IMAGO DEI 2 (2024) for Behringer 2600 Synthesizer

Arthur B. Hunkins

Performance Score

Presetting VCO Frequencies

1) Create the Master Patch Sheet 1 setup (excepting VCO freqencies). Don't forget the 3 dummy **KYBD CV** plugs.
2) Set **MIXER VCF** to 1 and **VCF VC01, 2 & 3** to 0.
3) Set all **VCO Fine Tunes** to 0.
4) Raise **VCF VCO1** to 1 and set **VCO1 Initial Frequency** to approximately A440 (= a setting around .75).
5) Raise **VCF VCO2** to 1 and set **VCO2 Initial Frequency** to match the pitch of VCO1.
6) Repeat step 5 with VCO3 (all freqs are now identical).
7) With **VCO2 Fine Tune**, adjust VCO2 to any desired pitch higher than VCO1. Minimize beating.
8) With **VCO3 Fine Tune**, adjust VCO3 to any desired pitch higher than VCO2. Again minimize beating.
9) Make final adjustment to minimize overall beating, using **VCO2&3 Fine Tunes**.
10) Lastly, return **MIXER VCF** to 0, and **VCF VCO1, 2 & 3** to .25.

Patch Sheet 1

AR Manual Random presses, 1 every 3 seconds average, continuing through next **AR**, optionally increasing speed
VCF VCO1 (.25) --> **.75**
ADSR Decay (.1) --> **.25**
VCF VCO2 (.25) --> **.75**
ADSR Decay (.25) --> **.5**
VCF VCO3 (.25) --> **.75**
VP6 +10V (0) --> **1**
ADSR Decay (.5) --> **.75**
AR Manual Continue, speeding up and becoming regular, to precisely match speed of Electronic Switch
AR Switch (Up) --> **Down**, in sync with Manual presses (Presses cease; transition to auto mode ideally inaudible)
VCF Fine Tune (0) --> **.5**
VCO1 & 2 Pulse Width (.5 & .75) --> **Random**, controls independently alternating widely, arriving at **.75** & **.5**
S/H Rate (.2) --> **.35** SLOW
ADSR Decay (.75) --> **1**
S/H Level (0) --> **1**
VCF Resonance (0) --> **.2**
S/H Rate (.35) --> **1** VERY SLOW

Patch Sheet 2

<u>VP7</u> Lag (0) --> **1**
<u>MIXER</u> VCF (0) --> **.85** STAY
<u>S/H</u> Level (1) --> **0**
<u>MIXER</u> VCA (1) --> **.85**
<u>MIXER</u> VCF (.85) --> **1**
<u>MIXER</u> VCA (.85) --> **0**
<u>VCO2</u> Pulse Width (.5) --> **.75**
<u>VCF</u> Fine Tune (.5) --> **0**
<u>VP6</u> +10v (1) --> **.4**

Patch Sheet 3

These first **4** operations are silent, and may be performed quickly
<u>VCA</u> ADSR (1) --> **0**
<u>VCA</u> AR (0) --> **1**
<u>S/H</u> Rate (1) --> **.2**
<u>MIXER</u> VCA (0) --> **1**
<u>VCO2</u> Noise Gen (1) --> **0**

Patch Sheet 4

<u>VP6</u> +10 (.4) --> **.7**

<u>S/H</u> Level (0) --> **.5**

<u>VP6</u> +10 (.7) --> **1**

<u>S/H</u> Level (.5) --> **1**

<u>ADSR</u> Initial Gain (0) --> **.5**

<u>VCF</u> Fine Tune (0) --> **.5** STAY

<u>VP6</u> +10 (1) --> **.3**

<u>MIXER</u> VCA (1) --> **.5**

<u>S/H</u> Level (1) --> **.5**

<u>MIXER</u> VCF (1) --> **.85**

Patch Sheet 5

VCO3 Noise (0) --> **.25**
VP6 +10 (.3) --> **0**
MIXER VCA (.5) --> **0**
VP7 EF (1) --> **0**
VCO1 S/H (0) --> **.25**
VCO2 S/H (0) --> **.25**
S/H Rate (.2) --> **.3** SLOW
VCO1 S/H (.25) --> **.75**
VCO2 S/H (.25) --> **.75**
VCO3 Noise (.25) --> **.75**
S/H Rate (.3) --> **.5** SLOW
VCO2 S/H (.75) --> **1**
VCO1 S/H (.75) --> **1**
VCO3 Noise (.75) --> **1**
S/H Rate (.5) --> **1** SLOW
VP6 +10 (0) --> **1**
MIXER VCA (0) --> **1**
VP6 +10 (1) --> **.3**
VCO3 Sync (OFF) --> **ON**
LFO Speed (.2) --> **1**
VCF Noise (0) --> **1**

Patch Sheet 6

<u>MIXER</u> VCF (.85) --> **1**

<u>NOISE</u> Color (0) --> **Random**, varying widely between 0 and 1, ending on **1**

<u>NOISE</u> Level (1) --> **Random**, varying widely between 1 and .75, ending on **1**

<u>VCF</u> Fine Tune (.5) --> **Random**, varying actively between .75 and 0, ending on **.75**

<u>REVERB</u> Mixer Out (0) --> **.5**

<u>REVERB</u> "Reverb Out" (0) --> **.5**

<u>ADSR</u> Initial Gain (.5) --> **1**

<u>REVERB</u> Mixer Out & "Reverb Out" (.5) --> **1** STAY LONG

<u>ADSR</u> Initial Gain (1) --> **0**

<u>REVERB</u> Mixer Out & "Reverb Out" (1) --> **0** SLOW

Patch Sheet 7

VCF Noise (1) --> **.75**
VCF Fine Tune (.75) --> **.5**
S/H Level (.5) --> **.25**
VCF Noise (.75) --> **0**
LFO Speed (1) --> **.2**
VP6 +10 (.3) --> **0**
MIXER VCA (1) --> **0**
NOISE Level (1) --> **.75**
S/H Rate (1) --> **.5**
VCA ADSR (0) --> **1**

Patch Sheet 8

VCF VCO1 (.75) --> **0** SLOW
VCO2 Pulse Width (.75) --> **Random**, varying widely, ending on **.5**
S/H Rate (.5) --> **.35** SLOW
MIXER VCA (0) --> **.75**
MIXER VCF (1) --> **.85**
MIXER VCA (.75) --> **1**
MIXER VCF (.85) --> **.5**

(Patch 8 continued)

<u>S/H</u> Rate (.35) --> **.25**
<u>MIXER</u> VCF (.5) --> **0**
<u>ADSR</u> Decay (1) --> **.75**
<u>ADSR</u> Initial Gain (0) --> **.2**
<u>VCF</u> VCO2 (.75) --> **0**
<u>VCF</u> VCO3 (.75) --> **.9**
<u>ADSR</u> Decay (.75) --> **.5**
<u>ADSR</u> Initial Gain (.2) --> **0**
<u>S/H</u> Rate (.25) --> **.2**
<u>S/H</u> Level (.25) --> **0**
<u>ADSR</u> Decay (.5) --> **.25**
<u>VP6</u> +10 (0) --> **.25**
<u>ADSR</u> Decay (.25) --> **.1** STAY
<u>VCF</u> VCO3 (.9) --> **0**