

# Leap Into Void

## Figuring



Patchlist with descriptions and comments.

### **Mal Antique Clock**

Antique Clock.

Mallet sound reminds me of my grandparents old clock.  
Modwheel is assigned to dampen and subtle coloring.  
Turn up Diffusion between 50-70 for a completely different ambience and environment.  
Use Aegnat knob for tuning/coloring.  
Try: Turn up modwheel. Set F-atk to 50, turn up F Res to 30 and F Vel to 10. Now play softly.  
Go further and also turn up all seven (7) tweak knobs to full. Make it happen.

## **Mal Balafon**

Balafon or marimba with softer rubber mallets.  
Modwheel control clarity (brighten) and adds longer decay.  
Maybe use only black keys for authentic feel. Of course suitable for any pentatonic scale. Takes you to a wonderful place.  
Turn up Tone knob for a subtly harder mallet strike.  
Try: Turn up modwheel to full. Set Aegnat to 70. Tone to 100. Clarity to 100 and Reverb to 50.  
Play penta again and you have traveled to China.

## **Mal Bring Tubul**

Clear, long and beautiful tubular bell sound.  
Use modwheel for tremolo effect.  
Turn up Ensemble to add a nice atmosphere towards a subtle chorus effect.  
Turn up Diffusion to place it in a room.

## **Mal Concert Performance**

Xylophone or marimba.  
First row in the concert hall.  
Use modwheel to add ambience, width and tremolo.  
Turn up Colorot and Coloro to full for an imaginary Koto string instrument.

## **Mal Crystals Bell**

Bright and brilliant. Long release.  
Crystall Bell.  
Turn up modwheel for a clearer tone and subtly dampened (less harmonics).

## **Mal Glock Spiel**

Glock Spiel.  
Carillon from any famous church or town hall.

St: Clara Church (Stockholm, Sweden)  
Västerås Town hall (Sweden).  
Use modwheel to add diffusion (ambience).

## **Mal Krystal Vibe**

Vibes instrument.  
Vibraphone with panning.  
Turn up modwheel for a shorter staccato dampened character.  
Change tone and pipe character with Pipe knob.

## **Mal Magician**

Mallet with delay. Maybe a xylophone.  
Turn up modwheel to "Empty". Similar to hipass filter.  
Turn up Tubes knob for a higher pitch/tone.

## **Mal Marimba**

Marimba.  
Modwheel assigned to filter decay time.  
Turn up Sine knob for a fuller and more sustained character.  
Try: Sine and Panner knobs at full. Chorus and Reverb at 50.  
Same but different.

## **Mal Mesosphere**

Mesosphere.  
Bright and spacious Glocken Spiel maybe from inside a huge church.  
Modwheel assigned to Morpheu. Changing character and tone towards a bassier filtered ambience.

## **Mal Op Chembalo Fantasi**

Mal Op Chembalo Fantasi.  
Maybe a fantasy chembalo.  
Modwheel assigned to coloring.

## **Mal Ror Tubul**

Tubular Bell sound with subtle Ensemble effect.  
Modwheel assigned to Tension, enabling far out space tunings. Try it.  
Both subtle and drastic changes and coloring can be tweaked from the bottom knob

row.  
No limit.

## **Mal Send Clean**

Send Clean.  
Maybe a cross between an E-piano and a Vibraphone.  
Very clean tone but subtly detuned and with added Ensemble effect.  
Modwheel assigned to LFO panning.

## **Mal Spacious Bricks**

Spacious metal bricks Vibraphone.  
Using Diffusion, Ensemble and Delay fx.  
Modwheel assigned to coloring.

## **Mal Timebelott**

Timebelott.  
Detuned old clock bell sound.  
Modwheel assigned to coloring.

## **Mal Tinsticks**

Brighter shorter metallic mallet sound.  
Plays nice in higher registry for either dreamy melodies or slow tension psychic build-up.  
Turn up modwheel for a long dreamy expressive sound. (decay, sustain and release).

## **Mal Tubul Glocken**

Tubul Glocken.  
Long and rich tubular bell/glock sound.  
Cousin of Glock Spiel. Maybe from another church or town hall?  
Modwheel assigned to dampen and space/reverb.

## **Mal Vibraphone**

Vibraphone with autopanning.  
Expressive.  
Use modwheel to reduce and turn off the panning effect.  
Change the color of the sound "different mallets" with Material knob.

## **Mal Waits**

Envisioning Swordfishtrombones by Tom Waits.  
A somewhat clear but "loud" metallic mallet sound.  
The diffusion effect gives it the Waits character.  
Use modwheel to shorten the sound (filter decay time).

## **Pad Allen Sweep**

Soft towards brighter sweep pad, could be an allpass filter sweep.  
Modwheel assigned to color for a softer more stringpad feel when turned up.

## **Pad Brasser**

Slow sweep to bright brassy pad with filter swell.  
Modwheel assigned to attack.

## **Pad Foulute**

Mystery pad with a slight flute color and subtle swell.  
Modwheel adds a synced 1/4 bp filter pulser.

## **Pad Lagrange**

Profound and mysterious, rich but hollow. Pad Lagrange perhaps where James Web orbits.  
Turn up modwheel for tuning and dampening.

## **Pad Mysty**

Pad Mysty. Hollow maybe metallic yet smooth and mysterious.  
Modwheel assigned to add bass and muffle.

## **Pad Tintrich**

Tintrich.  
Slow sweepy pad kind of thin bright metallic.  
Modwheel assigned to attack character and bp filter adding more body.

## **Plu Barock**

Barock.

Spacious bright chembalo character.

Modwheel assigned to color for a subtly "warmer" sound adding more body.

## **Plu Beauty**

Beauty.

Squarish synth pluck sound.

Modwheel assigned to attack for a fast swell-like synth character.

## **Plu Glanderpheldt**

Glanderpheldt.

Almost a fantasy harp with delay.

Modwheel assigned to attack for a fast swell character, almost trumpet attack.

## **Rev Antique Clock**

Reverse sound based on Antique Clock.

Modwheel assigned to Aegnat and Bassa knobs for Dissonance tuning and filter coloring and bass.

## **Rev Glock Spiel**

Reverse Glock.

Filter assigned to velocity for expressiveness.

Brighter metallic reverse sound based on the glock spiel preset.

Modwheel changes color towards filter dampening and gnarl.

## **Rev Spacia**

Reverse sound with a slight pulse/square color and spacious long diffusion delay fx.

Modwheel assigned to additive dissonance and fuctions as a space-pitcher.

## **Rev Tubus Met**

Reverse Tubus Met sound with spacious diffusion reverse tail.

Use modwheel for detuning and to add knorr and a bassy character.

## **Rev Tubus Met Slow**

Slow reverse sound with whistle and bassy knorr. Knorr is Swedish and in this context means adding some spice.  
Turn up modwheel to add some dirt and coloring.

## **Sca Afenilo**

Afenilo.  
Mystic, majestic slowly moving scape.  
Modwheel assigned to two slow synced pulser beats.

## **Sca Cefadit**

Cefadit.  
Spacious phaser modulated scape with delay.  
Modwheel assigned to star nursery.

## **Sca Erment Scapae**

Far far far far.  
Erment Scapae.  
Soundscape in outer space solitude and huge long delay.  
Modwheel assigned to timbre harm shift.

## **Sca Etmypropi**

Etmypropi.  
Long stormscape. Slowly evolving.  
Use modhweel to add a synced slow multipulser.  
Tube amp here we go.

## **Sca Ghozeria**

Ghozeria.  
Ghostscape using the freq shift fx to create spooky instability.  
Modhweel assigned to additive dissonance for ghost pitch bending.

## **Sca Introv Galact**

Introv Galact.  
Brighter disturbed spacescape with swell.  
Turn up modwheel and play for a thinner paper tearing scratch color.

## **Sca Landing**

Landing.  
Spaceship landing soundscape.  
Modwheel assigned for coloring (WT osc PWM).

## **Sca Membenacht**

Membenacht.  
Fullmoon tone nightscape.  
Modwheel assigned to two LFO pulsers.

## **Sca Olmet Flang**

Olmet flang scape.  
Inside the orbital star nursery.  
Use modwheel to breed new stars.

## **Sca Polergheist**

Polterscape.  
Poltergheist.  
Scape with rotor fx.  
Modwheel assigned to spacepitching.

## **Sca Quolmeteor**

Qwolmeteor.  
Rumbling meteor slow flyby scape.  
Use modwheel to add synced pulser.

## **Sca Resrabi**

Resrabi.  
Cinematic scape with evolving resonant sweep.  
Use modwheel for coloring and attenuate the res sweep.

## **Sca Swell Ambrose**

Swell Ambrose.  
Sounscape with sweep and a filtered saw color.  
Turn up modhweel for "Darken".

## **Sca Tens Mysteria**

Tens Mysteria.

Slowly rising majestic mystic rusty.

Use Modwheel for coloring and subtle dampening.

## **Seq Adventa Tronique**

Sequence tronique.

16th hacking sequence based on multi envelopes with short rhythmic percussive peaks modulating filter cut and additive dissonance.

Modwheel assigned to distortion.

Use knob "Variation" for pattern variation.

Works best within C1 and C3.

## **Seq Electro Fero**

Electro Fero.

Rumbling tonal and percussive sequence based on multi envelopes with rhythmic peak patterns modulating filter cut and additive dissonance.

Use modwheel for coloring and pattern variation.

## **Seq Electro Tero I**

Electro Tero I.

Percussive and tonal sequence using multi envelopes with rhythmic short peak patterns modulating filter cut and additive dissonance.

Use modwheel for coloring and pattern variation.

## **Seq Electro Tero II**

Electro Tero II.

Percussive and tonal sequence using multi envelopes with rhythmic short peak patterns modulating filter cut and additive dissonance.

Use modwheel for variation, coloring and scream.

## **Seq Electro Tero III**

Electro Tero III.

Distorted percussive and tonal sequence using multi envelopes with rhythmic short peak patterns modulating filter cut and additive dissonance.

Use modwheel for coloring and pattern variation with scream.

## **Seq Ferocious EI**

Ferocious EI.

Smack.

Distorted tonal and percussive sequence using multi envelopes with rhythmic short peak patterns creating filter cut smacks.

Use modwheel for apostroph coloring and pattern variation.

## **Seq Melodic Playalong**

Melodic sequence.

Plucky tone driven by a arp mono bassline pattern.

Turn off "seq" button to play without sequencer.

Use modwheel for coloring and dampening.

## **Seq Melodic Resomati**

Melodic acid synth sequence.

Acid synth sound driven by a arp mono bassline pattern.

Turn off "seq" button to play without sequencer.

Use modwheel for acidophilus.

## **Seq Triponique**

Sequence Triponique.

16th sequence based on multi envelopes with short rhythmic percussive peaks modulating filter cut and additive dissonance. Top it off using diffusion delay with reverse character.

Modwheel assigned to Gaspersna (opens up cutoff) with a opened repeating pattern as a result. Trippy.

## **Syn Ad Claw**

Rusty bite claw synth.

Velocity controlled bite amount.

Modwheel assigned to cutoff.

Turn up "colora" knob for a cleaner character.

## **Syn Dream Nylon**

Dream nylon.

Dreamy spacious sound with delay, maybe a cross between a nylon guitar and e-piano.

Use modwheel for subtle coloring and to add ensemble fx.

## **Syn Potemilo**

Potemilo.

Velocity sensitive, expressive, cutoff controlled sound with lazer character when playing harder.

Maybe a lazer e-piano.

Modwheel assigned to coloring (add bass) and cutoff decay.

## **Syn Prepared Pianiso**

Prepared Pianiso.

Spacious rusty and dusty piano/chembalo.

Use modwheel to change color towards an almost bell-ish sound.

## **Syn Straland Alpha**

Straland Alpha.

Distorted fantasy synth sound with long release.

Modwheel assigned to coloring.

## **Syn Trivebite**

Trivebite.

Synth bass sound with bite.

Modwheel assigned to filter cutoff.

## **Txt Gluckel Raun**

Texture Glucken Raun.

Bubbly water or maybe a spaceship character texture with granulizer delay.

Modwheel assigned to speed up the bubbles.

## **Txt Subducted**

Subducted.

Maybe a underwater landscape.

Sample and hold modulation of additive freq shift and LFO mod of additive dissonance (pitch) with shifting speeds. Everything topped off with a delay.

Use modwheel for variation.

Mikael Adle  
Leap Into Void  
2026