

PSYNERGY



PSY / PROGRESSIVE / FULL-ON / GOA
70 PATCHES FOR REVEALSOUND SPIRE

High Funktion Soundware



The Sounds

AR Acidic MW.spf
AR Dragonfly MW.spf
AR Lowpass Panner MW.spf
AR Moving Filter MW.spf
AR Wringer MW+PB.spf
AT Dark Back Drop MW.spf
AT Narwhal's Midnight Bacon.spf
AT Sweeper MW.spf
BS Bandpass MW.spf
BS Progger MW.spf
BS Psy Punch MW.spf
BS Red or Black MW.spf
BS Reverse MW.spf
BS TOPPER.spf
DR Band Kick MW.spf
DR Clap MW.spf
DR Closed HiHat MW+PB.spf
DR Crash MW+PB.spf
DR Dropkick.spf
DR Goa Kick MW.spf
DR Highpass Kick MW.spf
DR Open HiHat MW+PB.spf
DR Tight HiHat MW+PB.spf
DR Tom.spf
DR Twist Kick.spf
FX Comb Lazer.spf
FX CombRiser.spf
FX Downer MW.spf
FX Fade In MW.spf
FX Filter Bubbles MW.spf
FX Metalist MW.spf
FX Noise Riser MW.spf
FX Pitch Riser 1 MW.spf
FX Pitch Riser 2 MW.spf
FX Sellotape Factory PB+MW.spf
FX Wood Sonar.spf
FX Zap MW.spf
FX Zipper.spf
LD Bleep MW.spf
LD Crispy Donut MW.spf

The Sounds (cont)

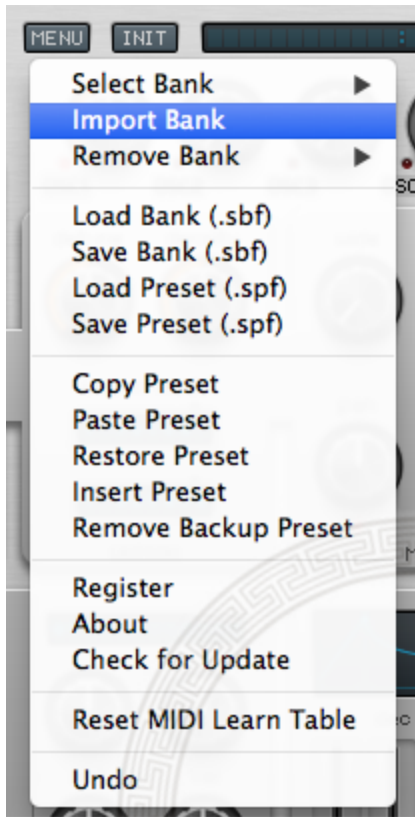
LD Flake with that MW+PB legato.spf
LD Flake with that MW+PB.spf
LD Killer Duck MW+PB.spf
LD NRG MW.spf
LD Rezo Sync MW.spf
LD Sideshow MW.spf
LD Throaty MW.spf
LD Wide Open MW+PB.spf
PD Gated Prog.spf
PD Incoming Too MW.spf
PD Robo Choir MW.spf
PD Tsunami MW+PB.spf
PD Wafer Thin MW.spf
SQ Back Gate MW.spf
SQ Back Liner MW.spf
SQ Distance MW.spf
SQ Glitch Sequence MW.spf
SQ Hot deTuna MW.spf
SQ Iron Railings.spf
SQ Mecha Seq MW.spf
SQ Open Me Up! MW.spf
SQ Shaper Shifter MW.spf
SQ Sideshow MW.spf
SY Acid Drama MW.spf
SY Acid Nails MW+PB.spf
SY Nasty.spf
SY Short Distort.spf
SY Shorty Thrice MW.spf
SY Sweep Down.spf
SY Wringer MW+PB.spf

Key: AR = Arpeggiated, AT = Atmosphere, BS = Bass, DR = Drum, FX = Sound Effect, LD = Lead,
PD = Pad, SQ = Sequence, SY = Synth

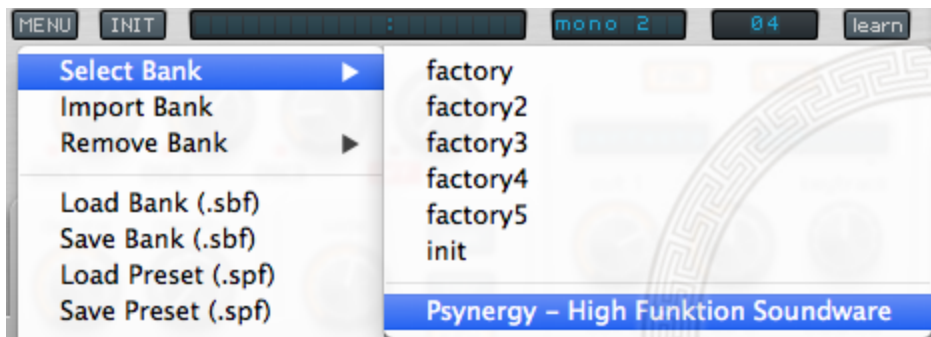
Patch names ending with MW or PB indicate that altering the pitch-bend or mod-wheel parameters will change the character of the sound. The changes can range from subtle to extreme.

Importing the Soundbank

1. Open an instance of Spire.
2. Click on Spire's 'Menu' button.
3. Choose 'Import Bank' from the list of options.



4. Find and select the 'Psynergy - High Funktion Soundware.sbf' file.
5. Click on Spire's 'Menu' button and select the 'Select Bank' option from the list.
6. Now you will see the 'Psynergy - High Funktion Soundware' bank in the list of available soundbanks.

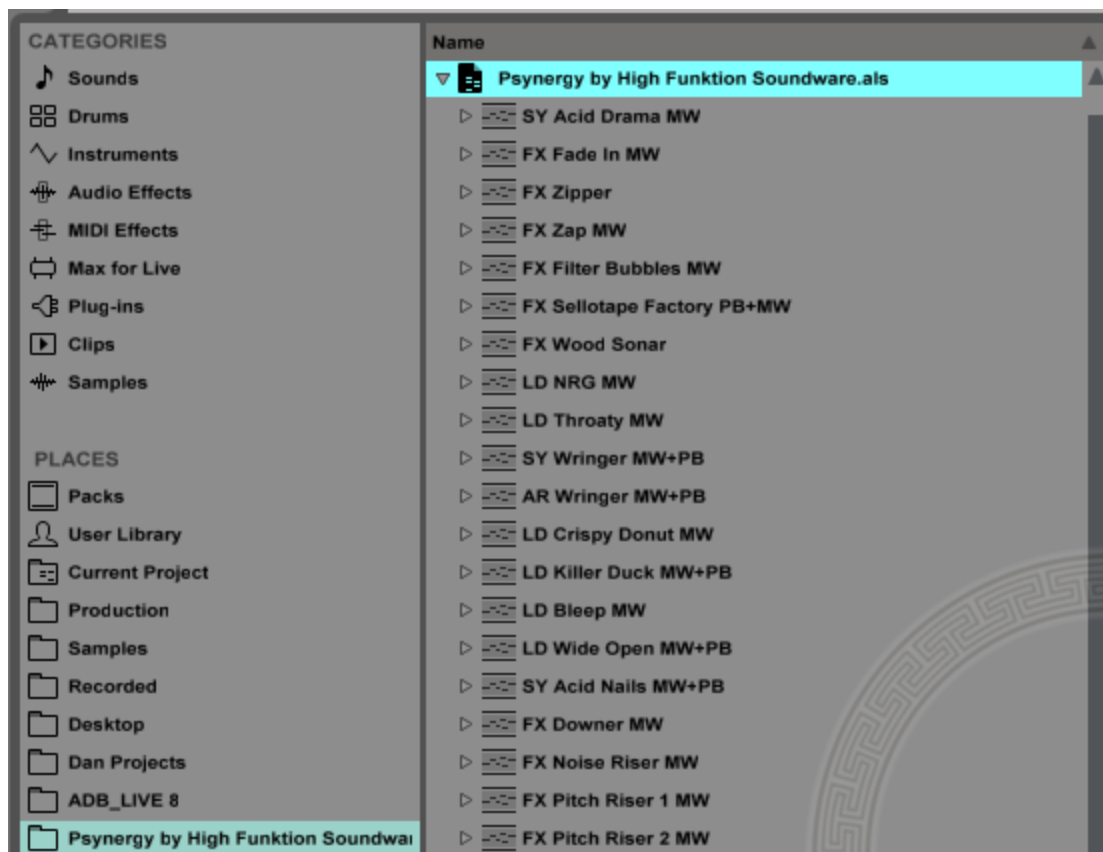


The Ableton Live Project

If you have purchased the Psynergy Ableton project along with the soundbank you will have two Ableton project files:

1. **'Psynergy by High Funktion Soundware.als'**. This project contains a very large number of instances of Spire and requires a lot of RAM and processing power to function. All of the Tracks in this project are 'Frozen'. To edit the MIDI data or the Spire sounds, simply unfreeze the desired track.
2. **'Psynergy Lite by High Funktion Soundware.als'**. This project contains no instances of Spire and instead contains the MIDI data and the frozen audio for each Track. Also the 'Rhythm' and 'Bottom End' Tracks have been rendered as groups to reduce the strain on the disc. This project requires much less RAM and processing power to play. You can load an instance of Spire into any of the MIDI tracks and mute the audio to have a 'live' version of the track.

Also you can audition or drag any of the tracks from the Psynergy projects into another Live set using Live's browser.



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