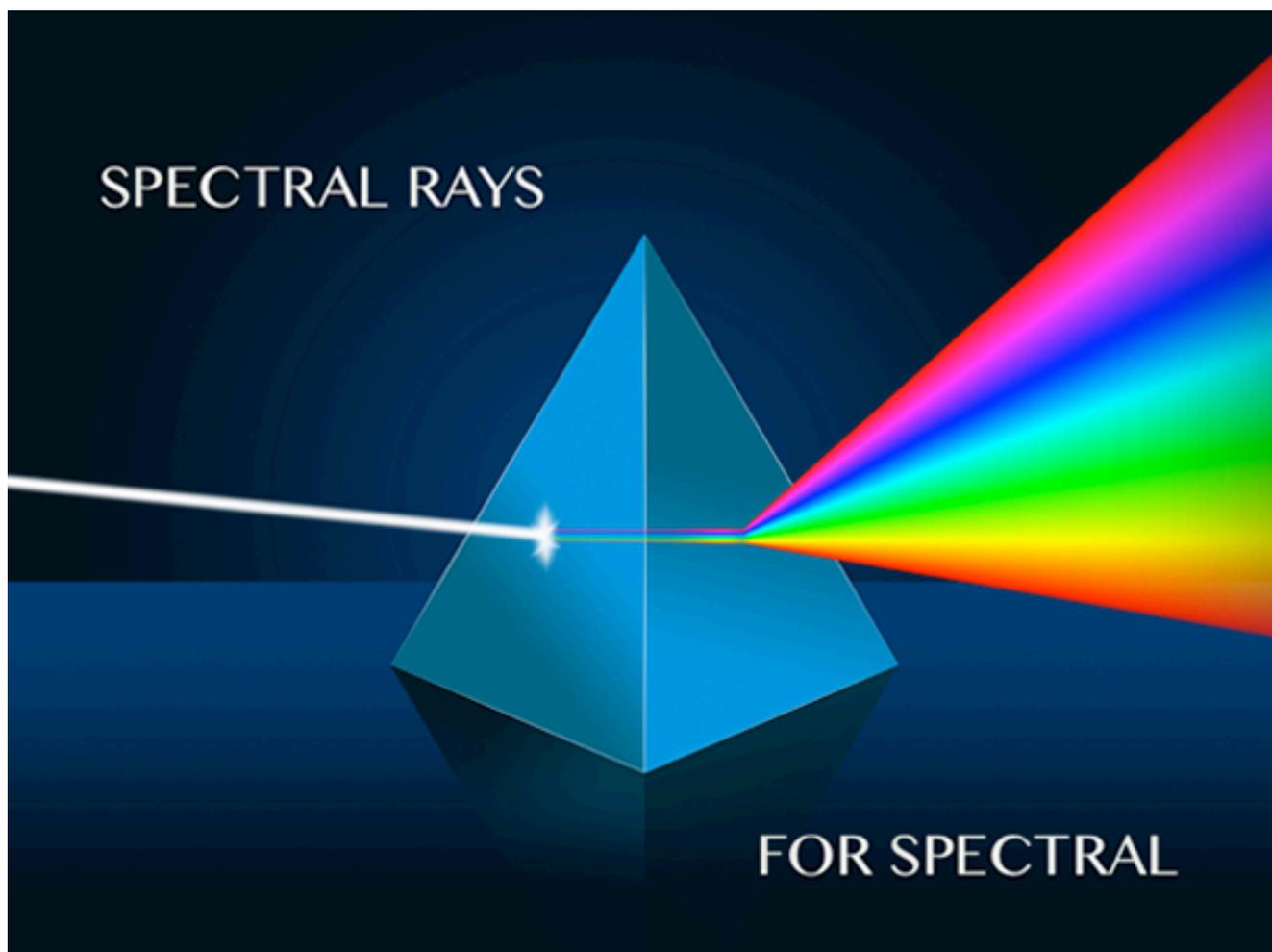


# Soundset *Spectral Rays* for Spectral

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## **Installation**

After unzipping the file you downloaded you will find a folder named "Spectral Rays" containing the Readme-PDF and folder named "Spectral Rays" with the presets in the native Spectral format.

Place preset-folder here:

\*Mac: HD (not User)/Library/Application Support/LinPlug/Spectral/Sound Banks/

\*Windows: On PC move the preset folder into the same folder where you installed Spectral

From the manual:

If you for some reason want to place the library in a different location you can do so and point Spectral to the library manually by choosing a preset from the new location. This is how: Click on the Set button next to the Startup preset name and navigate to a preset that Spectral should load upon startup. This not only defines your initial patch that is loaded when you open a new instance of Spectral but also defines at which location Spectral should look for the rest of the factory library. The path to the factory library is shown below the startup preset and you will see how it adjusts to the startup preset when you change it.

After the installation you will find the presets in Spectral's preset browser:



SELECT SOUND		LinPlug	
Accomplished Pad	Formant Meditation	Pluto Cavern	Vel Growler
Alaska Drone	Formula 1 Quencer	PM Glistener	Vox Humana
Alien Simplicity	Galopping Alien	Psycho Chopper	Warmer Pad
Amphetamin Bees	Ghoul Machine	Radiation Pad	Wholetone Adventure
Animator	Glass Pad	Rich And Beautiful Pad	
Arab Trumpet	Hit And Run	Rich Detuned Pad	
Beam Me Up	Huge Riser Drone	Ring My Mod Chimes	
Big Bass	Hybrid Dronepad	RM Organism	
Big Sweeper	Impressor Lead	Robot Meditation	
Blossom Rise	Insider	SadQuencer	
Brass Lead	Insomnia Drone	ShuffleQuencer	
Bright Edge	Interference	Six Beats of Minor Arp	
Bungee Arper	Japanese Opera	Sky Hacker	
Clockwork Quencer	Joyful Departure	SkyQuencer	
Cold Moon	Krypton Drone	Slow Riser Pad	
CommuniQuencer	Lamenting Alien	Something Cooking	
Complex Machinery	Make It Five	Space Harmonica	
Counter Drone	Meditate	Space Organ Pad	
Dancing Dwarfs	Melancholy Scanner	Spectral Descender	
Dark Requiem	Morph Pad	Spectral Flares	
Deranged Morser	Morph Scanner Bass	Square Dancer	
Digi Crystals	Morphing Drone	Square Spiders	
Digital Flowers	Mountain Stab	Star Plucker	
Dirty Leader	Multiples Of 3 And 5	Stochastic Bell Texture	
Edgy Scanner	New Age Organism	Synced Explorer	
End Of Time Pad	Obscure Resonances	They Are Back	
Exclamation Stab	One Finger Float	Trio Harmonics	
Fallout Drone	Orbit Lurker	Triplet Fiesta	
Fat Grunger	Oriental Hybrid Lead	Turkish BassQuencer	
Fibonacci Plucker	Overtone Evolution	Two Comets	
Filagree Texture	Panicing Alien	Undefeated Padscape	
FM Quartet	PentaQuenca	Valium Pad	

## Licence agreement and terms of usage

This license agreement is between you (the licensee) and me (Simon Stockhausen).

1.) The licensee must not distribute the patches from *Spectral Rays*, resample them, copy or otherwise replicate the patches of this soundset in any commercial, free or otherwise product. That includes sample and audio libraries and patches for samplers and sample based synthesizers. You can of course create such derivatives for your own musical work as long as these derivatives are only distributed in the context of musical work or sound design.

2.) The license to the soundset *Spectral Rays* may not be given away or sold (NFR).

## Description and Content:

This second soundset by Simon Stockhausen for LinPlug's Spectral contains 100 patches focussing on very musical and expressive lead sounds, rich, dreamy, glassy, cold and lush pads, groovy and futuristic sequences, complex and ethereal soundscapes, electronic textures inspired by the world of science fiction and some dark and deep drone sounds from the core of the underworld.

All waveforms and filter shapes in this soundset are programmed from scratch, exploring new and exciting sonic territories. The Modwheel is assigned for most of the patches, many presets also use Aftertouch.

All audio demos I produced for this soundset can be found [here](#)

## Sound Categories

- Pads – 16
- Drones & Sweeps – 18
- Soundscapes – 17
- Leads – 7
- Stabs & Plucks – 7
- Arps & Sequencers – 20
- Alien & SciFi – 13
- Bass – 2

## Patchlist

I put all the patches into one list as there is only one patch folder for *Spectral Rays*. Please check the “Category” if you’re looking for something specific. At the bottom of the UI you can always see which controls are active in a patch. VEL (velocity), PW (pitch wheel), MW (modulation wheel) and AT (aftertouch) are the possible options. One patch (Cold Moon) has Chord Memory activated, switch it off by clicking on the white keys at the low left of the GUI, many patches have Chord Memory programmed but not activated.



If your Midi keyboard does not support Aftertouch, you can automate the “C-Press“-parameter in your DAW. If a certain patch is too CPU-heavy for your computer, reduce the polyphony (“Voices“ at the lower left of the UI), or increase the buffer size in your DAW, then before rendering offline, increase the polyphony again to your preferred settings.

Name	Category	Comments
Accomplished Pad	Pads	AT adds FM to Osc1, MW adds FM to Osc2 Chord Memory is programmed.
Alaska Drone	Drones & Sweeps	AT introduces temposynced amplitude modulation to Osc1, MW changes the timbre and adds distortion. Also interesting in the very high ranges.
Alien Simplicity	Drones & Sweeps	AT introduces random pitch modulation, MW changes the timbre. Chord Memory is programmed.
Amphetamin Bees	Alien & SciFi	MW introduces filter modulation and changes Osc2 Symmetry. AT really makes the Bees angry. PW is set to +/- 1 octave.
Animator	Drones & Sweeps	MW introduces some severe FM and FX weirdness, move it slowly for creating strange transitions. AT reduces high frequencies. Chord Memory is programmed.
Arab Trumpet	Leads	AT affects pitch, use it for expressive vibrati and glissandi. MW adds pitch modulation and increases PM in Osc1. Glide is activated, Polyphony is set to 2 voices.
Beam Me Up	Alien & SciFi	VEL controls speed of timbre sweep. MW introduces very strange FM noises. AT detunes Osc2. Chord Memory is programmed.
Big Bass	Bass	MW softens the timbre. VEL controls amount of Symmetry modulation via Mod 1 Env.
Big Sweeper	Drones & Sweeps	VEL controls sweep amplitude, AT adds temposynced amplitude modulation, MW adds FM (Osc 2/3 into Osc1). Also works well for sweeping chords in the higher registers.
Blossom Rise	Soundscapes	VEL increases speed of chord arpeggiation, MW detunes all oscillators. If you play very short staccato notes only Osc1 is audible. Chord Memory is programmed.
Brass Lead	Leads	VEL increases the brassy attack, AT changes timbre, MW adds pitch modulation and modulates Symmetry. This patch can be used for lead playing as well as punchy chord stabs. Chord Memory is programmed.

Name	Category	Comments
Bright Edge	Drones & Sweeps	MW dampens high frequencies, increases FX amount and introduces AM in Osc1. AT introduces temposynced amplitude modulation.
Bungee Arper	Arps & Sequencers	Arp is set to MOD ONLY, in order to sync it with the temposynced LFOs play in time with the tempo of your DAW project. MW introduces FM in Osc1, AT modulates pitch of Osc2 making for some interesting FM modulation effects, +1 octave with AT fully engaged.
Clockwork Quencer	Arps & Sequencers	MW introduces FM in all 4 oscillators making for some interesting modulation effects. Chord Memory is programmed.
Cold Moon	Soundscapes	Chord Memory is activated by default. MW introduces temposynced modulation effects, AT adds pitch modulation and increases speed of pitch modulation. With MW up and many notes played, the level can get very loud, that's why the overall level is rather soft.
CommuniQuencer	Arps & Sequencers	AT detunes both oscillators, MW changes Symmetry and adds FM in Osc 2 and introduces Chorus FX. Makes for some big bass sounds in the low register too.
Complex Machinery	Alien & SciFi	Pitch of Osc1 is fixed. AT increases FM in Osc3, MW shifts pitch of Osc1. Try all ranges please.
Counter Drone	Drones & Sweeps	MW introduces pitch modulation, AT adds temposynced amplitude modulation (different LFO shapes for each osc - Lfos 4/5).
Dancing Dwarfs	Arps & Sequencers	Arp is set to MOD ONLY, in order to sync it with the temposynced LFOs play in time with the tempo of your DAW project. MW modulates Symmetry of all 3 oscillators and adds FM to Osc1.
Dark Requiem	Drones & Sweeps	Mysterious drone/pad-sound which works well in all ranges. AT shifts bandpass-filter frequency in Filter 3, +1 octave with AT fully engaged. MW detunes Osc1 and modulates Symmetry in Osc2. Chord Memory is programmed.
Deranged Morser	Alien & SciFi	AT increases LFO speed, MW is assigned to volume of Filter 1, with the wheel down you only hear Osc1 via FM in Osc2. Try all ranges please.

Name	Category	Comments
Digi Crystals	Soundscapes	I love these ever evolving textures. MW modulates Symmetry in both oscillators, AT detunes both oscillators. Chord Memory is programmed.
Digital Flowers	Pads	AT detunes Osc1, MW adds pitch modulation to Osc3 and introduces Chorus FX. Chord Memory is programmed.
Dirty Leader	Leads	Monophonic lead with Glide engaged reminding of a growling saxophone. Add distortion with MW (also changes Symmetry in Osc1), use AT for pitch modulation.
Edgy Scanner	Arps & Sequencers	MW changes timbre and slightly detunes Osc2.
End Of Time Pad	Pads	Beautiful pad sound! Pitch tracking in Osc1 is switched off, the pitches are created by the tuned bandpass filter, Osc2 is following pitch adding some warmth to the sound. MW introduces FM modulation in Filter 2. AT introduces pitch modulation in Osc2. Chord Memory is programmed.
Exclamation Stab	Stabs & Plucks	AT introduces temposynced pitch modulation. MW is assigned to Wave Mix in Osc1, with the wheel up the sound gets darker.
Fallout Drone	Drones & Sweeps	AT adds pitch modulation to Osc1. MW is assigned to volume of Filter 2, with MW down you only hear Osc2 via FM in Osc1. PW only shifts Osc2 up an octave. Try all ranges please.
Fat Grunger	Bass	AT adds pitch modulation to Osc1 and also detunes Osc1. MW adds FM in Osc1. My subwoofer likes this sound in the very low ranges a lot.
Fibonacci Plucker	Stabs & Plucks	The frequencies in the oscillators and filters are all using the Fibonacci row (1-3-5-8-13-21...) MW adds FM in both filters, AT introduces pitch modulation.
Filagree Texture	Soundscapes	Quite a delicate soundscape. MW changes the timbre and introduces the sound of Osc2 / Filter 2. AT changes modulation speed in Osc2 so you will only hear that with MW up. Try all ranges please. Chord Memory is programmed.

Name	Category	Comments
FM Quartet	Soundscapes	AT is assigned to the volumes of Filter 3+4, without AT you only hear Osc3+4 via FM in Osc1+2. AT also adds pitch modulation to Osc4. MW adds distortion FX, dampens high frequencies in Filter 1 and reduces filter modulation in F1. Try all ranges please.
Formant Meditation	Drones & Sweeps	AT changes timbre and adds pitch modulation. MW detunes Osc2 and increases stereo width in Osc1. Lay out some low octaves, slowly play with the modulaton and start your meditation.
Formula 1 Quencer	Arps & Sequencers	Arp is set to MOD ONLY, in order to sync it with the temposynced LFOs play in time with the tempo of your DAW project. AT adds temposynced filter modulation to and increases filter resonance in F2. MW brightens. the timbre. This patch can be used for bass lines and chords alike, try all ranges please.
Galopping Alien	Alien & SciFi	Pitch tracking in Osc1 is switched off. PW only affects pitch in Osc1, use PW for crazy modulation effects. AT introduces filter modulation in F1 via LFO 3. MW adds Filter FX (slot 3) and increases reverb amount.
Ghoul Machine	Alien & SciFi	Beware, weird machinery! AT introduces FM in Filter 1 (using Osc3 as modulator). MW is assigned to volume of Filter 3 and FM in Osc1, with MW down you only hear Osc3 via FM in Osc1 (yeah, sorry, things get complicated sometimes). PW only affects the pitch of Osc3 so you'll only hear that with either AT or MW engaged.
Glass Pad	Pads	MW changes timbre, AT detunes both oscillators. Chord Memory is programmed.
Hit And Run	Stabs & Plucks	MW introduces temposynced amplitude modulation. AT modulates Symmetry in Osc2 and adds pitch modulation to Osc1.
Huge Riser Drone	Drones & Sweeps	VEL controls speed of timbre sweep via Mod 1 Env. MW is assigned to Wave Mix in Osc1 adding more body to the sound. MW also controls volume of Filter 2/Osc2 adding a fifth above the root note. AT adds temposynced amplitude modulation. PW only affects pitch in Osc1, +/- 1 octave. Chord Memory is programmed.

Name	Category	Comments
Hybrid Dronepad	Pads	The main sound is generated in Osc3, with MW down you only hear Osc1+2 via FM in Osc3. Turning up MW adds the original sound of Osc 1+2. AT adds temposynced amplitude modulation to Osc3. Chord Memory is programmed.
Impressor Lead	Leads	Monophonic lead sound with Glide engaged. AT adds pitch modulation. MW changes the timbre and introduces an octave above the root note (Osc3). MW also adds distortion via Filter FX (slot 1). Also try this sound with your favourite Amp Sim.
Insider	Drones & Sweeps	VEL controls amount of filter sweep resonance. AT adds pitch modulation. MW changes the timbre, adds FM and increases Delay Mod FX in slot 2. Chord Memory is programmed.
Insomnia Drone	Drones & Sweeps	MW changes Symmetry in Osc1, increases filter cutoff in Filter 2 and adds Phaser FX (slot 1). AT increases resonance in Filter 2. Chord Memory is programmed.
Interference	Soundscapes	AT detunes both oscillators, MW introduces temposynced amplitude modulation.
Japanese Opera	Soundscapes	In traditional japanese music these accelerating accents on percussion instruments like woodbocks occur, so here is a digital version. VEL controls the time it takes to reach the fastest point of the accelerando (via Mod 1 Env). MW is assigned to the volume of Filter 2 / Osc2. Try all ranges please.
Joyful Departure	Soundscapes	MW modulates Symmetry in both oscillators and adds FM to Osc1, so that the fast arpeggios in Osc2 modulate the frequency of Osc1. AT detunes Osc1.
Krypton Drone	Drones & Sweeps	AT detunes Osc1. MW increases filter resonance and amount of FX and it decreases the speed of LFO 3 which modulates filter frequency in both oscillators. Try all ranges please.
Lamenting Alien	Alien & SciFi	MW brightens the voice of this alien being (Filter FM), AT enhances the grief of this poor thing (FM). PB is set to +/- 2 octaves. Whining works well in all ranges.

Name	Category	Comments
Make It Five	Arps & Sequencers	Arp is set to MOD ONLY modulating pitch of Osc2. MW introduces temposynced amplitude modulation (LFO 4). in order to sync the Arp with the temposynced LFO (when MW is up) play in time with the tempo of your DAW project. AT detunes Osc1. Chord Memory is programmed.
Meditate	Drones & Sweeps	MW modulates numerous parameters, let's just claim that it enhances the meditative atmosphere. AT adds FM to both oscillators and brightens the sound. Not only nice for meditative overtone droning.
Melancholy Scanner	Arps & Sequencers	Triplet-based melancholy. Arp is set to MOD ONLY (modulating pitch of Osc1 and frequency of F1), in order to sync it with the temposynced LFOs play in time with the tempo of your DAW project. MW introduces temposynced Symmetry modulation in Osc1 and adds FM in Filter 2. Glide is activated. PB only affects Osc2, +/- 1 octave.
Morph Pad	Pads	AT modulates Wave Mix in Osc1, reducing high frequencies. MW morphs the sound. Chord Memory is programmed.
Morph Scanner Bass	Arps & Sequencers	MW morphs between Osc 1+2. AT reduces high frequencies. Also ry the higher ranges.
Morphing Drone	Drones & Sweeps	MW is assigned to numerous parameters morphing the drone sound. AT increases modulation speed (via LFO1).
Mountain Stab	Stabs & Plucks	Rich drone with a percussive attack. MW adds Symmetry modulation in Osc1 and adds FM in Osc4. AT detunes Osc1 and modulates Wave Mix in Osc1.
Multiples Of 3 And 5	Soundscapes	The frequencies in the oscillators and filters are all using multiples of 3 (Osc1) and 5 (Osc2). MW is assigned to volume of Filter 2, with MW down you only hear Osc1/Filter 1. MW also adds FM in Osc1. AT introduces pitch modulation in Osc1.
New Age Organism	Soundscapes	MW is assigned to the volume of Osc3/Filter 3 which introduces a triplet-based pitch sequence (via Arp set to MOD ONLY). AT modulates frequency in F1 so the overtone transitions shift upwards.

Name	Category	Comments
Obscure Resonances	Soundscapes	MW increases resonance in F2, adds temposynced Gator FX (slot 3) and adds FM in Osc1. VEL increases amplitude of modulation in F1 (via LFO 1). Chord Memory is programmed.
One Finger Float	Pads	The 4 oscillators are tuned to form a min7 chord. MW adds temposynced Symmetry-modulation to all oscs and pan modulation to Osc 1+4. Play octaves and fifths to create big floating chords. Chord Memory is programmed.
Orbit Lurker	Stabs & Plucks	Percussive bell-like attack with a detuned pad-tail. MW adds FM to and changes Symmetry in Osc2. AT introduces pitch modulation in Osc2.
Oriental Hybrid Lead	Leads	Expressive lead sound. VEL modulates time of attack phase, AT increases volume of Osc2 which plays an octave above the root note, detunes Osc1 and modulates Wave Mix in Osc1.
Overtone Evolution	Drones & Sweeps	AT detunes both oscillators, MW introduces temposynced amplitude modulation. VEL controls amount of filter modulation in Filter 1 via LFO 2. PB is set to -5/+7.
Panicing Alien	Alien & SciFi	I don't know what this poor alien went through but he/she/it is panicing! Increase the panic with MW, add defensive anger with AT. PB is set to +/- 2 octaves.
PentaQuenca	Arps & Sequencers	Arp is set to MOD ONLY (modulating pitch of Osc2 and frequency of Filter 1), in order to sync it with the temposynced LFOs play in time with the tempo of your DAW project. MW increases detune/stereo spread in Osc1, adds Filter FM in F2, increases resonance in F2 and reduces some high frequencies.
Pluto Cavern	Alien & SciFi	An alien frog (osc1 with fixed pitch) in a cavern on Pluto. AT increases speed of pitch modulation in Osc1 (via LFO 1 which is also modulated by LFO 2), sort of transforming the frog into waterdrops. Give the frog some company by using MW (assigned to volume of F2/Osc2). PB only affects Osc1, set to +/- 2 octaves.

Name	Category	Comments
PM Glistener	Drones & Sweeps	AT detunes Osc1, MW introduces temposynced amplitude modulation (via LFO 4). Glide is activated. Try all ranges please.
Psycho Chopper	Alien & SciFi	Pitches in Osc2+3 are fixed, modulate pitch of Osc2 (and other thing) with MW. AT controls volume of Osc1/F1 and amount of Phaser FX (slot 3). PB only affects pitch of Osc1, set to +/- 2 octaves.
Radiation Pad	Pads	AT totally changes the timbre (Wave Mix in Osc1), MW introduces pitch modulation in Osc2 and adds FM to Osc1. Chord Memory is programmed.
Rich And Beautiful Pad	Pads	AT adds pitch modulation to both oscillators. The volume of Osc2/Filter 2 is assigned to MW. Osc2 plays an octave above the root note and is processed by a phaser (FX slot 2). Chord Memory is programmed.
Rich Detuned Pad	Pads	VEL modulates Symmetry in Osc1. MW adds FM to Osc1 and controls amount of Phaser FX (slot 3). Chord Memory is programmed.
Ring My Mod Chimes	Stabs & Plucks	VEL controls the speed of the attack phase of the ring-modulated sweep in Osc2 (Mod 1 Env modulating Osc2 pitch). MW adds fast random filter modulation (LFO 2). PB is set to +/- 1 octave.
RM Organism	Alien & SciFi	AT modulates pitch in Osc2 and increases resonance in Filter 1. MW shifts cutoff in Filter 1. PB only affects pitch in Osc1 (-2/+3 octaves), use it for more interesting ring modulation effects. VEL controls attack speed.
Robot Meditation	Alien & SciFi	Robot tones with temposynced filter modulation. AT detunes Osc2 and increases it's stereo width, it also increases resonance in and adds FM to Filter 2. MW increases amount of Flanger FX (slot 1) and adds FM to Osc1. PB only affects pitch of Osc2, set to +/- 1 octave.
SadQuencer	Arps & Sequencers	Arp is set to MOD ONLY (modulating pitch of Osc1+3), in order to sync it with the temposynced LFOs play in time with the tempo of your DAW project. MW is assigned to volume of Filter 3/Osc3, the Arp modulates the pitches of Osc3 in the opposite direction.

Name	Category	Comments
ShuffleQuencer	Arps & Sequencers	Shuffled arpeggiator (set to Chord), works well for chords and basses alike. MW introduces Wahwah FX (slot 1 routed into slot 3 for dedicated synced delays). AT detunes Osc1.
Six Beats of Minor Arp	Arps & Sequencers	MW is assigned to volume of Filter 2/Osc2 which plays totally out of tune (random LFO 2 assigned to pitch). AT controls decay phase of Osc1 making the sound more sustained at higher AT levels.
Sky Hacker	Arps & Sequencers	AT increases amount of detune modulation in Osc1 via LFO 3. MW is assigned to volume of Filter 2 / Osc2.
SkyQuencer	Arps & Sequencers	MW introduces temposynced pitch modulation in Osc1 via LFO 3, +1 octave with MW fully engaged. AT controls amount of Phaser FX (slot 5).
Slow Riser Pad	Pads	AT adds pitch modulation, MW introduces modulation of Symmetry and Filter FM via LFOs and also adds a tad of Osc FM. Chord Memory is programmed.
Something Cooking	Soundscapes	MW reduces volume of Osc1/Filter1 and increases FX amount so that things calm down, AT introduces pan modulation to Osc1 and detunes Osc2, PW is set to +/- 1 octave. Chord Memory is programmed.
Space Harmonica	Leads	AT decreases filter cutoff (which also increases volume) and adds pitch modulation (and slightly alters modulation speed too), MW introduces slow LFO (2)-controlled FM modulation, making the sound more nasal. Glide is activated.
Space Organ Pad	Pads	MW introduces pitch modulation in and adds FM to Osc2, it also increases amount of Chorus FX (slot 1). AT detunes Osc1. Chord Memory is programmed.
Spectral Descender	Drones & Sweeps	AT increases speed of Symmetry-modulation in Osc2 via LFO 2. VEL controls speed of attack phase in both oscillators. MW adds FM to Osc1. Also try this sound in the higher ranges.

Name	Category	Comments
Spectral Flares	Soundscapes	MW adds FM to Osc2 which dramatizes the sound significantly, move the wheel slowly for different degrees of drama. AT adds pitch modulation to both oscillators. Chord Memory is programmed (chromatic cluster). Try all ranges please as the sound gets smoother/less dramatic towards the high end.
Square Dancer	Arps & Sequencers	This one is fun to play with! All LFOs in this patch are temposynced so try to play in time if you want the playful groove :) AT detunes all three oscillators. MW changes Symmetry in and adds FM to all oscs. Chord Memory is programmed.
Square Spiders	Soundscapes	MW adds FM to Osc3 (with Osc2 as modulator). The square-shaped pitch modulation applied to Osc2 via LFO 1 is temposynced. AT detunes Osc3.
Star Plucker	Stabs & Plucks	Rich percussive pluck sound usable in all ranges. MW adds FM to Osc1 making the attack phase more noisy.
Stochastic Bell Texture	Soundscapes	Xenaxis would have loved this patch. AT is assigned to the volume of Filter 2/Osc2 and also adds FM to Osc1. MW introduces LFO-controlled modulation of Symmetry and Wave Mix in Osc1. PB only affects Osc1, set to +/- 1 octave. Chord Memory is programmed.
Synced Explorer	Arps & Sequencers	AT detunes Osc1. MW introduces temposynced, LFO-controlled Symmetry modulation in all three oscillators. All LFOs in this patch are temposynced.
They Are Back	Alien & SciFi	Yes, they are! AT controls pitch of Osc1. MW is assigned to volume of Filter 3 / Osc3, it also alters LFO speeds and adds strange Delay FX (slot 3). Also try the very high ranges where the pitch of Osc1 comes into the range of creating audible pitches. PB only affects the pitches of Osc 2+3, set to +/- 2 octaves.
Trio Harmonics	Soundscapes / Pads	This is beautiful! AT detunes Osc1+2, MW adds pitch modulation to all three oscillators. Chord Memory is programmed.

Name	Category	Comments
Triplet Fiesta	Arps & Sequencers	AT detunes Osc1, MW adds FM to Osc2+3 and controls amount of Filter FX in slot 1.
Turkish BassQuencer	Arps & Sequencers	Shuffled arpeggiator (set to Chord) playing an oriental scale. MW is assigned to volume of Osc2 and adds FM to Osc1. PB is set to -5/+7 semitones. Try all ranges please. Volume peaks can occur, use a limiter on the Spectral track to tame them.
Two Comets	Soundscapes	VEL controls amount of filter sweep (via Cut 1 Env). MW controls amount of temposynced LFO (2)-controlled modulation of Osc 1 phase and volume
Undeclared Padscape	Pads	Some patch names are pathetic, I know, but this pad is big! MW adds Flanger FX (slot 1), increases filter resonance, adds FM and tames the high frequencies in both oscillators. Chord Memory is programmed.
Valium Pad	Pads	MW scans through the harmonics in the tuned bandpass filter (key follow). AT adds pitch modulation and slightly alters the speed of the pitch modulation too. Try all ranges please. Chord Memory is programmed.
Vel Growler	Leads	This patch sounds like the child of a saxophone and a duduk somehow. VEL modulates timbre/growl amount (FM and Symmetry modulation via Amp 1 Env). MW adds pitch modulation, increase modulation speed using AT.
Vox Humana	Pads	Very smooth vocal patch, also try playing some Bach music with it. AT adds vibrato (pitch and filter modulation in both oscs). MW is assigned to volume of Filter 2 / Osc2 which plays an octave above the root note.
Warmer Pad	Pads	AT adds pitch modulation to both oscillators. MW increases filter resonance. Chord Memory is programmed.

Name	Category	Comments
Wholetone Adventure	Arps & Sequencers	Arp is set to MOD ONLY (modulating pitch of Osc2 and frequency of Filter 2), in order to sync it with the temposynced LFOs play in time with the tempo of your DAW project. AT detunes both oscillators. Inverted MW is assigned to volume of Filter 1/Osc1, with MW fully engaged you only hear Osc2.

And now I hope you will be musically inspired by *Spectral Rays*.

Simon Stockhausen, April 16 - 2014