

VOYAGER 2

users guide
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Introduction

Thank you for choosing VOYAGER 2!

VOYAGER 2 is a Kontakt library based on the sounds of the legendary **minimoog voyager**. Please note that VOYAGER 2 is not a hardware emulation. Our design goal was to develop a full-featured polyphonic synthesizer that uses the sounds of the original hardware as a starting point.

Although you can play the recorded minimoog sounds (as a traditional rompler), but more interestingly, you can tweak and manipulate them in many ways to create warm motion pads, animated textures, wild leads and fat basses - completely new sounds that were not possible with the original synth.



Requirements

VOYAGER 2 requires the **full retail version of Kontakt 5.51** (or higher version), it is not compatible with the free Kontakt Player.

Note: the 5.51 version of Kontakt still runs on OSX 10.8 (Mountain Lion) or Windows 7.

Installation

Unpack the downloaded rar archive package, and place the "VOYAGER 2" folder in Kontakt's sampler library folder. Important: you can place the VOYAGER 2 folder anywhere you want, just don't change the library's internal structure! VOYAGER 2 contains two main sub-folders:

1) Instruments folder: contains all instrument patches (nki files) of the library in 7 categories. You can load these patches using Kontakt's internal browser, or you can drag and drop from the finder/explorer.

2) Samples folder: stores all samples and configuration data of the library (you don't have to deal with it).

Features of VOYAGER 2

- ergonomic user interface using more than 100 custom made knobs, faders and switches to control the most important parameters of the synth
- programmable arpeggiator with 4 pattern slots
- fully editable effects: equalizer, 2 types of distortion, delay, 2 types of reverb, comp
- 30 types of filter in 3 real-time switchable filter slots
- 2 independent LFOs with tempo sync option, allowing modulation for 4 destinations: pitch, filter, volume and pan
- modulation options for external sources: velocity, mod-wheel, aftertouch, random.
- customizable global MIDI implementation for 24 controllers*
- host automation for 24 controllers*
- template load/save option for sound design

* the following 24 parameters can be controlled via MIDI control change messages or host automation:

filter cutoff, filter resonance, filter type, filter env amount, filter attack, filter decay, filter sustain, filter release, amp attack, amp decay, amp sustain, amp release, OSC1 volume, OSC2 volume, FX delay amount, FX reverb amount, LFO1 speed, LFO2 speed, Arp mode, Arp pattern select, Solo on/off, Legato on/off, Glide on/off, Gliding time

Controlling parameters

Knobs, faders, and numerical displays can be controlled by left-clicking on them, and dragging the mouse up or down in a vertical direction (except some horizontal sliders). Hold down shift while turning knobs to slow down the movement, in order to set precise values. Use Ctrl+Click to set controls to their default position.

Tip: if you enable the info pane in Kontakt (see picture below), it will display a description of each controller when you move the mouse above them.



The user interface

The VOYAGER 2 interface can be divided into four parts: SYNTH, ARP, FX EDIT and SYSTEM.

1. SYNTH panel

The SYNTH panel is the first window you see when you load a VOYAGER 2 instrument.

It contains all synthesizer parameters and allows you to edit them. The synth panel contains 7 sections, they follow the typical logical order of analogue synthesizers.



As you can see, the controllers follows a certain colour scheme for the easy navigation:

- green: volume related controls
- light blue: pitch related controls
- red: filter related controls
- orange: pan related controls
- yellow: LFO related controls

OSC section

An instrument contains one or more groups. The OSC section provides control for volume, sample start offset, pitch tune (semitone and fine) and pan parameters according to the following rule: OSC1 controls the odd-numbered groups (group 1, 3, etc.), OSC2 controls the even-numbered groups (group 0, 2, etc.).

When only one group exists in the instrument patch, controls of OSC2 will be hidden.

By default, the max. allowed number of groups is 8. In most cases, it's more than enough. If you want to use (and control) more groups, you need to modify the following line in the script editor:

```
declare const $max_groups :=8
```



OSC volume: adjusts the group volume. This controller can be automated.

Sample start offset: adjusts the sample start offset, this knob doesn't work if the playback mode is set to DFD.

Semi tune: transpose the OSC in semitone (+/- 12 st.)

Fine tune: fine tune the OSC in one cent steps (+/- 100 cents)

Pan: set the panorama of the OSC

FILTER section



Cutoff: adjusts the cutoff frequency of the internal filter.

Resonance: adjusts the amount of resonance of the internal filter.

Filter type: switch among the 3 preloaded filter types. You can set the filter types on the system panel.

FILTER ADSR envelope: controls the filter cutoff over time.

Keytrack: determines how much the cutoff frequency is affected by the MIDI key number. If it is set to 0, all notes share the same cutoff frequency as specified by the cutoff. Higher values move the cutoff frequency according to the key pressed.

Envelope Amount: adjusts the envelope amount to the filter cutoff.

Env pitch: you can modulate the pitch using the filter envelope, the Env pitch controls the modulation amount.

All controls of filter section (except the Env pitch and the Keytrack knobs) can be automated.

AMP section



Pan keyboard tracking: controls the connection between the pan and the key position.

Attack curve: adjust the curve shape of the Attack phase from concave (-) to convex (+). At middle position it is linear.

AMP Envelope: adjusts the attack, decay, sustain and release of the amplitude envelope. These controllers can be automated.

FX section

The FX section provides a quick access to the effects: you can enable or disable the eq, distortion and compressor, set the amount of delay and reverb. You can edit the effect parameters on the FX EDIT panel. The signal path leads from top to bottom.



EQ: Enables or disables the Solid G-type equalizer.

DIST: Enables or disables the distortion module (skreamer or jump).

DLY: adjust the amount of delay effect.

RVB: adjust the amount of reverb effect (traditional or convolution reverb).

COMP: enable or disable the compressor module.

MOD section

The modulation section can be divided into 4 parts, according to the four external modulation sources: modulation wheel, channel aftertouch, velocity and random generator.



Under the modulation source name you can see the intensity control knobs. Most of them are bipolar, which means you can adjust the modulation intensity in two direction: increase or decrease the modulated destination's value.

Modulation wheel has five destinations: cutoff, resonance, LFO1 rate, LFO1 and LFO2 intensity.

Aftertouch has three destinations: filter cutoff, LFO1 & LFO2 intensity. Please note that LFO1

and LFO2 intensity knobs are shared between the modulation wheel and the aftertouch, you can switch between the two sources by pressing the small button below the knobs.

Velocity has five destinations: volume, cutoff, amplitude envelope's attack, filter envelope's decay and sample start offset. These controls can help to make your sounds livelier while playing. They are bipolar.

Random generator has three destinations: pan, cutoff and sample start offset. As you can see, these controllers are unipolar, you can set the amount of randomness.

Please note that setting sample start offset controls only makes sense when the playback mode is set to sampler, they don't work in DFD (direct from disk) mode.

LFO section

Low Frequency Oscillators (LFOs) generate periodic (or random) signals, which are typically used for modulation across all kinds of synthesizers and samplers. Their name stems from the old modular analogue synthesizers, where they first originated: it was meant to reflect that their typical operating frequency was the only thing that set them apart from the audio oscillators (which were mostly just being referred to as "oscillators"), since otherwise, they worked pretty much the same, and had similar controls. While audio oscillators generate signals in the audible range of 20 Hz up to 20.000 Hz, LFOs provide a much lower range. VOYAGER 2 has two independent LFO modules, see the picture.



shape: displays the waveform of the LFO's. The available waveforms are sine, triangle, rectangle, sawtooth and random.

sync: synchronize the LFO to the host tempo

rate: adjusts the LFO frequency. When sync is off, the freq. range is 0.1 -210 Hz. If sync is on, the frequency depends on the host tempo, you can set it in the 4/4 – 1/256 range.

delay: if this value is greater than zero, the LFO will not start the waveform right away when a note is received, but rather smoothly ramps it up over time. This works great on human-like vibratos.

Both LFOs have 4 destinations: pitch, cutoff, volume and pan. These controllers are bipolar.

Please note that the LFOs' modulation intensity is also controlled by the Mod-wheel/Aftertouch intensity knobs, so when you turn a modulation knob and don't hear any changes, check them first.

PERF section

The Performance section allows you to set parameters for the behavior of notes when played from a MIDI keyboard.



Unison provides a chorus type effect and thus an overall fat sound, when playing a note. Unison has two parameters: voice and detune.

Please note that unison voices will reduce the available polyphony.

voice: the number of voices played simultaneously when playing a note.

detune: the unison voices are slightly detuned, this parameter adjusts the amount of detune.

solo: enables a monophonic mode, i.e., only one note is audible at a time. This works well with both legato and glide. It is useful for replicating monophonic synthesizers.

legato: enables legato mode. As long as a key is pressed in legato mode, the attack phase of a successive note will not be triggered, but the current note will pitch-bend to the second note's value. Legato works only when solo mode is set to on.

glide switch: turns pitch slides on or off. The time of the glide can be controlled with the control knob.

2. ARP panel

The arpeggiator is a module that generates melodic or rhythmic patterns from one or more keys pressed. It uses the host's tempo and automatically steps through a sequence of notes based on the input notes.



Arp mode slider: you can choose among 3 modes. **On** enables the normal arpeggiator mode. **Hold** will latch all played keys. **Hold+-** will latch all played keys and subsequently played keys

will be added to or taken away from the note buffer. **Off** turns the arpeggiator off.

Steps: sets the number of steps of the rhythmic pattern between 2 and 32.

Rhythm Grid: sets the rhythmic pattern of the arpeggiated notes. The columns set the velocity of each note. If a column is set to 0 (by ctrl+clicking on a table column), the step will not be played. The actual velocity depends on the *Fix Velocity* button, the length of the pattern can be set with *Steps*. Tip: right-click and drag the mouse to create a continuous velocity ramp.

Fix velocity: when enabled, played velocities are ignored and taken from the columns in the rhythmic grid. When it is off, played velocities will be scaled by the columns of the rhythmic grid.

Note order: defines the pattern for the order in which notes are arpeggiated.

Pattern select: you can choose from 4 different pattern variations, they have dedicated buttons: P1, P2, P3, P4. The pattern select knob (below the buttons) can be automated.

Rate: adjust the tempo of the arpeggiator in rhythmical values, synced to the master clock. T stands for triplet.

Save: saves the complete arpeggiator settings to the disk.

Load: loads a previously saved settings from the disk.

Octave: sets the octave displacement, i.e. the distribution of the arpeggio pattern in various octaves. The arpeggio pattern cycles from the played octave to the octave set upwards.

Duration: sets the duration of the arpeggiated MIDI notes in percent. This will only change the length of the MIDI notes, not the volume envelope.

Swing: offsets every other step by the specified amount percentage in order to create a swing feel. Positive values delay every other step, negative values push every other step forward.

Strike: sets the number of strikes of each note of the note buffer. When Strike is set to a value other than 1, each note of the note buffer will be repeated by the amount specified with *Strike*.



3. FX EDIT panel

The FX edit panel gives you access to the effects settings, you can customize all parameters of the following effects: equalizer, 2 types of distortion module, delay, 2 types of reverb, compressor and limiter.



The Solid G-EQ is modeled on high quality analogue circuitry. It is a 4-band parametric EQ and offers the choice of bell or shelf style control of the low and high frequency bands.



The Jump effect simulates the classic tone of British guitar amplifiers. It is ideal for creating smooth, singing lead sounds.

Skreamer offers an alternate overdrive algorithm that sounds warm and smooth.

You can switch between Skreamer and Jump by clicking on the "SKR - JMP" switch at the bottom.

Delay offers a delay line that can optionally be synced to the tempo and provides an adjustable feedback level, a low-pass filter, and a pan control for ping-pong like echo effects.

If you don't use the tempo syncing feature, the available delay range is 5 to 2900 ms. Delay times lower than 20 ms are not discernible as delays, but can produce interesting comb filtering effects.



Reverb simulates the natural reverberation that occurs when a sound source is placed in an acoustic environment, thus adding a feeling of spaciousness to the sound.

Convolution is a mathematical process that allows you to replicate the acoustical behavior of a room or a hardware reverb unit for use with your own signals. To accomplish this, a short audio recording of a wide-band signal played through the system is fed into the convolution processor. This recording is usually a normal audio file, called impulse response. **VOYAGER 2** provides 32 types of impulse responses, you can select them from a drop-down list.

You can switch between Reverb and Convolution by clicking on the "RVB - CONV" switch at the bottom.



Compressor is a dynamic tool which automatically reduces the level of loud passages in a signal, thereby affecting the signal's dynamic range. It's a useful tool for many common tasks — for instance, it can be used for reducing level peaks, thus allowing the overall signal volume to be turned up without making it clip, or in other words, increasing the average volume of a signal. By careful adjustment of the attack and release times, it can also modify signal transients, allowing you to add punch to weak-sounding drums or taming exaggerated "clicking" in percussion sounds. Care must be taken though, too much compression can result in a rather strained and weak sound.

On the Compressor's box, you can see a switch: Limiter. This is a separated module (it can work even if the compressor is disabled) and acts as a 'safety net' to keep short signal peaks from overloading the system, which would result in audio clipping.

4. SYSTEM panel

The SYSTEM panel contains some useful tools and allows you to configure the MIDI implementation of VOYAGER 2.



PITCHBEND section



The pitch bend wheel is used to temporarily shift the pitch up- or downwards. When released, it automatically jumps back to center position. The up & down parameters specify the maximum value of how many semitones a sound is pitch shifted up or down, when the pitch bend wheel is turned up or down.

GLOBAL MIDI SETUP

These settings are global, thus when you save, they'll apply to the whole VOYAGER 2 library.



Midi implementation switch: when it's enabled, the engine monitors the incoming MIDI CC messages to provide MIDI automation for the dedicated controls. You can set the control change number to each of them that is available on the list. The default setup is based on the GENERAL MIDI rules, but you can freely overwrite them according to your midi controller's settings.

If you prefer host automation and don't want to use MIDI CC messages for controlling the synth, you can turn off the midi implementation. In this case VOYAGER 2 won't respond to any control change messages (except #CC1, which is the modulation wheel).

Monitor: Midi monitor is a little tool to check the incoming MIDI CC messages. If you turn it on, the incoming control change messages will be displayed on the status line of Kontakt. It can be useful if you want to configure your setup, but not sure of the settings of your MIDI controller. Just turn a knob, and you will see its setting.

SAVE: the save button saves all settings of this section to the disk.

Using our midi implementation method has a great benefit in comparison to Kontakt's own "Learn MIDI" function: it is global. When you set it once, it will apply to all patches in the library!

TEMPLATE section



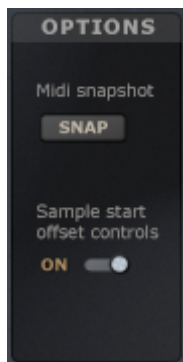
This section is a toolkit for sound design: you can reset all settings (starting from scratch), or transmit an instrument's settings to another instrument.

RESET: sets all synth controllers to the default value. Since this function clears all custom settings, you have to click on this button twice for safety reasons.

SAVE: saves all parameters of the SYNTH panel and FX panel to the disk. Arpeggio, keyrange and pitch-bend settings won't be saved.

LOAD: loads the previously saved parameters from disk. If you tick the "include FX" checkbox, the FX settings will be loaded as well.

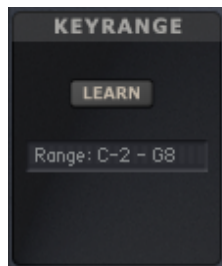
OPTIONS section



Midi snapshot: this is an experimental tool, it sends all of the automatable controllers' position to the midi out using control change messages. Some MIDI controllers (for example Kontrol S series) supports two way communication, with this button you can transfer the automatable controllers' settings to the keyboard. In order to properly operate this function you need to configure and enable midi out in the Kontakt's preferences.

Sample start offset controls: this option hides those controls that don't work in DFD (direct from disk) mode. Sample start offset is a great option to manipulate samples on the fly, but it works only when the playback mode is set to sampler. Unfortunately Kontakt doesn't allow to query the status of the playback mode (sampler or DFD), so we have to set it manually using this switch. Almost all patches of VOYAGER 2 are set to sampler mode, so we recommend that you leave it ON.

KEYRANGE section



This function can be useful for building a split keyboard instrument, allowing you to play, for example, a solo lead on the right hand and an accompanying bass or pad chords on the left hand.

The **LEARN** button allows you to set the active keyrange simply by pressing the MIDI keys you wish to assign them to. To use the function press the **LEARN** button once, and then press the desired min AND max notes on your midi keyboard. If you wish to clear the key range values, you can simply click the LEARN button twice without playing any keys and the keyrange will return to the default settings (full range).

FILTER SETUP



You can set up three filters here choosing from 30 different types.

Click on the drop-down lists and select the filter type you wish for the 3 available slots.

These setting will be saved and loaded when you use the TEMPLATE save/load functions.

Instruments of VOYAGER 2

The Kontakt instruments of VOYAGER 2 (.nki files) can be found in the **Instruments** folder, distributed in 7 categories:

- [All layers]
- V2 Arp & Sequence
- V2 Bass
- V2 Key & Polysynth
- V2 Lead
- V2 Pad & Atmosphere
- V2 SFX & Percussion



The *[All Layers]* is a special folder for sound designers. It contains all of the instrument layers separately. The patches are “clean”, without any filter effect and with default envelope settings. They can be useful if you want to create new sounds from scratch.

Please note that these categories are not carved in stone, they're just our approach. For example you can use a bass sound as lead, or a polysynth key as monosynth lead or even a pad when you tweak it a bit... it's really up to you!

List of instruments

[All Layers]

V2 Alarm LFO FX
 V2 B3 Solo
 V2 Back2 Roots 1
 V2 Back2 Roots 2
 V2 BigBoy
 V2 BitterBass 1
 V2 BitterBass 2
 V2 Blip Attack
 V2 Brass Bed 1
 V2 Brass Bed 2
 V2 Brassy Lead 1
 V2 Brassy Lead 2
 V2 Bright Lead
 V2 Bruce 1
 V2 Bruce 2
 V2 Bubbles 1
 V2 Bubbles 2
 V2 Bullets FX
 V2 Burning Down
 V2 Citadel Bass 1
 V2 Citadel Bass 2
 V2 Clavi
 V2 Clockwork Arp
 V2 Daily Lead
 V2 Diet Bass 1
 V2 Diet Bass 2
 V2 Divebomb 1
 V2 Divebomb 2
 V2 Double Bass
 V2 Emerson Saw
 V2 Fat Reso Bass
 V2 Fat Sweep Pad 1
 V2 Fat Sweep Pad 2
 V2 Fat Sweep Pad 3
 V2 Fat Sweep Pad 4
 V2 Fifth Lead 1

[All Layers]

V2 Fifth Lead 2
 V2 Filter Madness FX
 V2 FilterDmg FX 1
 V2 FilterDmg FX 2
 V2 FilterPad 0120Hz
 V2 FilterPad 0250Hz
 V2 FilterPad 0400Hz
 V2 FilterPad 0700Hz
 V2 FilterPad 1100Hz
 V2 FilterPad 2500Hz
 V2 FilterPad 4000Hz
 V2 FilterPad 8000Hz
 V2 FilterPad Velocity
 V2 Flute 1
 V2 Flute 2
 V2 FM Evolution FX
 V2 Froggy Bass
 V2 FrogMan 1
 V2 FrogMan 2
 V2 FunKey 1
 V2 FunKey 2
 V2 Glide Zip FX
 V2 Glocken 1
 V2 Glocken 2
 V2 Growl 1
 V2 Growl 2
 V2 HairBall
 V2 Harmonics 1
 V2 Harmonics 2
 V2 HarpsiMoog
 V2 HotPepper 1
 V2 HotPepper 2
 V2 Howler FX Off
 V2 Howler FX On
 V2 Impact Bass 1
 V2 Impact Bass 2

[All Layers]

V2 JanHammer Bass 1
 V2 JanHammer Bass 2
 V2 Katy's Bass
 V2 ManChild Lead
 V2 Mechanics 1
 V2 Mechanics 2
 V2 MetalJunk 1
 V2 MetalJunk 2
 V2 Model D Lead 1
 V2 Model D Lead 2
 V2 MoogFilter on Juno60 1
 V2 MoogFilter on Juno60 2
 V2 MoogFilter on uWave 1
 V2 MoogFilter on uWave 2
 V2 MoogFilter on VirusC 1
 V2 MoogFilter on VirusC 2
 V2 MrHook Bass 1
 V2 MrHook Bass 2
 V2 Noise Bubble FX
 V2 Old Smooth Bass
 V2 Opening Filter 1
 V2 Opening Filter 2
 V2 Opening SQ Bass
 V2 Organ Transplant
 V2 Overcast Atmo 1
 V2 Overcast Atmo 2
 V2 Plucky Bass 1
 V2 Plucky Bass 2
 V2 PWM 3 OSC Full
 V2 PWM Reso Lead
 V2 Raw Meat
 V2 ResoDecay 1 -A
 V2 ResoDecay 1 -B
 V2 ResoDecay 1 -C
 V2 ResoDecay 1 -D
 V2 ResoDecay 1 -E

[All Layers]

V2 ResoDecay 1 -F
 V2 ResoDecay 2 -A
 V2 ResoDecay 2 -B
 V2 ResoDecay 2 -C
 V2 ResoDecay 2 -D
 V2 ResoDecay 2 -E
 V2 ResoDecay 2 -F
 V2 ResoDecay Vel 1
 V2 ResoDecay Vel 2
 V2 Resomance 1
 V2 Resomance 2
 V2 ResoSweep Bass
 V2 ResoSweep Pad 1
 V2 ResoSweep Pad 2
 V2 RingMod FX
 V2 Round Moog Bass
 V2 Rude Sync
 V2 SawLead Model D
 V2 Shimmer Pad 1
 V2 Shimmer Pad 2
 V2 Simple Organ
 V2 Simple V-Bass
 V2 Slow LFO Sweep
 V2 Slow Power 1
 V2 Slow Power 2
 V2 Snappy SubBass 1
 V2 Snappy SubBass 2
 V2 Soft Lead
 V2 Spiky Growler 1
 V2 Spiky Growler 2
 V2 Squelcher 1
 V2 Squelcher 2
 V2 String Classic
 V2 String Thing
 V2 Sunrise 1
 V2 Sunrise 2

[All Layers]

V2 SuperSaw HP
 V2 Surfing FX
 V2 Sweep Down 1
 V2 Sweep Down 2
 V2 Sweep Up 1
 V2 Sweep Up 2
 V2 Sweep Up FX
 V2 Sync Guitar 1
 V2 Sync Guitar 2
 V2 Sync Tonic 1
 V2 Sync Tonic 2
 V2 SyncDrum FX 1
 V2 SyncDrum FX 2
 V2 Synctar 1
 V2 Synctar 2
 V2 Tauron 1
 V2 Tauron 2
 V2 Thumping Bass
 V2 Tony Lead 1
 V2 Tony Lead 2
 V2 Velocity Arp
 V2 Voco Bass
 V2 Weird Drum FX
 V2 Wobbly 1
 V2 Wobbly 2
 V2 Wiggler 1
 V2 Wiggler 2
 V2 Yeeaay
 V2 Yowsa Bass 1
 V2 Yowsa Bass 2
 V2 Zap Drums
 V2 Zap FX
 V2 Zapper FX 1
 V2 Zapper FX 2

V2 Arp & Sequence

V2 Another Story
 V2 Blip Arp
 V2 Bruce Arp
 V2 Bubbles Arp
 V2 Bullets FX Arp
 V2 Burning Arp
 V2 Clavi Arp
 V2 Clockwork Arp
 V2 Filter Madness FX Arp
 V2 Fun-Key Arp
 V2 Grotesque Arp
 V2 Hot Pepper Arp
 V2 Juno LFO Arp & Sequence
 V2 Melodic Perc Arp
 V2 Phaser String Arp
 V2 S&H Filter Arp (Opening)
 V2 S&H Filter Arp (Sunrise)
 V2 S&H Filter Arp (Sweep Pad)
 V2 S&H Filter Sequence
 V2 Shimmer Arp
 V2 Shimmer LFO Seq
 V2 Silver Drops Arp
 V2 Sweep LFO Sequence
 V2 Sync S&H Drops Arp
 V2 Sync Tonic Arp 1 (velo)
 V2 Sync Tonic Arp 2 (S&H)
 V2 Tin S&H Sequences
 V2 Velocity Arp
 V2 Virus Arp
 V2 Virus LFO Sequence
 V2 Wiggler S&H Arp
 V2 Wiggler Velo Arp

V2 Bass

V2 Bitter Bass
 V2 Bruce Bass
 V2 Citadel Bass
 V2 Diet Bass
 V2 Double Bass
 V2 Fast Reso Bass
 V2 Fat Sweep Velo Legato
 V2 Froggy Bass
 V2 Funky PWM Bass
 V2 Growl Bass
 V2 Impact Bass
 V2 Jan Hammer Bass
 V2 Juno Bass
 V2 Katy's Bass
 V2 MrHook Bass 1
 V2 Old Smooth Bass
 V2 Opening SQ Bass
 V2 Pluck & Sweep 1
 V2 Pluck & Sweep 2
 V2 Plucky Bass
 V2 ResoSweep Bass
 V2 Round Moog Bass
 V2 Simple V-Bass
 V2 Snappy SubBass
 V2 Talking Bass
 V2 Thumping Bass
 V2 uWave Hammer Bass 1
 V2 uWave Hammer Bass 2
 V2 Voco Bass
 V2 Yowsa Bass

V2 Key & PolySynth

V2 B3 Warm Organ
 V2 Blue Crystal Keys
 V2 Brass Bed
 V2 Chronicle Keys
 V2 Clavi
 V2 Filter Keys
 V2 Filter S&H Keys
 V2 Fun Key
 V2 Glocken
 V2 Growl Stab
 V2 HairBall
 V2 HarpsiMoog
 V2 Mechanics Key
 V2 Mechanics v2
 V2 Opening Filter
 V2 Organ Transplant
 V2 Phaser Organ 1
 V2 Phaser Organ 2
 V2 Reso E-Piano
 V2 Reso Velo Keys
 V2 ResoDecay Velocity
 V2 Resomance
 V2 Simple Organ
 V2 Spiky Growler
 V2 Squelcher
 V2 String Thing
 V2 Sunrise Keys
 V2 Sweep Down v1
 V2 Sweep Down v2
 V2 Sync Tonic
 V2 Synctar 1
 V2 Synctar 2
 V2 Tauron Keys
 V2 Tauron Velo Stab
 V2 Virus Keys w Moog Filter
 V2 Wiggler Keys

V2 Lead

V2 Abandoned
 V2 B3 Solo
 V2 Back 2 Roots
 V2 Big Boy Lead
 V2 Brassy Lead
 V2 Bright Lead
 V2 Bruce
 V2 Bubbles (Fart Lead)
 V2 Burning Down the House
 V2 Daily Lead
 V2 Dirty Sync Lead
 V2 Dive Bomb
 V2 Emerson Saw Lead
 V2 Fifth Lead
 V2 Flute Analog
 V2 Frog Man
 V2 Fusion PWM Lead
 V2 Harmonics
 V2 Hot Pepper
 V2 ManChild Lead
 V2 Model D Lead
 V2 PWM Reso Lead
 V2 Raw Meat
 V2 Rude Sync Lead
 V2 SawLead Model D
 V2 Soft Lead
 V2 SuperSaw HP
 V2 Sweep Up Legato
 V2 Sync Guitar Distr
 V2 Tauron Duet
 V2 Tony Lead
 V2 Wobbly
 V2 Wiggler Legato
 V2 Yeeaaay (Voice Lead)

V2 Pad & Atmosphere

V2 Big PWM Pad
V2 BigBoy Pad
V2 Calm Organ Pad
V2 Cold November Pad
V2 Dual Sweep Pad
V2 Endless Fields
V2 Fat Sweep Pad 1
V2 Fat Sweep Pad 2
V2 Fat Sweep Pad 3
V2 Juno60 Pad w Moog Filter
V2 Loneliness
V2 Overcast Atmo
V2 Phasing String Pad
V2 Plucky Dreampad
V2 Portal 1
V2 Portal 2
V2 Reso Sweep Pad
V2 Saw Pad Model D
V2 Shimmer Pad
V2 Silver Plates
V2 Slow LFO Sweep Pad
V2 Slow Power
V2 Soft Clouds
V2 String Classic 1
V2 String Classic 2
V2 String Pad HP
V2 String Pad Majestic
V2 Sugar Daddy
V2 Sunrise Pad
V2 Sweep Up Pad
V2 Sync Tonic Pad
V2 Tauron & Sweep Pad
V2 uWave Pad via Moog Filter
V2 Virus Pad via Moog Filter
V2 Voyager On the Way
V2 Wiggler Pad

V2 SFX & Percussion

V2 Alarm LFO FX
V2 Analog Babel FX
V2 Analog Scream FX
V2 Bullets FX
V2 Engine Up & Down
V2 Filter Madness FX
V2 FilterDmg FX 1
V2 FilterDmg FX 2
V2 FM Evolution FX
V2 Glide Zip FX
V2 Howler FX Off
V2 Howler FX On & Off
V2 Howler FX On
V2 MetalJunk Percussion
V2 Noise Bubble FX
V2 RingMod FX
V2 Surfing FX
V2 SyncDrum FX
V2 Weird Drum FX
V2 Zap Drums
V2 Zap FX
V2 Zapper Drone FX