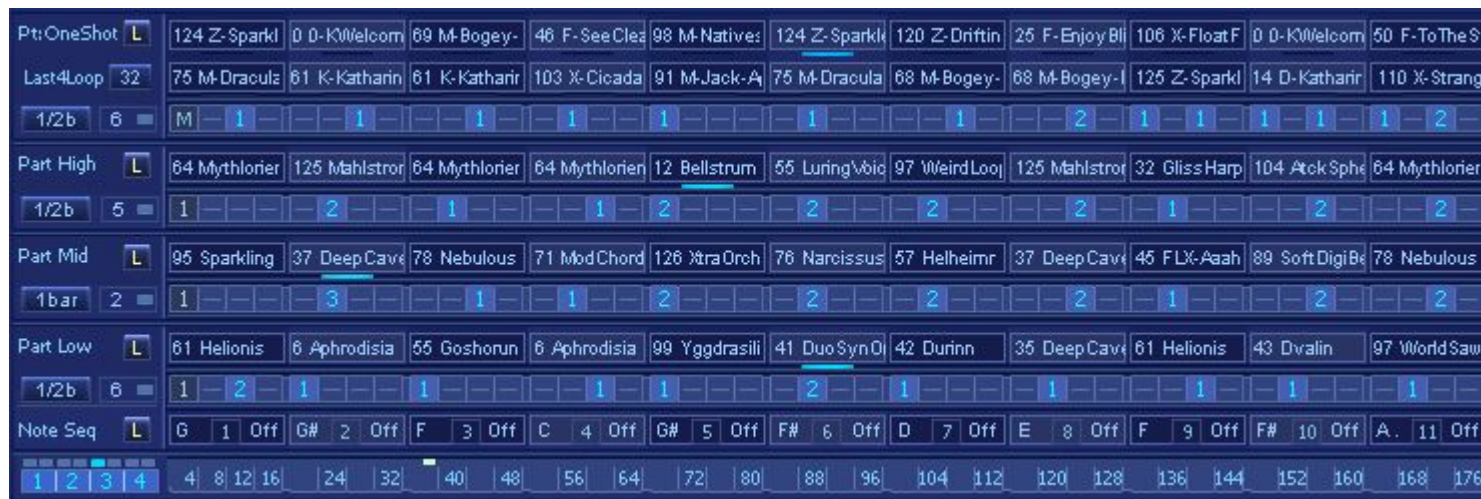
In order to have the most flexible way using least space for a basic length of 256 bars for one loop being displayed each step of the sequencer has a cell of 4 bars at a setting of tempolength = 1 bar. Next is the option to choose at which bar from 1 to 4 a change can be triggered. As shown in the image above changes will occur at bars: 1, 10, 17, and 33 - see bar number display at the bottom of the image. If you click e.g. on the fourth cell displaying 1 and drag the mouse up you can shift that change to bar 34 (2), 35 (3) or 36 (4) while setting that one to Off (--) the change will occur at the next step cell with a number set. The display at the bottom left of the image will display the actual bar position at play in the cells in steps of half a bar. A tempolength of 1/2 bar is selectable too as well as 2 bars for one cell at each part independently.

There is a bar counter display of each tempolength:

Bar Count		
32	16	8
1/2b	1b	2b

The image depicts the bar count at the different tempolength settings, giving you a better idea at what position a current step can be found.

In general the overview has been optimized a lot as you can see the succession of steps in relation to the other parts and according to their position at the bar where the event will be triggered.



Here is a quite simple example with a regular shift of steps per part. Keep in mind the waveslots will be played in succession from 1 to 16 while the distance between two triggersteps determines the actual length the resp. waves will sound. Thus you might set 1 triggerstep on bar 9 while next could be at bar 33 with the following one at bar 37 etc.

As to every rule there is one exception, the 1st step of the three synthparts will always be played while the 1st step of OneShot will always be Mute on Start though you can set from 1 to 4 for looping.

### The Three Synth Parts

These parts are quite identical in layout and features with only a few part related differences:

Part Bottom / Low has got a 24dB resonant lowpass filter and a LoBoost with three selectable stages

Part Back / Mid has got a 12dB resonant HP/LP filter and a Mid EQ

Part Sparkle has got a resonant Spook B with three modes (neg./ pos./ neg. to pos.) and a High Cut

In order to simplify it the sound modifiers are labeled as Color with modulations controlled by an XY pad and adjustable amounts and ranges. As modsources serve two selectable LFOs for each line X for resonance and Y for Color. The very peculiar thing about those two modsources is that the lower one also does modulate the mix of both sources with is controlled in amount and polarity by the Mod Bal knob. The Y - Color and X - Reson knobs determine the actual amount of modulation with polarity. The buttons below the XY pad can set X and/or Y mods to off. There is also a mix with optional modulation for colored and direct signal from the oscs.



Each part has dedicated delay, pan, reverb send and level settings. The delay is used in a manner that the delayed amount of the signal is on the opposite side of pan position to increase spatial impression.

StepFade knob determines the crossfade at switching the waves.

At the bottom of each part are slots to load two sf2 files, one for the odd and one for the even stepnumbers. The currently playing waves are displayed at the top of each slot with the option to select a different **bank** per slot (if present in the sf2 file), **transpose** the part, select a play mode (single or duo with the latter playing both waves), **Mute** the part and set a global output option for **Stereo** or individual out bypassing reverb, saturation effect and main volume.

### The OneShot part for oneshot fx or vocal phrases

is different by nature though it does feature similar options like **LowMid** and **Presence** EQ, **Rev Send**, **Delay**, **Pan** and **Level**. These settings can be controlled stepwise or with 'simple variation settings' via LFOs as moving (following the current LFO motion) or fixed using the current position of the source with no following it's motion. There are 6 dedicated tab windows with 32 step sliders to set the values. As most simple variation one can use Pan Step 1L-2R (which is overriding the other pan setting options) to have a pan for odd steps on the left and for even on the right or vice versa if you turn Pan knob to the left.



Stepwise settings are adding an offset to LowMid (about +/-6dB), Presence (about +/-6dB), Delay Feedback and Level while controlling full range of Delay level and Pan. So in order to make most use of stepwise settings all respective knobs should be turned full on except for LowMid and Presence.

### Main Output section:



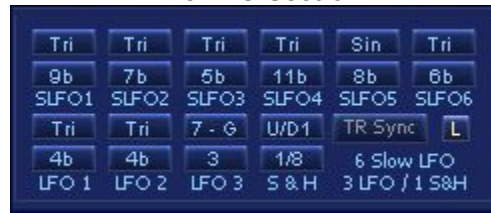
Stereo Reverb: Width, Room, Damp and Reverb mix to main signal

Saturate main out signal

Main Volume - is obvious

Note: This whole section is bypassed by any selected single out pair setting.

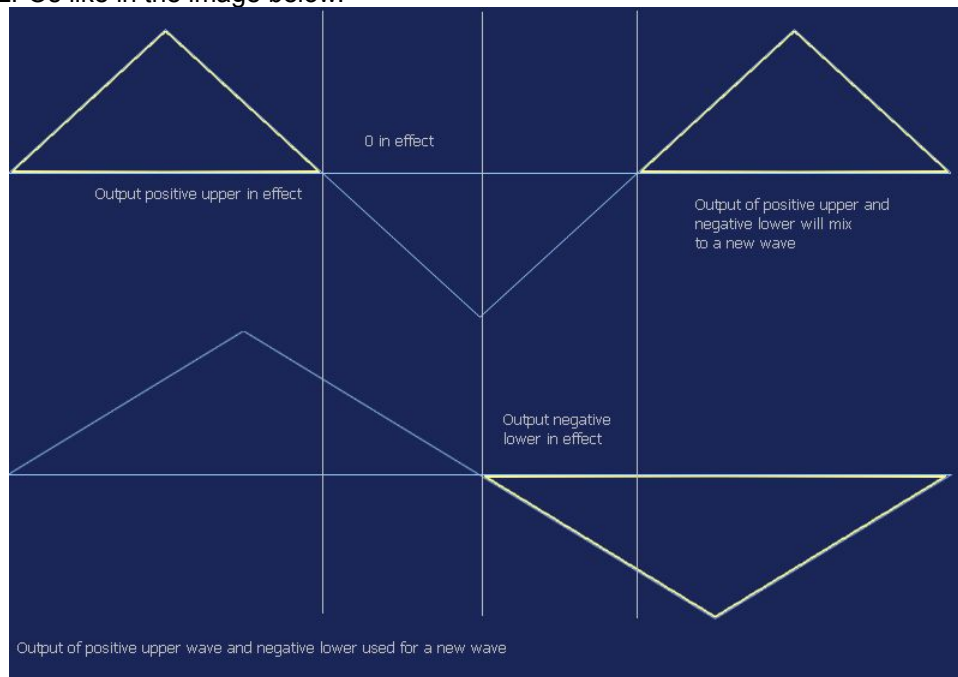
### The LFO Section



There are 6 (very slow) SLFO for longrunning slow modulations, two 'standard' LFO and one Sample & Hold. LFO 3 features 9 more complex waveforms and is not bpm-synced.

With the sync button you have an option to sync (restart) the LFO to Transport Run otherwise the LFO are free running. Resync of the LFOs will also be done at pushing the Reset button manually.

But there are more LFO waveforms to be selected from, 6 composite waveforms (CL / CN) created from positive and negative output of two different LFOs like in the image below:



As you can imagine this will give some neat varying waveforms over time and here are the composite combinations:

CL3S6 = positive SLFO 3 and negative SLFO 6

CL5S2 = positive SLFO 5 and negative SLFO 2

CL3rS3 = rectified LFO 3 and negative SLFO 3

CL4N3 = positive SLFO 4 and negative LFO 3

CL6S4 = positive SLFO 6 and negative SLFO 4

CN3S5 = positive LFO 3 and negative SLFO 5

Also there are 3 alternating waveforms (AL)

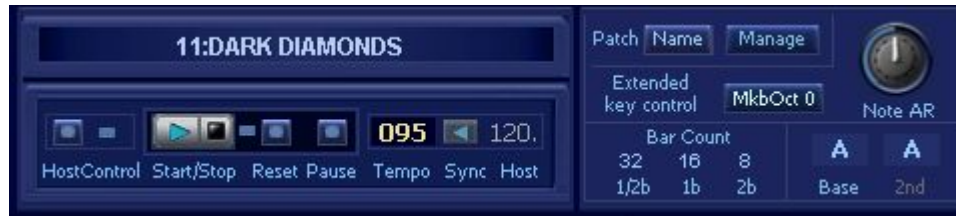
AL2N3 = SLFO2 positive and while negative uses LFO 3

AL5SH = SLFO5 positive and while negative uses S&H

AL4N2 = SLFO4 positive and while negative uses LFO 2

Thus you get a lot more variations if all LFO are set at different tempo values.

## Master Control section:



Top section: internal Patch selector

on the right: **Patch Name** to name or rename a patch, and don't forget to save ;-)

**Patch Manage:** copy one patch to different program number/s, load and save fxp and fxb (single patches/instr. or patchbanks)

Lower section:

Host Control set to active allows to start and stop the machine via 'Space bar' of PC keyboard in a host application.

While Start/Stop button allows to start and stop the machine manually.

With Sync pointing to right tempo will be controlled by the host application while pointing left Tempo can be adjusted by the big numbered tempo display via click and drag.

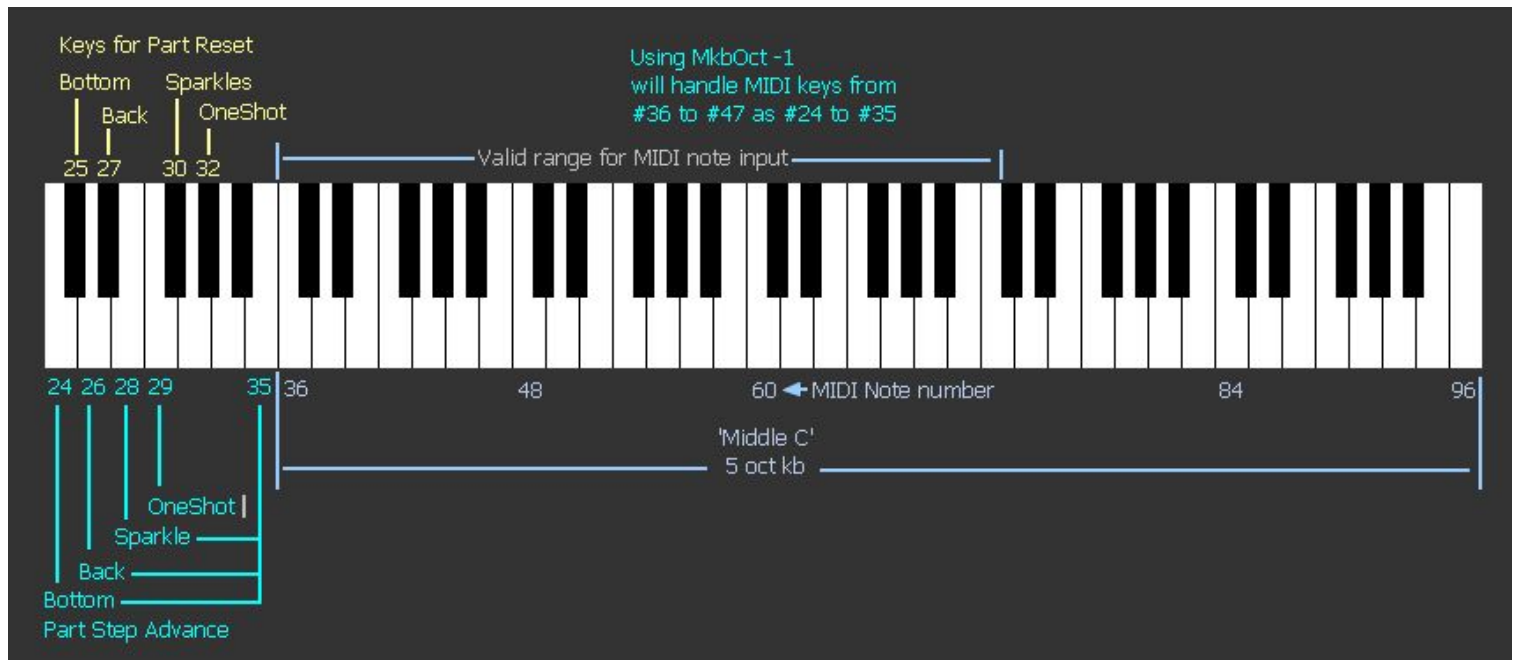
Internal Tempo setting ( 95 bpm shown in image above) is limited from 50 to 130 which is the recommended range for use with this instrument.

The knob for Note AR controls attack and release at note changes via the Note Seq or play via MIDI kb or seq.

The display below shows the currently played note of the Note Seq and the 2nd note if set at a step.

## Additional controls via specific keys on a MIDI keyboard (for extended key control):

This image shows the related keys on a MIDI keyboard to control Part Step Advance and Reset.



Some additional hints:

In order to play along the running Note Sequencer you might experience playing keys will fade out the note/s of the seq too after key release - however this can be overcome in setting Note Control to Note seq hold and back to Note Seq On. After this short temporary setting playing along works fine. This is simply a startup condition.

The patches coming with The Dreammachine 3 are not to be taken as ready to play and record patches rather than showing what the machine can do. In most cases you'd rather set less events on the one shot part as have been used within those patches. It is strongly recommended that you add some of your own material esp. voice recordings to that sf2 file in order to give your tracks a more personal touch. And it is not such a big task to collect a bunch of wave files into an sf2 container.

Switching patches in running mode might not reset to 1st wave in part slots displayed. Anyway it is recommended to use the regular way in stopping the machine before switching to another patch.

Thanks to all who have helped and do support my work! - Credits and further info

The Dreammachine has been created by H. G. Fortune with Synthedit by Jeff McClintock.

This VSTi uses further modules by David Haupt, Kelly D. Lynch, Peter Schoffhauzer, Daz Diamond, Oli Larkin and Lance Putnam.

Patches have been created by Dimitri Schkoda, Sanguinea Project (Heinrich H.), Bob O'Donnell, Lloyd MacKay, Daniel Kemp and HG Fortune

Vocal phrases have been spoken by:

Bank 0 - English vocal phrases (A, C, F) by Terra of 'Echos of Avalon', other phrases (English, German & Portuguese / D, K) by Katharina Goedertz,

Bank 1 - Eichendorff, Novalis & Dauthendey (poem excerpts) by Beate Bernard, Cologne;

both banks: M/U - phrases from movies in public domain like 'My Man Godfrey', 'Beat the Devil', 'Dracula', 'King of the Zombies' (Mantan Moreland!), 'Rocketship XM', 'Men into Space' et al.

Homepage: [www.hgf-synthesizer.de](http://www.hgf-synthesizer.de)

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Visit my official support forum at kvr: <http://www.kvraudio.com/forum/viewforum.php?f=149>

Addon sf2 files by Westgate Sounds:

A special version of the Anomaly soundsets - Volumes 1 throu V - that has been compiled for HG Fortune's [The Dream Machine](#). It consists of five 100 sound .sf2 files.

The first file - TDM-AnomalyBass.sf2 consists of Anomaly 1 and half of the Drones from Anomaly 2.

The second file - TDM-AnomalyPads.sf2 consists of all of the Pads from Anomaly 3 and some Pads from the newly released Dreams and Nightmares soundset.

The third file - TDM-AnomalySparkles.sf2 consists of all of the sounds from Anomaly IV.

The fourth file - TDM-Nightmares One-Shot.sf2 consists of 99 indecipherable Whispers for a dark, nightmarish effect.

The fifth file - Enochian One-Shots.sf2 consists of the 18 Enochian Calls and the Call of the 30 Aethyrs broken up and spread out as 99 one-shot samples.

Each sound is a single sample, mono sound file. 500 sounds, 572 Mb.

Although this was specifically compiled for use in the new HG Fortune instrument The Dream Machine, this is also a compact way to use Anomaly in any of HG Fortune's instruments that can load external .sf2 files.

Check some audio demos:

[www.westgatesounds.com/TDM-Nightmares/index.html](http://www.westgatesounds.com/TDM-Nightmares/index.html)

# Appendix 1: List of waves / sf2 files

## List of waveforms in Sparkle Part (file - 4TDM3Sparkle.sf2):

000 AbyssFloat	032 GlissHarp	064 Mythlorien	096 Wateryshore
001 AlienLife	033 Gliss-rev	065 Mythosfer	097 WeirdLoop
002 AlienPlanet	034 Habaud	066 Myton	098 WeirdLp-rev
003 AlienTalk	035 HadesLoop	067 NTropic	099 WonderWorld
004 Amfortas	036 HiFogQuyer	068 Osiris	100 SeaSide
005 Arcanasque	037 HighlyPraised	069 OuterPad	101 UnNatural-r
006 ArcaneSphere	038 Horrifical	070 PlanetWave	102 Ligetica
007 Asturionis	039 HotMotion	071 Rain-Crackle	103 ArcaNostra
008 AtkWonder	040 InharmBellPad	072 RainyDay	104 AtckSphere
009 Balinesque	041 InsideTube	073 Samoira	105 DeepAbyss
010 Baucis	042 InTheWoods	074 SarahElissa	106 Demons-r
011 BeautyDream	043 InvWarpoon	075 SpaceBirds	107 Flowater
012 BellstrumFZ	044 JetNse	076 SpaceJunk	108 GhostRide
013 Bendis	045 Jungle	077 SpaceRide	109 Ghoulzone
014 BigFantasy	046 Kali	078 SpaceWhirl	110 Crazy 1
015 Birdies2	047 Labyrinth	079 SparkleStr	111 Haunted-rev
016 Bitdisorder	048 LadyNature	080 SparklyGls	112 HiGhous
017 Briseis	049 Lakshmi	081 SparklyWnd	113 Infernal
018 BriteHeavenly	050 LightningL	082 SpcWarpX	114 Infernal-rev
019 Caducifer	051 Limbodrift	083 StormWind	115 Inferno
020 CharmLoop	052 LiteStar	084 StringedVoice	116 InTension
021 Chicadas	053 LostInSpace	085 Surreal5	117 OutSpace
022 ChipTalk	054 LunaticLoop	086 SynAtckMorphPad	118 S'n'H-Blipps
023 Circe	055 LuringVoice	087 TaCeridwen	119 SpaceAbyss
024 DeepCaveDive	056 MachinaX	088 TalkLoop	120 Spookie!
025 Dreamshift	057 Mantus	089 TroubledParadise	121 Woodland
026 DrifterSH	058 M-Clocks-rev	090 Tunnellizer	122 TalkMaze
027 FantaB-rev	059 MetalWhirl	091 Tycho	123 Moria 2
028 FarOut	060 MilkyWay	092 UnNatural	124 WeirdTalk-r
029 FemBreath	061 MircalePad	093 Urania	125 Mahlstrom 1
030 FreeGliding	062 Morpheus	094 Vectorial	126 Nautilus 3
031 FX-OscStorm	063 MultiMorph	095 VividVoicyPad	127 Poseidonis 1

## List of waveforms in Back / Mid Part (file - 4TDM3Back.sf2):

000 Amberionis	032 DigiString	064 Salvation	096 WaterStream
001 Amsoria	033 DoubleMorph	065 SawyString	097 WhiteClouds
002 Angelics	034 DramaStrngs	066 She	098 WhitePad
003 Aphrodisia	035 Dvalin	067 Sitar-rev	099 XtraOrchst
004 ArcaneSphere	036 Enigmatic	068 SoftDigiBell	100 BellPadBreat
005 ArcanRealms	037 FakeVox	069 SoftJaws	101 BigFantasy
006 ArtVox	038 FogQuyer	070 Softpudding	102 Crystallite
007 Aspiration	039 FullStacked	071 SoftWhisper	103 FLX-Aaahh
008 AtckSphere	040 Guevercin	072 Somnia	104 FLX-Spkl
009 Aurora	041 Gunthorin	073 SparkleVox	105 Ghostir
010 Ayesha	042 Hamadryas	074 SteelWhisper	106 HeavenlyOhh
011 BelloPad	043 HeavyPad	075 StraightVoicyPad	107 Morphomat
012 Bellspheres	044 Helheimr	076 SubStorm	108 VocNoVox
013 Belphegor	045 Helionis	077 SuperSoftVoice	109 BellPadsoft
014 BigChoir	046 HybridBras	078 Superstr	110 Brassy
015 BigOrchStrngs	047 Labyrinth	079 Surreal5	111 VoxObscura
016 BigSawy	048 LateSunset	080 SynAtckChoir	112 Voxodont
017 BottleVox	049 Leda	081 TadukiVision	113 BreathComplex
018 Bowed	050 LigaPad	082 TimeLag	114 LiteSawPad
019 BriteHeavenly	051 Luminiscense	083 TunnelBel	115 Lush
020 BriteSawy	052 Margalit	084 Turimac	116 Magichoir
021 BriteWhisper	053 MilkyWay	085 V-Cello	117 PPGishPad
022 Britomartis	054 ModChord	086 Vertex	118 SkyHigh
023 Chord2	055 Monks	087 VoiceOfFantasy	119 Sparkling
024 Chordal	056 MorningSun	088 VoxOfNoise	120 Voxy1
025 Chordalica	057 Mysticon	089 VoxStrings	121 BorgPhone
026 ChordedNze	058 Narcissus	090 VStringy	122 Gorgon 2
027 Cinematic	059 NebulousPad	091 VX-Storm	123 Hadron 3
028 Cosiness	060 NTropic	092 WarmAnalog	124 Karoon 1
029 CrossMorphed	061 Orkestra	093 WarmBritePad	125 Nautilus 3
030 DeepCaveDive	062 Prometheus	094 WarmFatPad	126 WWaterPhon
031 DeepSpaceX	063 Romantica	095 WaterFlow	127 Zefir 4

List of waveforms in Bottom / Bass Part (file - 4TDM3Bottom.sf2):

000 3FatOsc	032 Cidaria	064 Hypsipyle	096 Wateryfonic
001 AbyssFloat	033 Claviger	065 KS-FatBras	097 WorldSaw
002 Adalante	034 CrossMorphed	066 LateSunset	098 XPulsed
003 AfricanSaw	035 DeepCaveD	067 LowXsaw	099 Yggdrasilir
004 Amra	036 DeepSpaceX	068 LtTremloBs	100 AbstractArc
005 AnaSynSaw	037 Delphinia	069 Lush	101 GhostSpectr
006 Aphrodisia	038 DeltaLow	070 MechBass	102 SawsSoftwide-1
007 ArcanRealms	039 Dodone	071 ModChord	103 Stab2
008 AsiaBlown	040 DramaStr	072 Monastery	104 Stack3
009 Aspiration	041 DuoSynOrg	073 MovinJaws	105 PPGishPad
010 AtckSphere	042 Durinn	074 MultiMorph	106 Sweeepy
011 AtkOpnBrass	043 Dvalin	075 MurmWhisper	107 Fatter-brite
012 Aurora	044 DXEP-Base	076 Orkestra	108 LiteSawPad
013 Bassical	045 Electryone	077 OuterChoirA	109 SloBrass
014 BigClassic1	046 Eleusina	078 ProClassic1	110 SoftBras
015 BigOrchStr	047 Euthymia	079 PWM-6T	111 SoftPad
016 BowBass	048 FakeDungeon	080 ResoBass	112 Swell
017 BrasBass	049 Fat-5th	081 SawMove	113 DoomBell
018 BriteDigi	050 FLayrBass	082 SawsWet	114 Frankenhorn-1
019 BriteSaws	051 FL-Bass	083 SawyStrings	115 OrganaVox
020 BriteWhisper	052 Forlorn m	084 SeaSaw	116 FogHorn
021 BuzzBass	053 Gladsheimr	085 SoftJaws	117 OohWaves2
022 Calliope	054 GoodLow	086 SubBass	118 PS6-FatSaw
023 Camiro m	055 Goshorun	087 SubLowHi m	119 Darkness
024 Cassiopeia	056 Grumbling	088 Symphonic	120 OberWeite
025 Cataon	057 Gunthorin m	089 SynWoodW	121 Sympho
026 Cathedralon	058 HardAtckPad	090 TadukiVision	122 DarkRealms
027 Cedalion	059 Harmonia	091 Thurs	123 DeepAbyss
028 Charon	060 Helheimr	092 Trumpeting	124 BellCave
029 Chimera	061 Helionis	093 Underneath m	125 Karoon 3
030 Chord2	062 Hermaphrodites	094 VCello	126 LateMove 4
031 Chordalic	063 HomesickBass	095 VStrings	127 TimeGate 4

List of waveforms in One Shot Part (bank 0) - file: 4tdm3oneshot.sf2

000 0-KWWelcome K#29	032 F-HiddenBeyond	064 LVader-B1	096 M-MusicisLanguage
001 A-ChangingR	033 F-HiddenDeep	065 LVader-B3	097 M-Natives-03
002 A-Converter	034 F-HiddenRainb	066 M-Asian1	098 M-Natives-04
003 A-Drivers	035 F-HowFar	067 M-Asian2	099 M-Not Dumb Blond
004 A-Embark	036 F-IfUWannaGet	068 M-Bogey-Lived	100 X-AsiaBell4
005 A-Lights	037 F-IllusionInMind	069 M-Bogey-Philosophy	101 X-BellArp
006 A-Meteorswarm	038 F-Imagination2	070 M-Bogey-Ship adrift	102 X--BellGliss
007 A-Oberon7	039 F-ImaginationDoor	071 M-Bogey-ThisWay	103 X-CicadaRattle
008 A-Reactivity	040 F-JourneyUniv	072 M-Bogey-Worrying	104 X-CreepyDoor
009 A-Runway	041 F-LikeADream	073 M-DeepSubconsc	105 X-Cymb-Backw
010 A-Trip#	042 F-MeetAmongst	074 M-Dracula	106 X-FloatFade
011 C-DeepSigh	043 F-MerelyDream	075 M-DraculaCastle	107 X-Gong2
012 D-Katharina#13	044 F-MovingRelative	076 M-DraculaChildren	108 X-Gongo
013 D-Katharina#14	045 F-NoEnd	077 M-DraculaMyth	109 X-Sonar
014 D-Katharina#20	046 F-SeeClearly	078 M-DraculaYouWill	110 X-StrangeBell
015 D-Katharina#16	047 F-ShareDreams	079 M-ElectronicSound	111 Y-Bird of Prey
016 D-Katharina#17	048 F-Spinningwheel	080 M-EnteredOrbit	112 Y-Birdie
017 D-Katharina#21	049 F-ThisIsFortune	081 M-French-01	113 Y-Owl
018 D-Katharina#19	050 F-ToTheStars	082 M-French-02	114 Y-Thundar
019 F-BeyondRecept	051 F-TravelBeyond	083 M-French-04	115 Y-Thunor-1S
020 F-CompletelyDiff	052 F-WeAreAll	084 M-French-05	116 Y-VBigRoar
021 F-ControlsFor	053 F-WhatIsHidden	085 M-French-07	117 Y-Werewolf
022 F-CycleNever	054 F-WindsOfTime	086 M-French-08	118 Z-Abstract
023 F-EasyTask	055 F-WithoutLimit	087 M-Fugitives	119 Z-DarkAge
024 F-EnergyTravel	056 F-WonderfulCom	088 M-Gotobelieve	120 Z-Drifting
025 F-EnjoyBliss	057 J-Wagabou	089 M-HowDoYouFeel	121 Z-Mysteries
026 F-Figment	058 K-Katharina#23	090 M-laskTohave	122 Z-RattleTension
027 F-Footprints	059 K-Katharina#25	091 M-Jack-AgeofBarb	123 Z-SpaceWhirl
028 F-Fortune	060 K-Katharina#26	092 M-Lollo-All I Want	124 Z-Sparkle-1
029 F-FromTheStars	061 K-Katharina#27	093 M-Lollo-Innocent	125 Z-SparkleWhirl
030 F-FruitfulDream	062 K-Katharina#28	094 M-Lollo-Obsession	126 Z-WhirlPasser1
031 F-GreatestJourney	063 LVader1	095 M-Lollo-OnlyYou	127 Z-WhirlPasser2

List of waveforms in One Shot Part (bank 1 - bonus bank Pro version) - file: 4tdm3oneshot.sf2

000 G-Dauthendey-1a	032 M-GetRidOfThat	064 M-WhatYouSaw	096 U2-MaybeSomebody
001 G-Dauthendey-1b	033 M-GoingTooFar	065 M-Wheeping	097 U2-OutInto
002 G-Dauthendey-1c	034 M-HaveToAskTo	066 M-WhichCorner	098 U2-ThatIsnt
003 G-Dauthendey-1d	035 M-HighspiritedGirl	067 M-WholeTruth	099 U2-YouCantBearb
004 G-Eichendorff-3a	036 M-ICantSayNo	068 M-WillBeDifferent	100 X-Anvil-94x
005 G-Eichendorff-3b	037 M-IDontUnderstand	069 M-WillYouPleaseStop	101 X-Bell K2
006 G-Eichendorff-3c	038 M-IfYouAreReally	070 M-WishMeLuck	102 X-Bell17
007 G-Eichendorff-3d	039 M-IKnowWhatYou	071 M-WithTheOthers	103 X-Bell-small-98
008 G-Novalis-1a	040 M-IntelligentWoman	072 M-WontBeAfraid	104 X-Bong18
009 G-Novalis-1b	041 M-Isnthatjust	073 M-YouAreStrongEnuf	105 X-ChimeyBar
010 G-Novalis-1c	042 M-ItsGettingMe	074 M-YouCantBuild	106 X-Droppy-16
011 G-Novalis-1d	043 M-ItsMyLife	075 M-YouDontCare	107 X-GlissHarpy-11
012 KFrench-03	044 M-KeepOffTheGrass	076 M-YouGetTheIdea	108 X-GlissSparkly
013 KFrench-05	045 M-MentalProcess	077 U1-60.15.10	109 X-Plutom1
014 KFrench-06	046 M-Mhmhm	078 U1-BeyondThePull	110 X-Tymp-Roll
015 KFrench-08	047 M-NoNeedPsychiatrst	079 U1-ComeOn	111 Y-Gevoegel2
016 KFrench-09	048 M-NotMuchWork	080 U1-ControlToXMP	112 Y-MagpieBirdie08
017 KFrench-16	049 M-OneRomance	081 U1-Countdown3-0	113 Y-Monster-15
018 KFrench-17	050 M-PastNightmare	082 U1-DestinationInfin	114 Y-RainyThunder
019 KFrench-25	051 M-QuietEvening	083 U1-MechanicalCap	115 Y-Seashore
020 KFrench-27	052 M-SayWhoAreYou	084 U1-Minus45sec	116 Y-Thunder2
021 KFrench-28	053 M-SeeYourselfClearly	085 U1-Minus55sec	117 Y-Wolves
022 M-Awfuljumpy	054 M-SomeThingsAre	086 U1-Moonprobe1	118 Y-WoodPeck14b
023 M-BeautifulYoung	055 M-StrangeManSadist	087 U1-Radar-Ready	119 Z-Bubbly-298m
024 M-BusyGrowing	056 M-ThatGirlsSmart	088 U1-RestartPanel	120 Z-Darkgliss
025 M-ButRealLove	057 M-TryToSimplify	089 U1-RocketLaunch	121 Z-Falling-43
026 M-ChanceToSeeMe	058 M-UseThoseHiSpirit	090 U2-Consequences	122 Z-Grinder-06
027 M-DontForgetDarling	059 M-VeryLovelyGirl	091 U2-Differential	123 Z-KnockDoor-30
028 M-ExploreTheShadows	060 M-VoiceFomTheDead	092 U2-Everyoneaboard	124 Z-SpaceBubble-97
029 M-FallingInLove	061 M-WaitingAround	093 U2-IncreaseSpeed	125 Z-SpaceyWob-19
030 M-FeelLikeVulture	062 M-WannaGiveAnIdea	094 U2-InfiniteMotion	126 Z-Sparkley-102
031 M-Floorshow is over	063 M-WantSeeInside	095 U2-LeveledOff	127 Z-Wobbledown-46

## Appendix 2

### MIDI-Implementation of MIDI CC (recognized data valid from 0-127)

Start/Pause	= 4	Bottom:		Back:		Sparkles:		OneShot:	
Main Vol	= 7	Wave Sel A	= 23	Wave Sel A	= 25	Wave Sel A	= 27	Wave Sel A	= 29
Rev Width	= 17	Wave Sel B	= 24	Wave Sel B	= 26	Wave Sel B	= 28	Wave Sel B	= 30
Rev Room	= 18								
Rev Damp	= 19	Y Mod Bal	= 70	Y Mod Bal	= 75	Y Mod Bal	= 80		
Rev Mix	= 20	Y Color	= 71	Y Color	= 76	Y Color	= 81		
Saturation	= 21	X Mod Bal	= 72	X Mod Bal	= 77	X Mod Bal	= 82		
		X Reson	= 73	X Reson	= 78	X Reson	= 83		
		Col : Dir	= 74	Col : Dir	= 79	Col : Dir	= 84		
Mute Low	= 64								
Mute Mid	= 65								
Mute Sparkle	= 66	DlyLvl	= 102	DlyLvl	= 106	DlyLvl	= 110	DlyLvl	= 114
Mute OneShot	= 67	Feedback	= 103	Feedback	= 107	Feedback	= 111	Feedback	= 115
Reset	= 68	LoBoost	= 104	MidEQ	= 108	HighCut	= 112	LoMid	= 116
Pause	= 69							Presence	= 117
		RevSend	= 105	Rev Send	= 109	Rev Send	= 113	Rev Send	= 118
		Pan		Pan		Pan		Pan	
		Level	= 9	Level	= 10	Level	= 11	Level	= 12
			= 13		= 14		= 15		= 16

### Appendix 3: Main differences of the little less sophisticated Basic free version

The Basic free version has got only 8 steps for wave- and note-sequencing, 16 steps for OneShots, 128 bars per loop instead of 256, 32 patches instead of 128, 8 voices instead of 16 max., no 2nd note at note-sequencer, no internal patch selector just a name display for re/naming patches, only one common sf2 file used by all synthparts instead of three different ones, and one patch/section dependent Lazy button working only at one randomly selected section per patch.

It is patchcompatible with the Pro version provided the sf2 files *4TDM3Basic.sf2* and *4TDM3BF1Shot.sf2* are placed in the resp. subfolder of the Pro version otherwise the waves in the slots will be different.

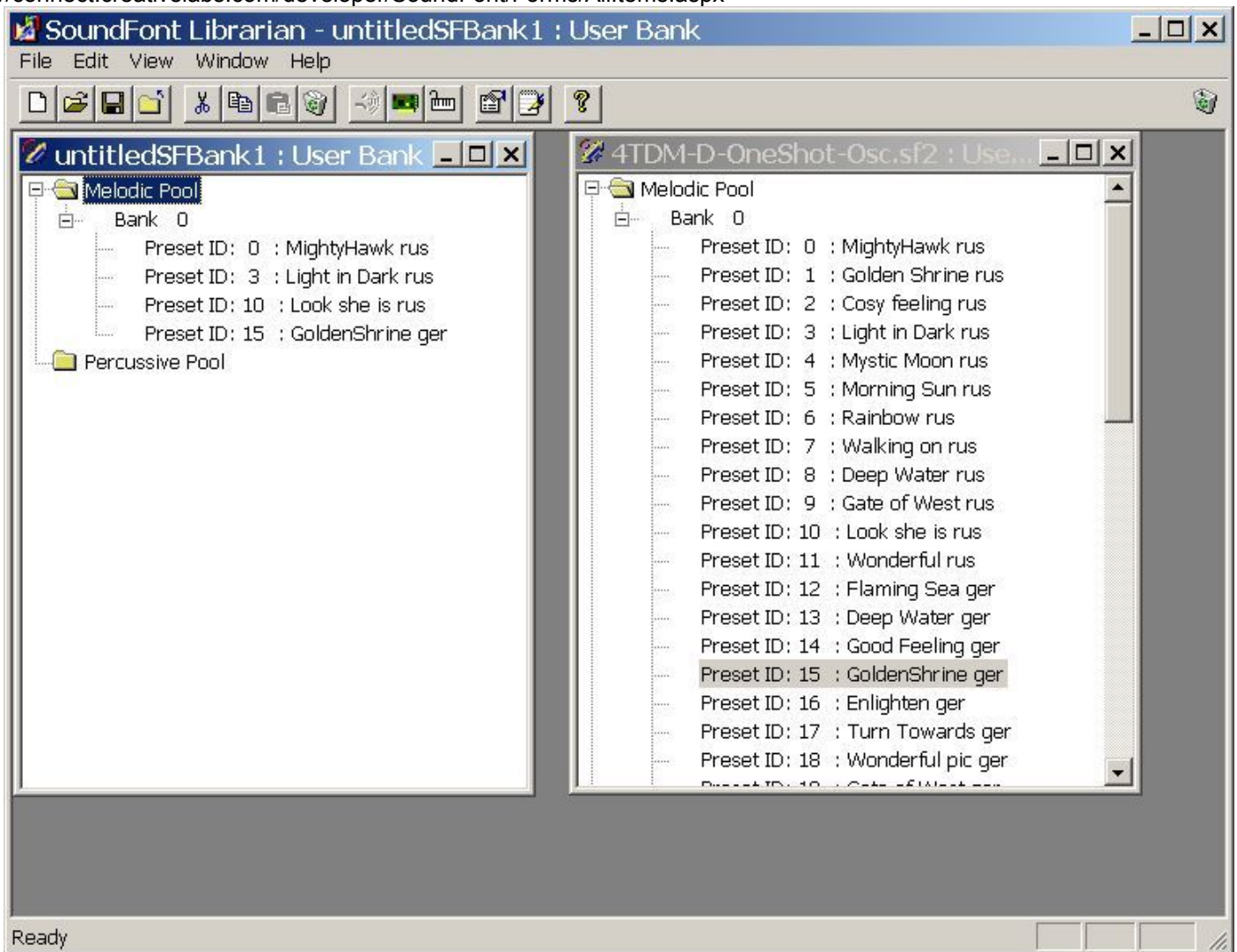
### Appendix 4: on creating one's own sounfonts from existing ones:

(Just a sidenote if you are going to make some sf2 files on your own for The Dreammachine: For the three synthe engines choose waves which already have some kind of motion as such are better suited here than any single cycle type of waveforms.)

There is a free Soundfont Librarian from Creative Labs / EMU which can be used (even without having a Creative Soundblaster / Audigy card installed) to manage, reorganize existing soundfonts - thus even the fairly unexperienced can create his own collection of sf2 files even allowing to modify some basic setting like rootkey.

You can download it here (3rd item from bottom)

<http://connect.creativelabs.com/developer/SoundFont/Forms/AllItems.aspx>



This program is very easy to use as it does support drag and drop to copy presets from one soundfont to another one. The only minor drawback is that you'll probably have to renumber the presets manually. With a Creative Soundblaster / Audigy card installed you might even listen to a selected preset.

I strongly recommend to have a look at this tool as it will enable you to create your individual combinations of sounds (= presets in sf2 files) esp. for the OneShot / vocal phrase part so your musical creations will sound different in the end. One rule to be remembered: **Always work on a copy of a file!** ;-)

Please see also related topic in my official kvr support forum: <http://www.kvraudio.com/forum/viewtopic.php?t=271706>

## Terms of License Agreement:

You are NOT ALLOWED to sell the program or charge for the access to the Basic free version.

You are allowed to distribute the Basic free version of this program (online or on magazine CD's) as long as You do not charge for this program! Anyway You are requested to send an info about such a distribution.

You may use the program in personal and/or commercial music (credits are welcome). But You are not allowed to make samples (looped or unlooped) for commercial sampling CDs.

You are allowed to run the registered version of the program on different computers as long as You are the only person having access to and using the program.

You are not allowed to modify, decompile or reverse-engineer the program. This program is not copy-protected but protected by national & international (copyright-) laws.

Changes & enhancements may be made without prior notice and a grant that further versions will read patches from former versions cannot be given.

The software is supplied as is. Use this program on Your own risk and Your own responsibility.

As of accompanying SF2 (soundfont) files: You may use these in other applications too even modify these for personal use, but You are in no case allowed to make these files (original or modified based on waves supplied with my VSTi) available to others.