

waldorf BLOFELD EMPIRES



Installation guide: Waldorf blofeld “Empires” Sound Pack”

In order to transfer this sound pack, you’ll need a computer, a sysex-librarian of your choice and your Waldorf blofeld (well, obviously).

1. Connect your blofeld via USB to your Mac or PC, preferably without a USB hub in between.
2. Make sure you’re using the latest OS. You can find it here: <https://waldorfmusic.com/faq-blofeld/>
3. Switch on the synth and wait until it’s ready
4. Start a sysex transfer application of your choice. For Mac, I recommend the free Snoize Sysex librarian (<https://www.snoize.com/sysexlibrarian/>), for Windows users, the MIDI SysEx transfer utility tool should do the job.
5. In the sysex app, choose blofeld’s USB/MIDI In/Out ports
6. Select the downloaded folder “Waldorf-Blofeld-Empires-Sound-Pack-Limbic-Bits“ and load the sysex-file into the app.
7. PLEASE NOTE THAT YOU WILL OVERWRITE ALL EXISTING PATCHES IN BANK H BY EXECUTING THE NEXT STEP. If you wish to store them in a different location, you can use the free patch editor “[Softknobs](#)”.
8. Now, select the sysex-file and hit „send“. The transfer should start and after a short while, the sound pack should appear on your device.

License Conditions - Limbic Bits Sound Packs and Samples

Please read the following agreement before using these Sound Sets.

All Sounds and Samples herein are licensed, not sold to you (collectively, „Licensee“), by Limbic Bits. The original manufacturer of the sounds (collectively, “Licensor”) will always remain the owner of the sounds. All rights not expressly granted herein are reserved exclusively by Licensor.

We may, at our discretion, make changes to these Conditions at any time. Any changes will be posted on this page. In some instances, we may send an email to registered users notifying them of a change to the Conditions. You should, however, check this page from time to time to take notice of any changes.

1. The Licensee may use the Sounds in combination with other sounds in music productions (which include soundtracks of films, video productions, radio/TV programs or commercials, computer games and multimedia presentations, library music), public performances, and other reasonable musical purposes within musical compositions.
2. The licensee may modify the Sounds and may use the Sounds for commercial purposes as part of a musical composition with other Sounds.
3. The Licensee MAY NOT use the Sounds in isolation within any competitive product that is sold, redistributed or relicensed to third parties. That includes i.e. sound effects, sampled sound libraries or loops based on our Presets or Sample Banks.
4. A right to use the sounds is granted only to the Licensee and is NOT transferable.
5. This license expressly forbids resale, rental, gift, relicensing or other distribution of the Sounds, either as they exist or any modification thereof. Samples or sampled Sounds based on our Presets may not be included, whether unmodified or as part of a derivative work, in any sample library or virtual instrument product. You are not allowed to sell, loan, rent, lease, assign, upload to or download from any server, or transfer all or any of the enclosed sounds to another user, or for use in any competitive product.
6. This license is granted for a single user only (and is given on a worldwide basis). The license is non-exclusive and is granted for the full period of copyright protection and sound samples. Opening or using this product constitutes your acceptance of these terms.
7. Licensor will not be responsible if the sounds does not fit the particular purpose of the Licensee.

Thank you for your agreement to and understanding of these Conditions which are designed to protect the artists and content creators so we can continue bringing you great sounds.

Contact

Mail: contact@limbicbits.com // URL: <https://www.limbicbits.com>