



# AudioThing

## SX1500



## About

In the lab, for years, covered by other instruments and things, there was this old Italian analog synthesizer from 1979: the Jen SX1000. Monophonic with just 1 oscillator, it was often called “poor man's Moog”. It is always hard to sample analog gears so, instead of trying to clone it (which is obviously impossible for a sampler), we decided to use the samples of each waveform to build an hybrid synthesizer taking advantage of the Kontakt Script language. It sounds both vintage and new! It is also possible to drift the oscillators to emulate the tuning problems of vintage analog synthesizers and to hear the usual knobs noise caused by dust while tweaking them. The Performance View follows the original parameters scheme adding, of course, new features.

# Specifications

- 2 Oscillators (Saw, Square, Pulse 5%)
- 1 Noise generator (White/Pink)
- 12dB/oct filter (like the original)
- 1 LFO (Sine) for Pitch and Cutoff
- 2 Envelopes
- Internal Presets save/load functions
- Sample resolution: 44.1Khz / 24Bit
- Size: 118 MB installed
- Custom performance view
- Native Instruments Kontakt 4.2.2 full retail versions is required

## Installation

Once *AudioThing\_SX1500.zip* is downloaded, you need to unzip it using a software like WinRar or UnRarX. It is better to preserve the internal folder structure, however, it is possible to place instruments and samples to separate folders/harddisks but Kontakt will ask for the new path first time you run the instrument. Kontakt 4.2.2 is needed. Kontakt Player will run a demo version of this library for a limited time (and with limited functions).

## Interface

### Digital Controlled Oscillators

**Tune** – Fine tuning (+/- 1 semitone)

**Waveform** – Sawtooth, Square, Pulse 5%

**Octave** – 16', 8', 4'

**Glide** – Portamento time

**Active** – Switch on/off the oscillator

**Poly** – Switch between monophonic and polyphonic

### Low Frequency Oscillator

**Vibrato** – Amount of LFO modulation to oscillators pitch

**Speed** – Frequency/rate of the LFO

### Noise

**Noise** – Switch off/white noise/pink noise

**Level** – Noise volume

### Digital Controlled Filter

**Frequency** – LP filter cutoff

**Resonance** – Cutoff emphasis/peak in dB

**L.F.O** – Amount of LFO modulation to filter frequency



**Envelope Level** – Amount of envelope modulation to filter frequency

**Attack** – Filter envelope Attack time

**Decay** – Filter envelope Decay time

**Sustain** – Filter envelope Sustain value

**Release** – Filter envelope Release time

### Digital Controlled Amplifier

**Mix** – Relative volume of both oscillators

**Attack** – Amplifier envelope Attack time

**Decay** – Amplifier envelope Decay time

**Sustain** – Amplifier envelope Sustain value

**Release** – Amplifier envelope Release time

### Presets

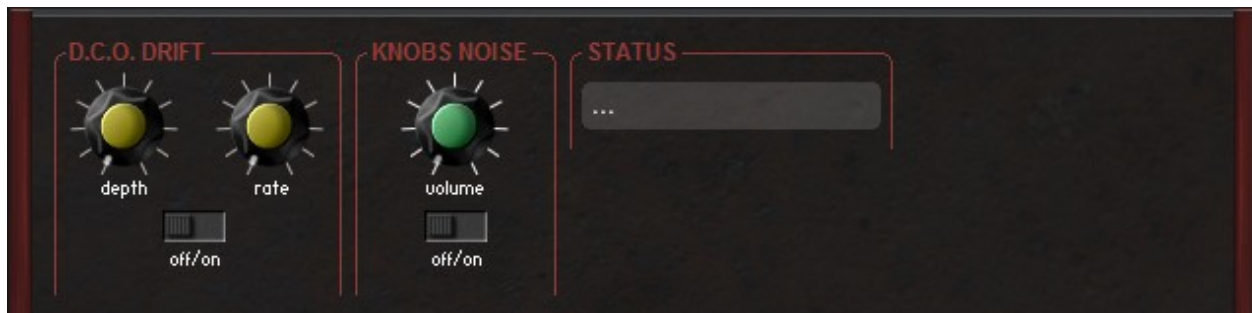
**Preset/User** – Switch between factory and user presets

**Save** – Save user presets

**Random** – Random patches generator



## Rear panel



*(Note: these controls are global and will not be saved with the presets)*

### Digital Controlled Oscillator Drift

**Depth** – Amount of random pitch alteration for both oscillators

**Rate** – Frequency of drift effect

**Off/On** – Disable/Enable the drift effect

### Knobs Noise

**Volume** – Volume of noise generated by knobs

**Off/On** – Disable/Enable the noise generated by knobs

## Saving Presets

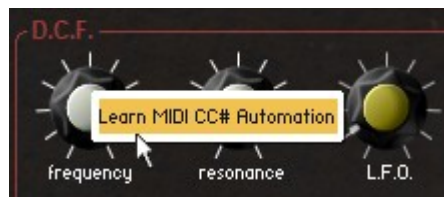
In order to save presets to User Slots # you need to be in user preset mode (using the Preset/User switch). Tweak your patch and once you are ready click on the save button. Now you should select the User Slot # from the list. Be careful, this will overwrite previous stored patches.

## Automations

You should be able to make automations for all parameters of SX1500 in any DAW. Kontakt features a MIDI Learn function for all sliders and knobs. To assign a certain MIDI controller follow these steps:

- Right click the Knob you want to automate
- Select Learn MIDI CC# Automation
- Turn the knob/slider on your MIDI hardware controller

Now you should create the automation for the CC# of your controller.



For example: if you assign the Modulation (CC1) to the Frequency Knob, you need to draw (or record) the automation for the Modulation controller. For more info, please refer to the manual of your DAW.

## About noises

The Knobs Noise is the actual knob noise from the real synth. You can hear it tweaking the Volume knob in the Rear Panel or the Frequency, Resonance and Mix knobs. You can even play it triggering the C7 (green key) from the keyboard.



## License

The license of this product is granted only to a single user for how many computers he/she has. All sounds and samples in this product are licensed, but not sold, to you by AudioThing for commercial and non-commercial use in music, sound-effect, audio/video post-production, performance, broadcast or similar finished content-creation and production use.

This license expressly forbids any unauthorized inclusion of content contained within this library, or any AudioThing library, into any other sample instrument or loop, samples or SFX library of any kind, without our express written consent.

## Thank You

Thank you for buying this AudioThing library, we hope you will have as much fun as we had making this product.

For help or any question, feel free to mail us: [info@audiothing.net](mailto:info@audiothing.net)