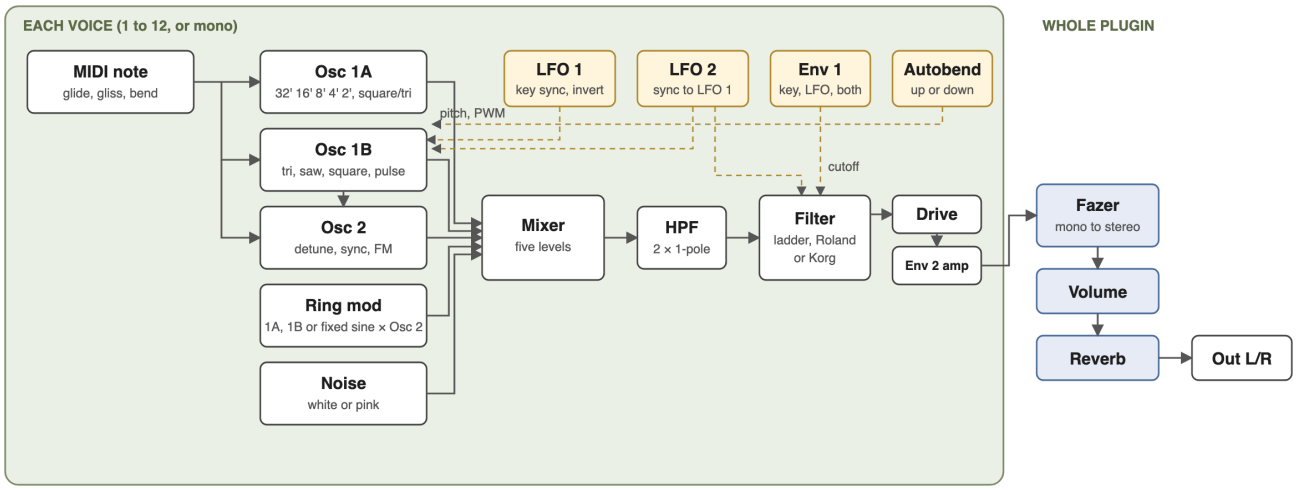
SK7 User Guide

Krakli · 7 November 2026

What SK7 is

SK7 is a polyphonic synthesizer from Krakli, modelled on the Roland SH-7. It's a 64-bit rebuild of the SK7 instrument originally made in SynthEdit, with the original panel, all 92 controls, and every patch that came with the original.

- **Three oscillators:**
  - **Osc 1A** is a divider oscillator, like an organ: five footages (32', 16', 8', 4' and 2') each with its own level, all square or all triangle.
  - **Osc 1B** and **Osc 2** each play a triangle, saw, square or pulse wave, with an octave switch and pulse-width modulation.
  - Osc 2 adds detune, hard sync to Osc 1B, and FM from Osc 1A or 1B.
- **Ring modulator and noise:** the ring modulator multiplies Osc 1A, Osc 1B or a fixed sine by Osc 2. Noise is white or pink.
- **Filter:** a mixer feeds a high pass, then a filter of three types (ladder, Roland-style or Korg-style) with an option switch for each.
- **Modulation:** two envelopes, two LFOs with sample & hold, and autobend (a pitch sweep at the start of each note).
- **Effects:** drive, the stereo Fazer and reverb.
- **Voices:** 1 to 12 voices, or mono with portamento.



SK7 runs as a VST3 on Mac and Windows, as an Audio Unit (AU) on Mac, and as a standalone app.

Installing

Copy the plugin into your system's plug-in folder, then rescan plug-ins in your DAW. SK7 appears as an instrument from the manufacturer **Krakli**.

System	Format	Copy	Into
Mac (macOS 11 or later, Apple Silicon or Intel)	VST3	`SK7.vst3`	`~/Library/Audio/Plug-Ins/VST3`

System	Format	Copy	Into
Mac	Audio Unit (Logic, GarageBand and others)	`SK7.component`	`~/Library/Audio/Plug-Ins/Components`
Windows 10/11, 64-bit	VST3	the `SK7.vst3` folder	`C:\Program Files\Common Files\VST3` (needs administrator rights)

- **On Windows**, `SK7.vst3` is a folder: copy the whole folder. Close your DAW before replacing an older version.
- **Alongside the original:** the original SK7 (listed under Ian Webster) is a separate plugin, so both can be installed side by side.
- **The standalone app** (`SK7.app` on Mac, `SK7.exe` on Windows) runs without a DAW. Choose your audio and MIDI devices in its Options menu.
- **Copying the Mac plugins to another Mac:** they aren't signed with an Apple Developer ID. If macOS refuses to load them, run `xattr -dr com.apple.quarantine` on the copied file in Terminal, then rescan.
- **Building it yourself:** see README.md, and BUILD-WINDOWS.md for a PC. A Mac build installs the plugins automatically.

The panel at a glance

The panel is laid out from left to right:

- **Playing controls:** PORTAMENTO, GLIDE / GLISS, MONO / POLY, BEND RANGE and POLYPHONY.
- **Modulators:** LFO 1 and LFO 2.
- **Oscillators:** AUTOBEND TIME, OSC 2 TUNE, and OSC 1A, OSC 1B and OSC 2.
- **Ring modulator, noise and mixer:** RING MODULATOR, NOISE and MIXER.
- **Shaping the sound:** HPF, ENV 1 (MOD), ENV 2 (AMP), FILTER and AMP.
- **Along the bottom:** the green patch display, FAZER and REVERB.



Resize the window by dragging its bottom-right corner. It keeps its proportions, from half to double its normal 1000 × 400 size.

Control	How to use it
Slider or knob	Drag up or down, or scroll over it. Hold Shift while dragging for fine steps. Double-click to reset it to its value in the Init patch.

Control	How to use it
Two-way switch, or small lettered button (I/O, H/L, F/N, 1/2)	Click to switch it.
Three-way switch, WAVE or OCTAVE knob	Click to step to the next position, or drag up and down. Right-click for a menu of every position.

Hover over any control to see its name and value. The values are the original's control voltages: most controls run 0 to 10, and pitch controls use 1 volt per octave. This guide gives the useful translations, such as seconds and hertz.

SK7 has no on-screen keyboard. Play it from a MIDI keyboard or your DAW. It responds to notes, pitch bend and the sustain pedal. Like the original, it ignores velocity.

Patches and banks



SK7 holds a bank of patches. DAWs that show a program list see the same patches.

On the display	What it does
◀ ▶	Step to the previous or next patch.
Patch name, or **Patch List**	A menu of every patch in the bank.
Patch Commands	Factory banks, loading and saving files, renaming and initialising patches (below).

Patch Commands has:

- **Factory banks:** choose one of the four banks that came with the original (see The factory banks).
- **Load patch or bank:** loads an original SK7 file: a `.vstpreset` or `.xmlpreset` (one patch, into the current slot) or a `.xmlbank` (a whole bank).
- **Save patch:** saves the current sound to a `.xmlpreset` file, and stores it in the current slot.
- **Save bank:** saves every patch in the bank to a `.xmlbank` file.
- **Rename patch.**
- **Initialise patch:** resets the current slot to a plain starting sound.

Notes:

- **Files:** the dialogs open in a `Documents/SK7` folder, created the first time you use them. The files are SynthEdit's own formats, so the original SK7 can load patches and banks saved here, and the other way round.
- **In your DAW project:** once you've loaded, saved or renamed anything, your project saves the whole bank with it. A new instance of SK7 starts with the Default bank.
- **Level:** each factory patch has a level trim, so stepping through a bank stays at an even volume. A loaded patch named like a factory patch keeps that patch's trim.
- **Changing patch** lets any sounding notes go into their release.

The factory banks

Bank	Patches	What's in it
Default	128	The original's own bank: basses, brass, flutes, keys, organs, leads, effects and the Gw drum kit

Bank	Patches	What's in it
Graflex	20	Graflex's set, mostly sounds from familiar records: A Little Respect, Enola Gay, Model Kraft and more
Gw	90	The Gw set: acoustic instruments (cello, oboe, koto, accordion), drums (DR) and effects (FX)
More patches	91	The other patches that came with the original, including versions of Default patches that differ slightly

Most names say what kind of sound they are: Bass, Brass, Flute, Key (keyboards), Lead, Organ, FX (effects) and, in the Gw set, DR (drums). The full lists are at the end of this guide.

Playing controls



- **PORTAMENTO.** How long notes glide into each other. Fully anticlockwise is off; turning it clockwise lengthens the glide to a few seconds at the end. In poly mode each voice glides from the last note it played.
- **GLIDE / GLISS.** GLIDE slides smoothly; GLISS steps through the semitones on the way.
- **MONO / POLY.** In MONO, SK7 plays one note at a time. Holding a key and playing another glides to it (with PORTAMENTO up) without restarting the envelopes. Letting go returns to the key still held.
- **BEND RANGE.** How far the pitch wheel bends: 0 to 12 semitones up and down.
- **POLYPHONY.** How many notes play at once in POLY mode: 2 to 12. The number shows below the knob.

LFO 1 and LFO 2

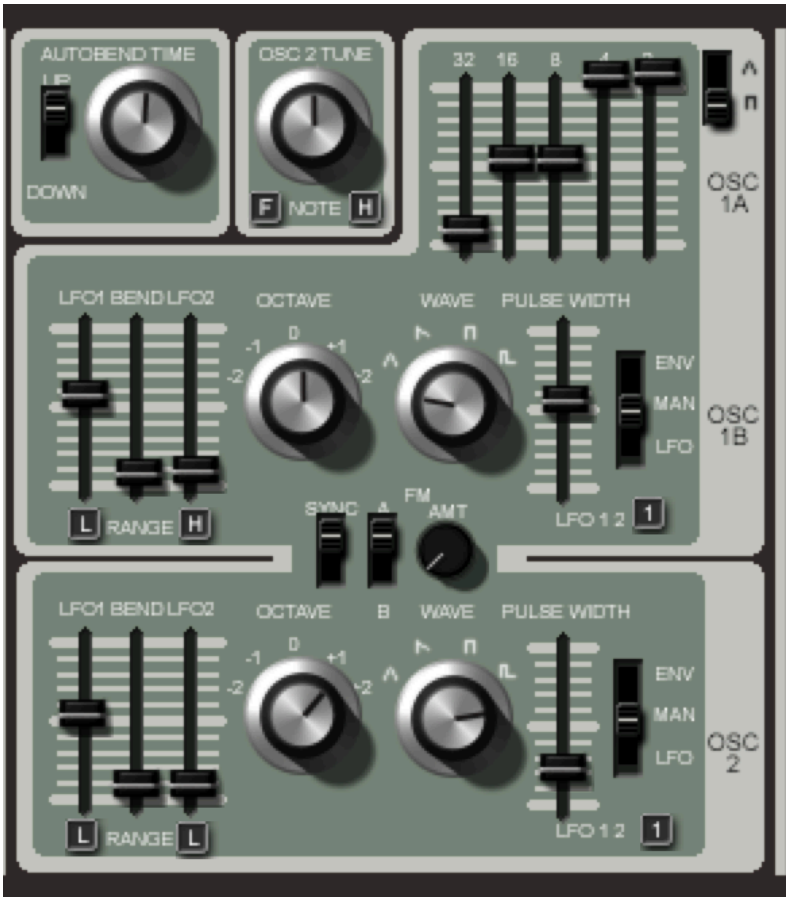


The two LFOs are low-frequency oscillators for vibrato, trills, filter sweeps and pulse-width movement. Each note has its own pair.

- **Wave knob.** Saw, square, sine (marked ∧) or SH (sample & hold: a new random level on each cycle).
- **RATE.** From about one cycle a minute at the bottom to about 55 Hz at the top. The middle of the slider is around 1 Hz.
- **ON (the I/O button) and ENV.** With ON lit (**I**), the LFO's depth on the oscillators' pitch follows an envelope, scaled by ENV. Use it for delayed vibrato: the vibrato grows as the envelope does. With ON off (**O**), the LFO runs at full depth and ENV does nothing.
- **1/2.** Which envelope ON follows: Env 1 or Env 2.
- **LFO 1 only:**
  - **KEY SYNC** restarts LFO 1 at the start of each note.
  - **INVERT** turns its wave upside down.
- **LFO 2 only:**
  - **SYNC - LFO 1** restarts LFO 2 on every cycle of LFO 1, for rhythmic patterns.
  - The switch printed **INVERT** chooses what LFO 2's sample & hold samples: noise (down) or LFO 1 (up). It works that way in the original too.

The envelope option only affects pitch. The filter's LFO sliders and pulse-width modulation always get the LFO at full depth.

Oscillators



Osc 1A

An organ-style oscillator: one tone divided into five footages, each with its own level slider.

- **32', 16', 8', 4', 2'.** 8' plays at the note's pitch, 16' an octave below and 32' two octaves below, 4' an octave above and 2' two octaves above. Mix them like organ drawbars.
- **Wave switch (beside 2').** Square (down) or triangle (up), for all five footages.

Osc 1A follows Osc 1B's LFO and BEND sliders, but not its OCTAVE.

Osc 1B

- **WAVE.** Triangle, saw, square or pulse. Square is always a perfect square; pulse uses PULSE WIDTH.
- **OCTAVE.** –2 to +2 octaves.
- **LFO1, BEND, LFO2.** Pitch modulation from LFO 1, autobend and LFO 2. **RANGE** buttons below the LFO sliders set their range:
  - **H** (high): up to ±5 octaves at the top of the slider, for sirens and wild effects.
  - **L** (low): up to about ±2 semitones, for vibrato.
- **PULSE WIDTH.** For the pulse wave. The three-way switch picks what moves it:
  - **MAN:** the slider sets the width.
  - **LFO:** an LFO sweeps the width, the slider sets how far. **LFO 1 2** picks which LFO.
  - **ENV:** Env 1 sweeps the width, the slider sets how far.

Osc 2

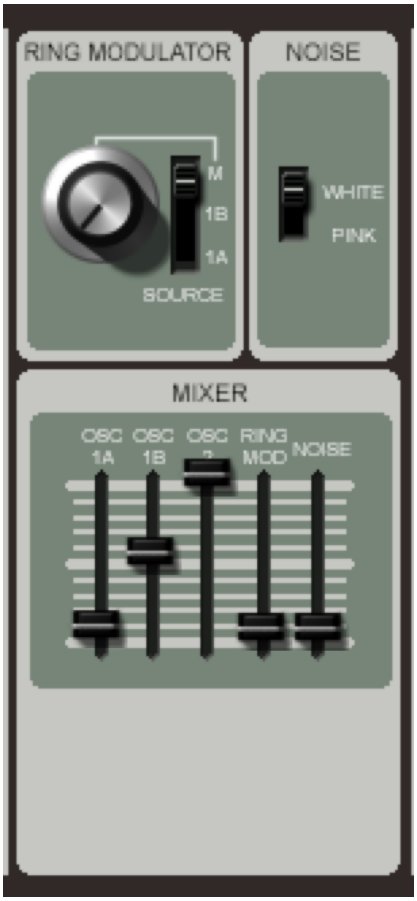
Osc 2 has the same WAVE, OCTAVE, LFO1, BEND, LFO2, RANGE and PULSE WIDTH controls as Osc 1B, plus:

- **OSC 2 TUNE.** Detunes Osc 2 against the others.
  - **H** (wide) gives ±1 octave across the knob, **L** (narrow) ±1 semitone.
  - **F** (free) tunes smoothly; **N** (note) steps in semitones, for fixed intervals such as fifths.
- **SYNC.** Hard-syncs Osc 2 to Osc 1B: Osc 2 restarts each time Osc 1B's wave rises through zero. Tune Osc 2 above Osc 1B for the classic sync sound.
- **FM: A / B and AMT.** Frequency (phase) modulation of Osc 2 by Osc 1A (A) or Osc 1B (B). AMT sets how much, for bell and metallic tones.

Autobend

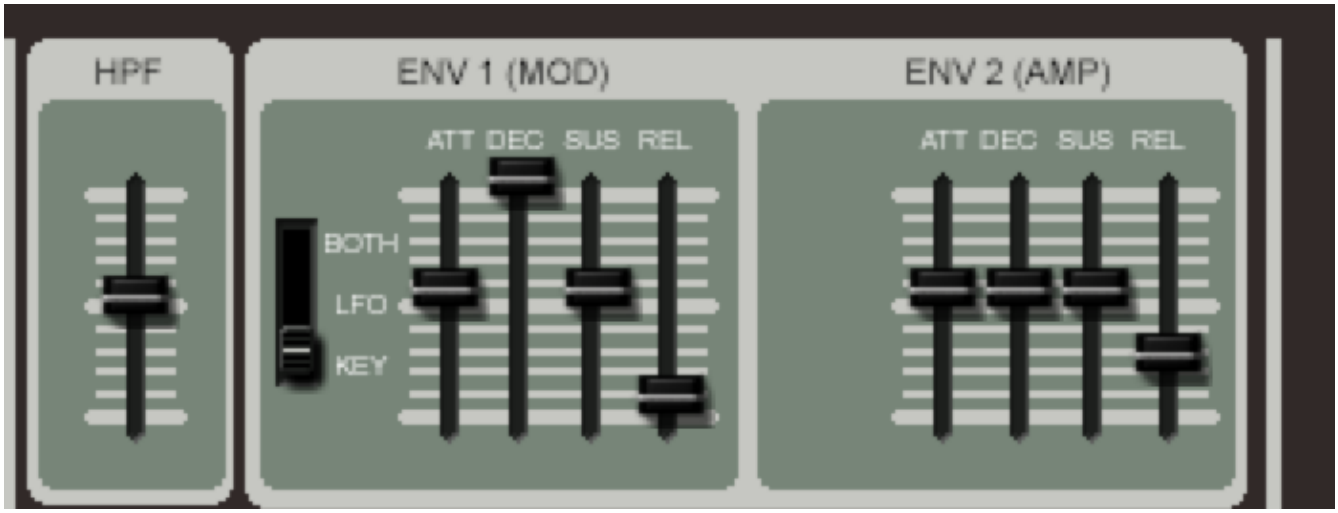
AUTOBEND TIME and the **UP / DOWN** switch shape a pitch sweep at the start of each note. DOWN starts the pitch high and falls to the note; UP starts it low and rises. TIME sets how long the sweep takes, from a few milliseconds (anticlockwise) to many seconds. Each oscillator's **BEND** slider sets how far it sweeps, up to about 1½ octaves.

Ring modulator, noise and mixer



- **RING MODULATOR.** Multiplies one source by Osc 2, for bell-like and clangorous tones. The **SOURCE** switch picks:
  - **1A:** Osc 1A.
  - **1B:** Osc 1B.
  - **M:** a fixed sine, its pitch set by the knob. It stays at that pitch whatever key you play.
- **NOISE.** WHITE or PINK. Pink is darker and softer.
- **MIXER.** Levels for OSC 1A, OSC 1B, OSC 2, RING MOD and NOISE, into the high pass and filter.

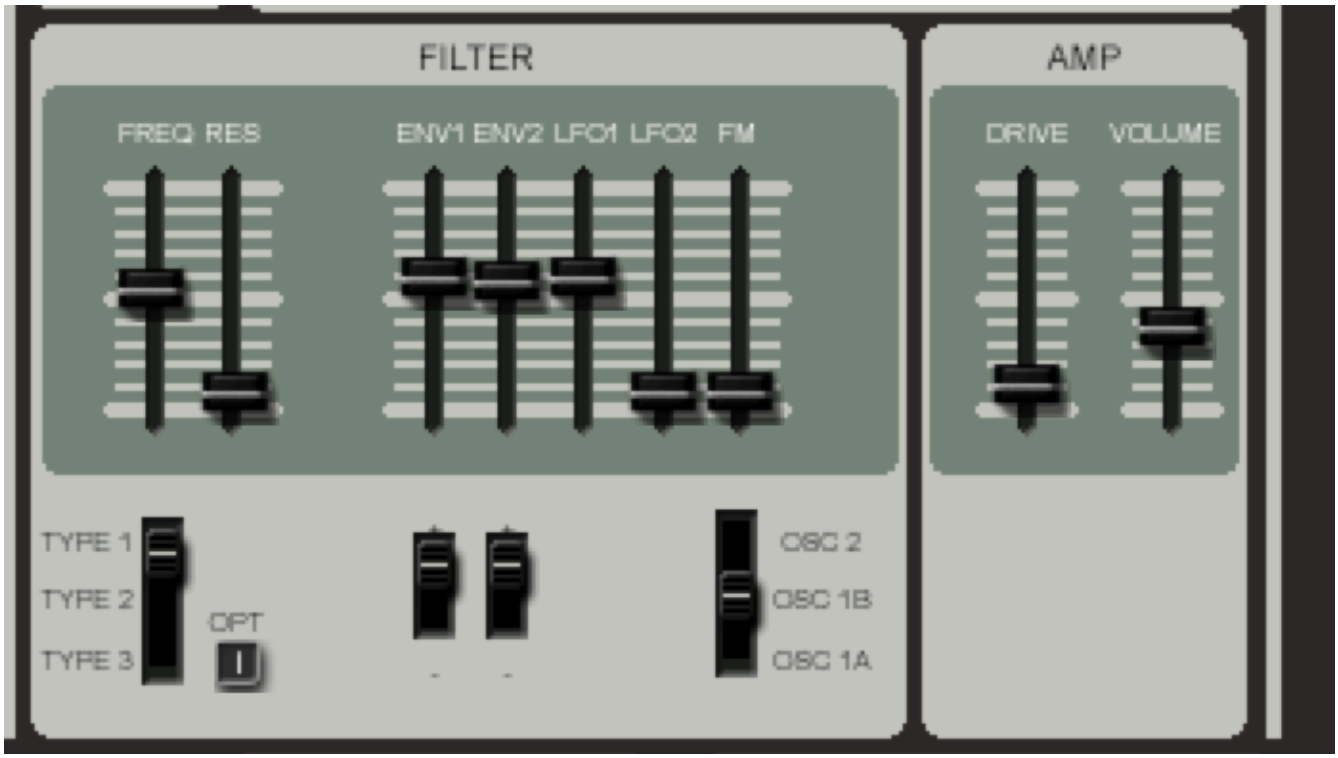
Envelopes and high pass



- **HPF.** A gentle high-pass filter before the main filter. At the bottom it passes everything; at the top it cuts below about 1.8 kHz, thinning the sound.
- **ENV 2 (AMP).** The volume envelope: ATT (attack), DEC (decay), SUS (sustain) and REL (release).
- **ENV 1 (MOD).** A second envelope for the filter, pulse width and LFO depth. The three-way switch beside it chooses what starts it:
  - **KEY:** each note.
  - **LFO:** a clock at LFO 1's RATE, so the envelope repeats while you hold a key.
  - **BOTH:** either.

Envelope times follow a curve. At 0 a stage takes about a millisecond, at 5 about a tenth of a second, at 7 about two thirds of a second, and at 10 about ten seconds. Decay and release are counted until the sound has fallen away (60 dB). Sustain is a level, from silent at 0 to full at 10.

Filter and amp



- **FREQ and RES.** Cutoff, from about 14 Hz to 14 kHz, and resonance. High RES rings at the cutoff.
- **ENV1, ENV2, LFO1, LFO2, FM.** How much each one moves the cutoff:
  - The two switches under ENV1 and ENV2 set each envelope's direction: **+** opens the filter as the envelope rises, **–** closes it.
  - FM is audio-rate modulation from an oscillator. The switch on the right picks it: OSC 1A, OSC 1B or OSC 2.
- **TYPE 1 / 2 / 3** and **OPT:**

Type	Filter	With OPT lit
TYPE 1	Four-pole ladder, driven hard, warm and thick	A second low pass after it, for a steeper slope
TYPE 2	Roland-style state-variable low pass, clean	Two stages: steeper, 24 dB per octave
TYPE 3	Korg-style low pass, bright and aggressive when resonant	Its saturation on, with gentler resonance

- **AMP: DRIVE.** Soft distortion after the filter. At the bottom it's barely there; at the top it's thick and compressed.
- **AMP: VOLUME.** The patch's output level.

Fazer and reverb

- **FAZER.** A stereo phaser-like effect: four notch filters, two on each side, swept by one LFO at different ratios.
  - **RATE:** from about one sweep every 20 seconds to about 3 Hz.
  - **TONE:** the notches' width. Clockwise gives broad notches and a strong, hollow sweep; anticlockwise gives narrow, subtle ones.
  - **MIX:** fully anticlockwise is off (most patches leave it there). Turning it up blends in the notched sound, up to about 70%.
- **REVERB.**
  - **SIZE** and **DAMP:** room size, and how quickly the high frequencies die away.
  - **WIDTH:** stereo width.
  - **MIX:** fully anticlockwise is dry; fully clockwise is about half reverb.

Sound design tips

Start from a patch close to what you want and change a few controls at a time. Initialise patch (under Patch Commands) gives a plain starting sound.

To get	Try
An organ	Osc 1A only, square, with 16', 8' and 4' up; ENV 2 SUS at the top.
A fat bass	Osc 1B saw and Osc 2 saw, Osc 2 TUNE narrow and a little off centre; filter TYPE 1, FREQ low, ENV1 up.
Delayed vibrato	LFO 1 sine, RATE in the middle, LFO 1 ON lit with ENV at the top and 1/2 on Env 1; Env 1 ATT around 6; Osc 1B LFO1 slider up with RANGE on L.
A sync lead	Osc 2 SYNC on, Osc 2 OCTAVE +1, and Osc 2's BEND slider up with AUTOBEND DOWN for a sweep on each note.
Bells	RING MODULATOR on 1B, Osc 2 TUNE wide and turned up; short ATT and a long DEC on ENV 2.

To get	Try
Drums and hits	NOISE up, ENV 2 SUS at 0 and DEC short; HPF up for hats.
A repeating pattern while you hold a key	ENV 1 switch on LFO, LFO 1 RATE in the middle, ENV1 slider up in the filter.

If	Then
A patch is silent	Check the MIXER levels and AMP VOLUME, and that FREQ isn't at the bottom.
Notes keep sounding after you let go	That's a long ENV 2 REL (up to 10 seconds) or the reverb. Turn down REL or REVERB MIX.
LFO 2 does nothing to the pitch	Check the oscillators' LFO2 sliders. If LFO 2's ON is lit, its ENV slider and the envelope it follows set the depth.
A patch sounds louder or quieter than its neighbours after editing	That's the level trim no longer matching. Adjust VOLUME.

Control reference

Every control on the panel, with its range in the panel's own units and what that means. The names in brackets are what your DAW shows for automation.

Playing controls and LFOs

Section	Control	Range	Meaning
Left	PORTAMENTO (Portamento Time)	0 to −6	0 = off; −6 = longest glide
Left	GLIDE / GLISS (Glide/Gliss)	switch	smooth or in semitones
Left	MONO / POLY (Mono)	switch	
Left	BEND RANGE (Bend Range)	0–12	semitones
Left	POLYPHONY (Polyphony)	2–12	voices (1–12 by automation)
LFO 1	KEY SYNC (LFO1 Key Sync)	switch	restart on each note
LFO 1	wave (LFO1 Wave)	4 positions	saw, square, sine, S/H
LFO 1	RATE (LFO1 Rate)	−10 to 2	about 0.013 Hz to 55 Hz
LFO 1	ON (LFO1 Env On)	button	depth follows an envelope
LFO 1	ENV (LFO1 Env Amount)	0–10	envelope's effect on depth
LFO 1	INVERT (LFO1 Invert)	switch	wave upside down
LFO 1	1/2 (LFO1 Env Select)	switch	Env 1 or Env 2
LFO 2	SYNC - LFO 1 (LFO2 Sync to LFO1)	switch	restart on each LFO 1 cycle
LFO 2	wave, RATE, ON, ENV, 1/2	as LFO 1	(LFO2 Wave, LFO2 Rate, LFO2 Env On, LFO2 Env Amount, LFO2 Env Select)
LFO 2	INVERT (LFO2 Invert (S/H Source))	switch	sample & hold of noise or LFO 1

Oscillators

Section	Control	Range	Meaning
Autobend	TIME (Autobend Time)	3 to –10	short to long sweep
Autobend	UP / DOWN (Autobend Direction)	switch	sweep up into the note or down
Osc 2 tune	knob (Osc2 Detune)	–1 to 1	±1 octave (H) or ±1 semitone (L)
Osc 2 tune	F / N (Osc2 Detune Free/Note)	button	smooth or semitone steps
Osc 2 tune	H / L (Osc2 Detune Range)	button	wide or narrow
Osc 1A	32', 16', 8', 4', 2' (Osc1A 32' … Osc1A 2')	0–10	level of each footage
Osc 1A	wave switch (Osc1A Wave)	switch	square or triangle
Osc 1B	LFO1, LFO2 (Osc1B LFO1 Mod, Osc1B LFO2 Mod)	0–10	pitch depth: up to ±5 octaves (H) or about ±2 semitones (L)
Osc 1B	RANGE (Osc1B LFO1 Range, Osc1B LFO2 Range)	button	H or L
Osc 1B	BEND (Osc1B Autobend)	0–0.8	autobend depth, up to about 1.6 octaves
Osc 1B	OCTAVE (Osc1B Octave)	–2 to +2	octaves
Osc 1B	WAVE (Osc1B Wave)	4 positions	triangle, saw, square, pulse
Osc 1B	PULSE WIDTH (Osc1B Pulse Width)	0.3–9.6	width, or modulation depth
Osc 1B	ENV / MAN / LFO (Osc1B PWM Source)	3 positions	what moves the width
Osc 1B	LFO 1 2 (Osc1B PWM LFO)	button	which LFO
Osc 2	LFO1, LFO2, RANGE, BEND, OCTAVE, WAVE, PULSE WIDTH, ENV / MAN / LFO, LFO 1 2	as Osc 1B	(Osc2 …)
Osc 2	SYNC (Osc2 Sync)	switch	hard sync to Osc 1B
Osc 2	A / B (Osc2 FM Source)	switch	FM from Osc 1A or 1B
Osc 2	AMT (Osc2 FM Amount)	0–10	FM depth

Mixer, filter, envelopes and effects

Section	Control	Range	Meaning
Ring mod	knob (Ring Mod Pitch)	0–10	fixed sine, about 14 Hz to 14 kHz
Ring mod	SOURCE (Ring Mod Source)	3 positions	1A, 1B or M (the fixed sine)
Noise	WHITE / PINK (Noise Type)	switch	
Mixer	OSC 1A, OSC 1B, OSC 2, RING MOD, NOISE (Mixer …)	0–10	levels
HPF	slider (High Pass)	0–7	about 14 Hz to 1.8 kHz
Env 1	KEY / LFO / BOTH (Env1 Trigger)	3 positions	what starts it
Env 1, Env 2	ATT, DEC, REL (Env1/Env2 Attack, Decay, Release)	0–10	about 1 ms (0), 0.1 s (5), 10 s (10)
Env 1, Env 2	SUS (Env1/Env2 Sustain)	0–10	level

Section	Control	Range	Meaning
Filter	FREQ (Filter Freq)	0–10	about 14 Hz to 14 kHz, 1 per octave
Filter	RES (Filter Res)	0–9.8	resonance
Filter	ENV1, ENV2 (Filter Env1 Mod, Filter Env2 Mod)	0–10	envelope depth, up to the whole range
Filter	+ / – (Filter Env1 Polarity, Filter Env2 Polarity)	switches	envelope direction
Filter	LFO1, LFO2 (Filter LFO1 Mod, Filter LFO2 Mod)	0–10	LFO depth, up to ±5 octaves
Filter	FM (Filter Osc Mod)	0–10	audio-rate cutoff modulation
Filter	OSC 2 / 1B / 1A (Filter Osc Mod Source)	3 positions	FM source
Filter	TYPE 1 / 2 / 3 (Filter Type)	3 positions	ladder, Roland or Korg
Filter	OPT (Filter Option)	button	see the table under Filter and amp
Amp	DRIVE (Drive)	1.7–10	distortion
Amp	VOLUME (Volume)	0–10	level
Fazer	RATE (Fazer Rate)	−8 to −2	about 0.05 Hz to 3.4 Hz
Fazer	TONE (Fazer Tone)	9 to 0	narrow to broad notches
Fazer	MIX (Fazer Mix)	−5 to 2	off to about 70%
Reverb	SIZE, WIDTH, DAMP (Reverb Size, Width, Damp)	0–10	
Reverb	MIX (Reverb Mix)	−5 to 0	dry to about half reverb

How SK7 differs from the original

- **New DSP:** the sound engine is new, rebuilt from the original's recovered wiring. The oscillators are band-limited, so high notes are cleaner than the original's. The Fazer and reverb run once on all voices together rather than once per voice.
- **LFO envelope:** LFO 2's ON/ENV works. In the original it was never wired up, and with it lit LFO 2 didn't reach the pitch at all. Some patches that had it lit with LFO 2 pitch depth set now have that modulation.

Factory patch lists

Default

No.	Name	No.	Name	No.	Name	No.	Name
001	Acordeon 01	033	Violin 01	065	Glass	097	Gw DR Bass Drum 02
002	Acordion 02	034	Bass Bright	066	Gluck Bell	098	Gw DR Bass Drum
003	Bass 01	035	Bass Trip-Hop	067	Metallic Percussion	099	Gw DR Cabasa
004	Bass 02	036	Bass1	068	Percussion Tonal	100	Gw DR Hammer
005	Bass 03	037	Duda Lead	069	Gw Acoustic Bass	101	Gw DR HiHat 02
006	Bass 04 Dirty	038	Duda	070	Gw Bagpipe	102	Gw DR HiHat 03
007	Brass 01	039	Lead Psi	071	Gw Cello	103	Gw DR HiHat
008	Brass 02	040	Pluck Astro	072	Gw Clavi	104	Gw DR Metal Timbal
009	Drum 01	041	Staccato	073	Gw Contrabass	105	Gw DR Reverse HiHat

No.	Name	No.	Name	No.	Name	No.	Name
010	Flute 01	042	Tech Hats	074	Gw FX Clock Time	106	Gw DR Snare Drum
011	Flute 02	043	Tenoe Duda	075	Gw FX Falling Bombs	107	Gw DR Snare Drum 2
012	Flute 03	044	Dramah	076	Gw Harmonica	108	Gw DR Tambourine
013	FX Computer	045	BigSteps	077	Gw Koto	109	Gw DR Timbal
014	FX Drone 01	046	Flute Electro	078	Gw Lead 03	110	Gw DR Tom 02
015	FX Drone 02	047	Gw FX Alien Alarm	079	Gw Metal Harp	111	Gw DR Tom
016	FX Error	048	Gw Piccolo	080	Gw Metal Organ	112	Gw FX Crescendo
017	FX Locomotive Breath	049	Syn Morze Space	081	Gw Metal Perc	113	Gw FX Mosquito Talk
018	FX Sea	050	Gw DR Metal	082	Gw Oboe 01	114	ItsHowYouPlay
019	FX Star Trek	051	BigBrass	083	Gw Ocarina	115	Abrupt
020	Key Bells 01	052	OldKen	084	Gw Saxophone	116	Alias
021	Key EPiano 01	053	IINIT PATCH	085	Gw Slow Violin	117	Brassic
022	Key EPiano 02	054	CrazyPingPong	086	Gw Steeldrum	118	CouldBeS3
023	Key Piano 01	055	Growell	087	Gw Synth Brass 02	119	DeepDish
024	Key Piano 02	056	HardBrass	088	Gw Synth Brass 01	120	DeepDish2
025	Key Piano 03	057	Unfound	089	Gw Vibraphone	121	FakeVocal
026	Pop Corn	058	Tribble	090	Bass Attacker	122	March
027	Lead 01	059	Bass Illuminat	091	Bass Classic Tech	123	MixFilla
028	Lead 03	060	Bass Industry	092	Galactic Synth	124	Riddm
029	Organ 01	061	Bass LSD	093	Instr Synus	125	ShortWave
030	Organ 02	062	Bass Techno	094	Syn Oximoron	126	VocallyLead
031	Organ 03	063	Bass Techno	095	SYnthenic LED	127	Waspy2
032	Seq Bass 01	064	Glass Tonal	096	Termenvox	128	Waspy

Graflex

No.	Name	No.	Name	No.	Name	No.	Name
001	A Little Respect	006	Brass	011	Go Ahead and...	016	Ring o Bells
002	Are Friends Robotic	007	Cathedral	012	Hi Hats	017	Rutger
003	Bass Drum	008	Enola Gay Solo	013	Model Kraft	018	Snare Drum
004	Birdland	009	Enola Gay	014	Prophet Strings	019	Square Bass
005	Blue Collar Organ	010	Fazed Strings	015	Retro SciFi	020	Take Off

Gw

No.	Name	No.	Name	No.	Name	No.	Name
001	Acordeon 01	024	Gw DR Reverse HiHat	047	FX Sea	070	Gw Metal Harp
002	Acordion 02	025	Gw DR Snare Drum 2	048	Gw FX Splash	071	Gw Metal Organ
003	Gw Acoustic Bass	026	Gw DR Snare Drum	049	FX Star Trek	072	Gw Metal Perc
004	Gw Bagpipe	027	Gw DR Tambourine	050	Flute 01	073	Gw Mono Flute
005	Bass 01	028	Gw DR Timbal	051	Flute 02	074	Gw Musette
006	Bass 02	029	Gw DR Tom 02	052	Flute 03	075	Gw Oboe 01

No.	Name	No.	Name	No.	Name	No.	Name
007	Bass 03	030	Gw DR Tom	053	Gw Harmonica	076	Gw Ocarina
008	Bass 04 Dirty	031	Gw Dark Keys	054	Gw JMJ Brass	077	Organ 01
009	Brass 01	032	Gw Diy Piano	055	Key Bells 01	078	Organ 02
010	Brass 02	033	Drum 01	056	Key EPiano 01	079	Organ 03
011	Gw Broken E-guitar	034	Gw Echo Cello	057	Key EPiano 02	080	Gw Piccolo
012	Gw Cello	035	Gw FX Alien Alarm	058	Key Piano 01	081	Gw Qwa SynBrass
013	Gw Clavi	036	Gw FX Bad Dreams	059	Key Piano 02	082	Gw Reso Flute
014	Gw Contrabass	037	FX Clock Alarm	060	Key Piano 03	083	Gw Saxophone
015	Gw DR Bass Drum 02	038	Gw FX Clock Time	061	Pop Corn	084	Seq Bass 01
016	Gw DR Bass Drum	039	FX Computer	062	Gw King Chamber Cello	085	Gw Slow Violin
017	Gw DR Cabasa	040	Gw FX Crescendo	063	Gw Pad King Chamber	086	Gw Steeldrum
018	Gw DR Hammer	041	FX Drone 01	064	Gw Koto	087	Gw Synth Brass 02
019	Gw DR HiHat 02	042	FX Drone 02	065	Lead 01	088	Gw Synth Brass 01
020	Gw DR HiHat 03	043	FX Error	066	Lead 03	089	Gw Vibraphone
021	Gw DR HiHat	044	Gw FX Falling Bombs	067	Gw Lead 03	090	Violin 01
022	Gw DR Metal Timbal	045	FX Locomotive Breath	068	Gw Lead Rock Guitar		
023	Gw DR Metal	046	Gw FX Mosquito Talk	069	Gw Lead Sax		

More patches

No.	Name	No.	Name	No.	Name	No.	Name
001	Abrupt	024	CouldBeS3	047	Gluck Bell	070	Organ 02
002	Acordeon 01	025	CrazyPingPong	048	Growell	071	Organ 03
003	Acordion 02	026	DeepDish	049	Gw Oboe 01	072	Percussion Tonal
004	Alias	027	DeepDish2	050	Gw Synth Brass 01	073	Pluck Astro
005	Bass 01	028	Dramah	051	HardBrass	074	Pop Corn
006	Bass 02	029	Drum 01	052	HardPop	075	Riddm
007	Bass 03	030	Duda Lead	053	IINIT PATCH	076	SYnthenic LED
008	Bass 04 Dirty	031	Duda	054	Instr Synus	077	Seq Bass 01
009	Bass Attacker	032	FX Computer	055	ItsHowYouPlay	078	ShortWave
010	Bass Bright	033	FX Drone 01	056	Key Bells 01	079	Staccato
011	Bass Classic Tech	034	FX Drone 02	057	Key EPiano 01	080	Syn Morze Space
012	Bass Illuminat	035	FX Error	058	Key EPiano 02	081	Syn Oximoron
013	Bass Industry	036	FX Locomotive Breath	059	Key Piano 01	082	Tech Hats
014	Bass LSD	037	FX Sea	060	Key Piano 02	083	Tenoe Duda
015	Bass Techno	038	FX Star Trek	061	Key Piano 03	084	Termenvox
016	Bass Trip-Hop	039	FakeVocal	062	Lead 01	085	Tribble
017	Bass Trip-Hop	040	Flute 01	063	Lead 03	086	Trimput
018	Bass1	041	Flute 02	064	Lead Psi	087	Unfound
019	BigBrass	042	Flute 03	065	March	088	Violin 01
020	BigSteps	043	Flute Electro	066	Metallic Percussion	089	VocallyLead

No.	Name	No.	Name	No.	Name	No.	Name
021	Brass 01	044	Galactic Synth	067	MixFilla	090	Waspy
022	Brass 02	045	Glass Tonal	068	OldKen	091	Waspy2
023	Brassic	046	Glass	069	Organ 01		