

# UNISYN AND THE TX7

Unisyn is a universal midi patch librarian and editor.

## Objectives

Learn to use Unisyn to save your own midi patches and as an interface to editing the TX7.

### Launch the Unisyn



1. From the Dock launch Unisyn

## Create your own custom document

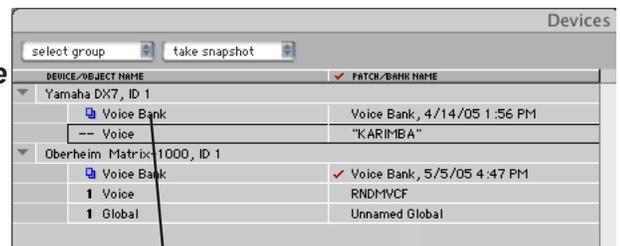
You can store your patch settings, banks and snapshots in a document

### Create a New document

1. File > New Document

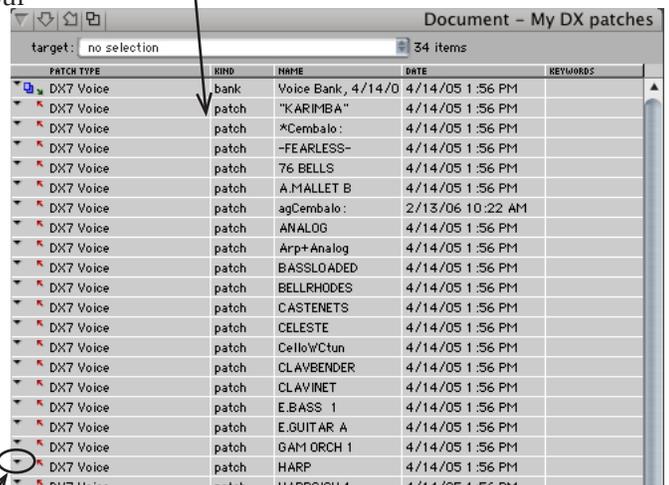
### Add patches or banks from your midi device to your document

1. Open the devices window: Window > Devices
2. Notice the current voice listed is the active patch that is currently loaded into the synth
3. Drag and drop patches and/or banks into your document.



Note: a bank contains many voices or patches. Notice the downward arrow to the left of the bank and the upward arrow of the voices indicating the bank each belongs to. As banks are only pointers to voices, the same voice can be a member for many banks.

4. File > Save to save your document. Pay attention to the file name you give it and the location where you save it.

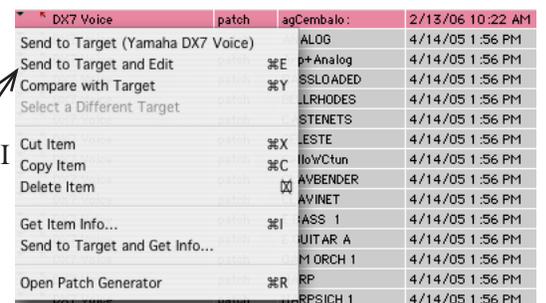


## Editing a patch

Unisyn provides a graphical interface to editing many MIDI synthesizers.

### To edit a patch...

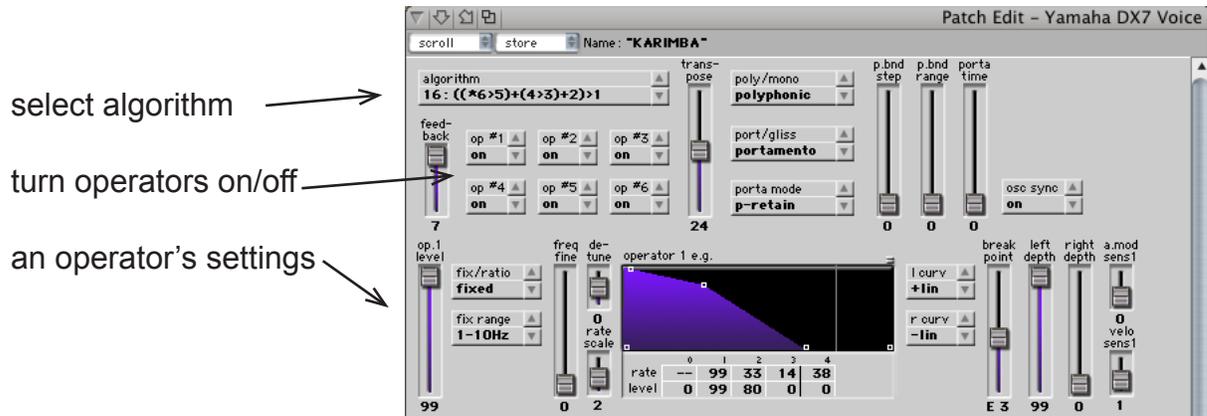
1. From the Document window click and hold on the small triangle to the left of the patch



2. Choose **Send to Target and Edit**. This will open the **patch edit** window and allow you to make modifications to the programming of the patch.
3. To change the name of a patch choose **Get Info** and change the name in the Get Info window

**To edit the TX7**

1. The TX7 has 6 operators work with and a 32 algorithms for combining those operators.



2. Each algorithm identifies how the operators are organized:

- in series 6>5>4>3 also called cascading modulators
- or in parallel 6+5+4+3+2+1
- the asterisk \* indicates which operator is set as a feedback loop

1: ((*6>5)>4>3)+(2>1)	17: ((6>5)+(4>3)+*2)>1
2: (6>5>4>3)+(*2>1)	18: ((6>5>4)+*3+2)>1
3: (*6>5>4)+(3>2>1)	19: (*6>(4+5))+(3>2>1)
4: *(6>5>4)+(3>2>1)	20: (6+5)>4+(*3>(2+1))
5: (*6>5)+(4>3)+(2>1)	21: (6>(5+4))+(*3>(2+1))
6: *(6>5)+(4>3)+(2>1)	22: (*6>(5+4+3))+(2>1)
7: ((*6>5+4)>3)+(2>1)	23: (*6>(5+4))+(3>2)+1
8: ((6>5+*4)>3)+(2>1)	24: (*6>(5+4+3))+2+1
9: ((6>5+4)>3)+(*2>1)	25: (*6>(5+4))+3+2+1
10: (6+5)>4+(*3>2>1)	26: (*6+5)>4+(3>2)+1
11: (*6+5)>4+(3>2>1)	27: (6+5)>4+(*3>2)+1
12: (6+5+4)>3+(*2>1)	28: 6+(*5>4>3)+(2>1)
13: (*6+5+4)>3+(2>1)	29: (*6>5)+(4>3)+2+1
14: (*6+5)>4>3+(2>1)	30: 6+(*5>4>3)+2+1
15: (6+5)>4>3+(*2>1)	31: (*6>5)+4+3+2+1
16: ((6>5)+(4>3)+2)>1	32: *6+5+4+3+2+1

An LFO can also be applied to the entire patch

