




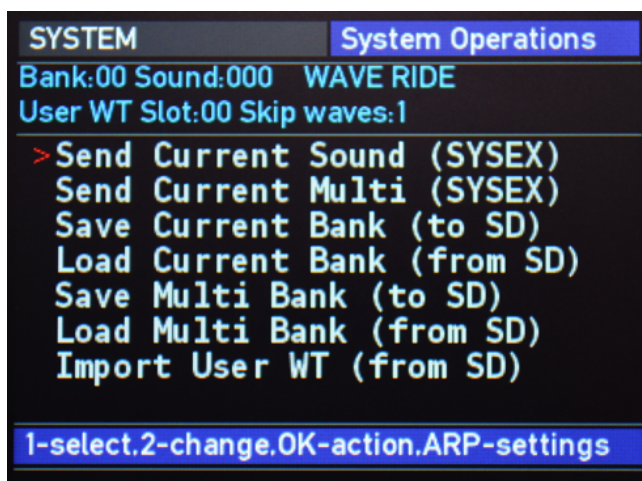
waldorfM
INSECTS

Installation guide: Waldorf M “Insects” Sound Pack

In order to transfer this sound pack, you’ll need a computer, an SD card and your Waldorf M (obviously). Per default, the “Insects” Sound Bank is meant to be loaded into bank 8 of your Waldorf M. If you prefer a different location, please rename the file as described below under “Alternative Bank Location”

1. Place the sound bank “sbank0008” in the root folder of your SD Card. The last digit determines in which bank of your Waldorf M the presets should be loaded.
2. Per default, the bank is meant to be loaded into Bank 8 of your Waldorf M. In order to do so, please select Part A / Bank 8 on your Waldorf M.
3. Once you’ve selected Bank 8, please navigate to the System Operations Menu page.
4. —> Press the LFO button to enter the Settings menu mode. The button lits in white

 sbank0008



5. NOTE! The next step will replace any existing programs in the same memory locations on the synth. So be sure to make a backup first in case you have stored patches in this bank!
6. Select “Load Current Bank (from SD)” and confirm by pressing ok.”
7. Make some great music.

Alternative Bank Location

Per default, this sound bank is meant to be loaded into Bank 8. If you like to load the “Insects” sound bank to a different location, just rename the file (sbank0008) by changing the last digit.

E.g.: If you want to load the “Insects” sound bank into Bank 3 of your Waldorf M, please rename the file to sbank0003. Now, repeat the above mentioned steps. But this time, make sure you have navigated to bank 3 in your Waldorf M, instead.

Trouble shooting

Waldorf M will always search for the corresponding bank based on the selected bank on your unit and the last digit in the file. It won't work, if your M is still set to Part A / Bank 1 and the bank on your SD Card is named sbank0008 (or every number other than “1”).

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