

OB-X8 help Files:

[MIDI Setup](#)

[Front Panel](#)

[Bank Panel](#)

[Menus](#)

[Librarian](#)

[Phantom Banks](#)

[Program Genetics](#)

[Manual in PDF form](#)

Oberheim® is a registered trademark of Marion Systems, LLC, used under license.

OB-X8 is a registered trademark of Sequential Synths Limited, used under licence.

OB-XA is a registered trademark of Marion Systems, LLC., used under licence.

## MIDI WINDOW MENU

Here you can access all functions that will enable the editor to communicate with the OB-X8 and sync the data by receiving all banks.

In the **MIDI Setup** you can configure which MIDI ports should be used to communicate with OB-X8.

**Global Settings** panel lets you view all OB-X8 Globals.

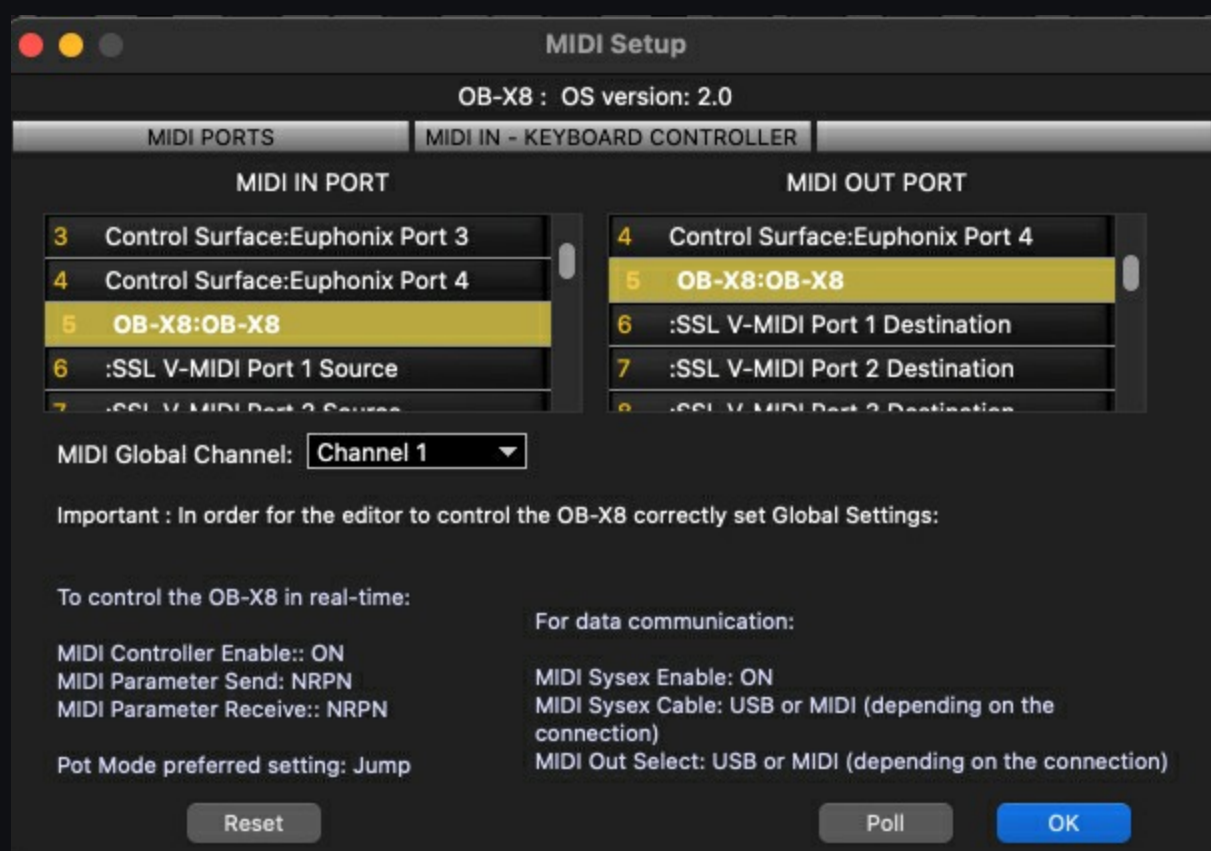


## MIDI SETUP

The MIDI setup window (**Control+M** or **Command+M**) can be found under the MIDI window menu. In the MIDI Setup window, select the MIDI IN and OUT ports to which the OB-X8 is connected and set the MIDI Channel to match the MIDI channel on the OB-X8.

Once the proper ports and MIDI channel are selected, you should see the current OB-X8 software version at the top of the MIDI Setup window as shown.

This confirms that SoundEditor is communicating with the OB-X8.



To establish a proper MIDI communication. Make sure that the Global Parameters are set MANUALLY (not through the computer) on OB-X8 as follows.

To control the OB-X8 in real-time:

MIDI Channel: ALL

Param Xmit: NRPN (nr)

Param Rcv: NRPN (nr)

MIDI Control: On

For data communication:

MIDI Sysex: USB (Usb) or MIDI (Nid) - depending on your connection

MIDI Out: USB (Usb) or MIDI (Nid) - depending on your connection

Please refer to <https://youtu.be/Kix08-8nwvs> (Oberheim OB-X8 Global Settings and MIDI Setup for Soundtower Editor) for more information.

Also, please make sure that the Editor and the OB-X8 have the same MIDI channel or OB-X8 MIDI channel is set to ALL.

## GLOBAL SETTINGS

The OB-X8 Globals (**Control+G** or **Command+G**) can also be found under the MIDI window menu. Please note that some settings that are necessary for maintaining a proper MIDI communication are disabled and cannot be changed directly for the editor.



**Important.** Changes made by the editor are not saved automatically on OB-X8.

To write global settings changes you need to enter and exit Globals mode directly on the OB-X8 panel.

## Front Panel

Let's review the various buttons and sliders on the front panel.

The upper left buttons allows you to switch between Voice and Banks view

The Midi and Global buttons open windows previously discussed in the manual.

The Split and Double buttons will be discussed below.

The slider at the bottom of the window may be clicked or dragged to show various areas of the editing panel.

The Horizontal/Vertical button determines the orientation of the panel to accommodate available monitor space.

The percentage button likewise adjusts the magnification to accommodate available monitor space.



## Stack Modes

The OB-X8 offers two "Stack" modes - Split or Double. Split allows the keyboard to be divided into two regions and play a different program in each region or Double mode where two different programs can be played at the same time over the entire keyboard.

When either Split or Double modes are selected, the first window that appears shows the parameters common to both halves of the stack.

For this example we will show Split mode. Double mode works the same way.

On the top of the panel there is now shown Normal, Split and Double buttons to navigate between modes and Lower and Upper voices to focus the individual program that makes up the Split or Double.

The items available in the program File, Edit and Midi menus will reflect the selected mode.

When you open a Split or Double, the coinciding Bank is opened on the left side to allow access to currently available programs.

### Split and Split+ (Double and Double+)

The normal and "+" Stack Programs differ in one key manner:

Normal Split or Double programs select the two individual programs that make up the stack by program location. These selections are references only, meaning that if you have a Stack program that uses the first and second programs from any bank, should you ever edit or replace either or both of those single programs, the Stack program will not recall correctly because the source programs have been modified.

The "+" option for Splits and Doubles actually save all the data for each of the two programs as part of the Stack program. When a "+" Stack Program is saved, changing the individual normal programs that make up that stack program will not affect the saved stack.

This is by far the safer way to save Stacks.

Be sure to consider and understand these two options before making changes to individual normal (single) programs.



Clicking Upper or Lower will bring up the full front panel display. From here you can make edits to the individual programs as needed.

When this view is open, there are additional buttons to modify the panel layouts to best match your available monitor configuration. View reverses the order of upper and lower voices and Horizontal/Vertical changes the orientation of the two panels and the % slider will zoom in and out. An additional slider on the right side will allow you to scroll as needed to see the two panels.



You will need to save any changes that are made to edited single programs using the Write button on the front panel or programs, or the Save option in the File menu. Please note - the option to save the upper or lower voice from the File menu will depend on which voice is active.

This window will appear where you can determine where you would like to save the edited program.

Again, please remember, saving in this manner will possibly effect other Stack programs that use the original version of the modified program.



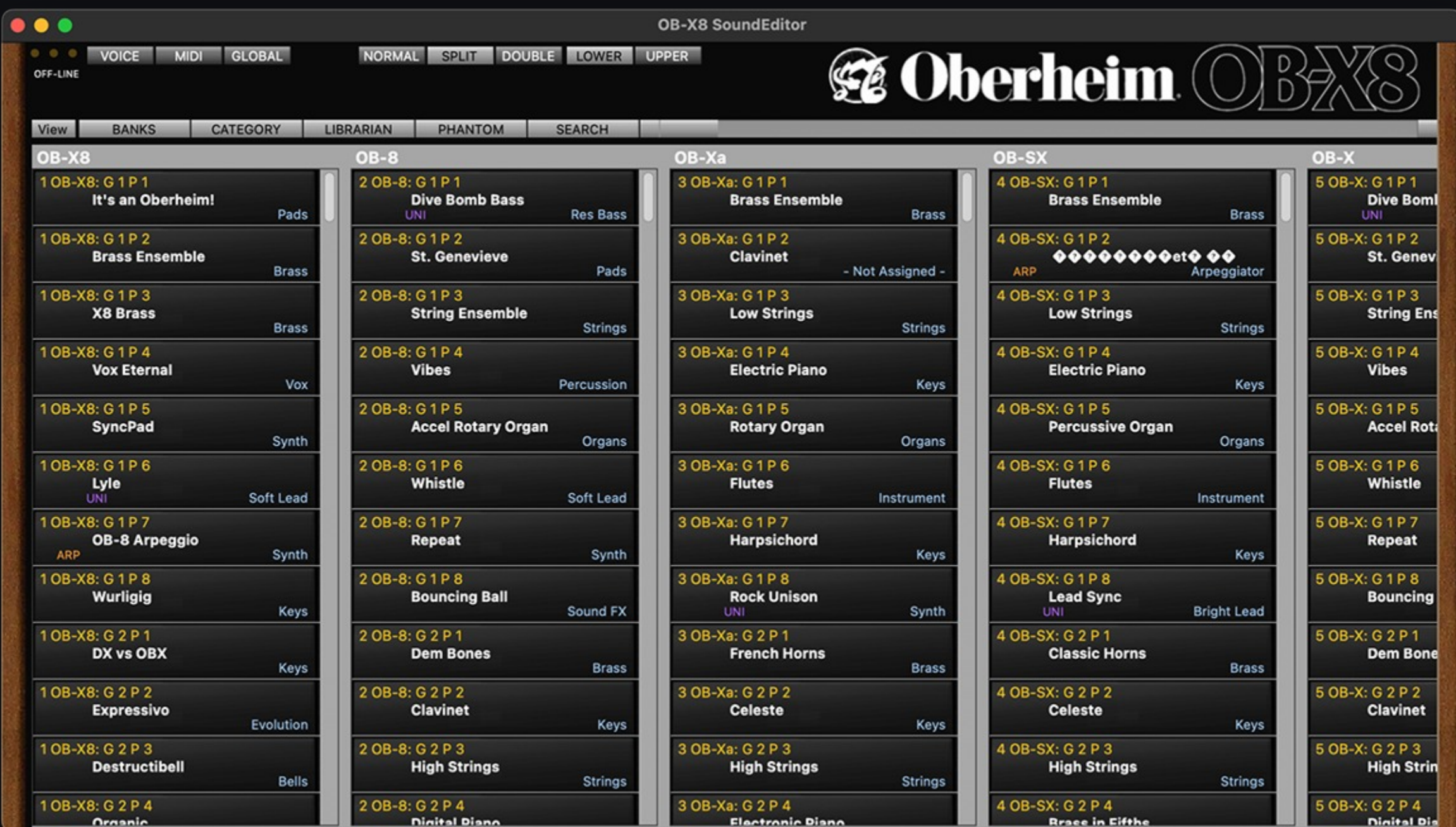
## BANK PANEL VIEW

The Banks Panel lets you see all User and Factory program banks where you can select Programs for editing or audition.

Here you can copy and paste programs between the banks or move programs around by dragging them to new locations.

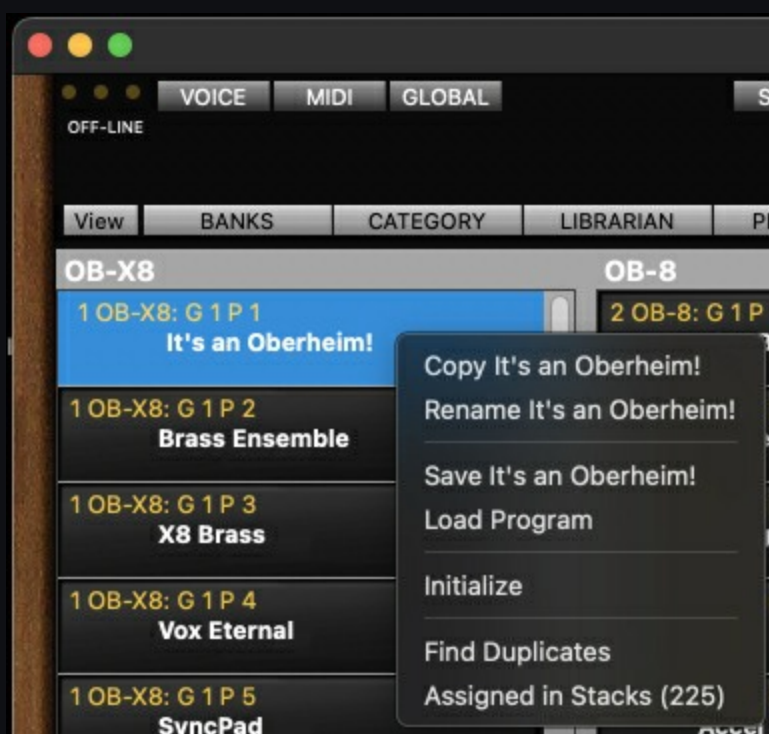
You can swap locations of any two programs by dragging if you wish to reorganize programs on this page.

A more efficient way to create custom banks is in the Librarian discussed later in the manual.



When you right-click on a selected program you will be presented with the pop-up menu.

In the Bank View you can copy and paste only one program at a time. To copy and paste multiple programs use the **Program Bank Manager / Librarian** window.

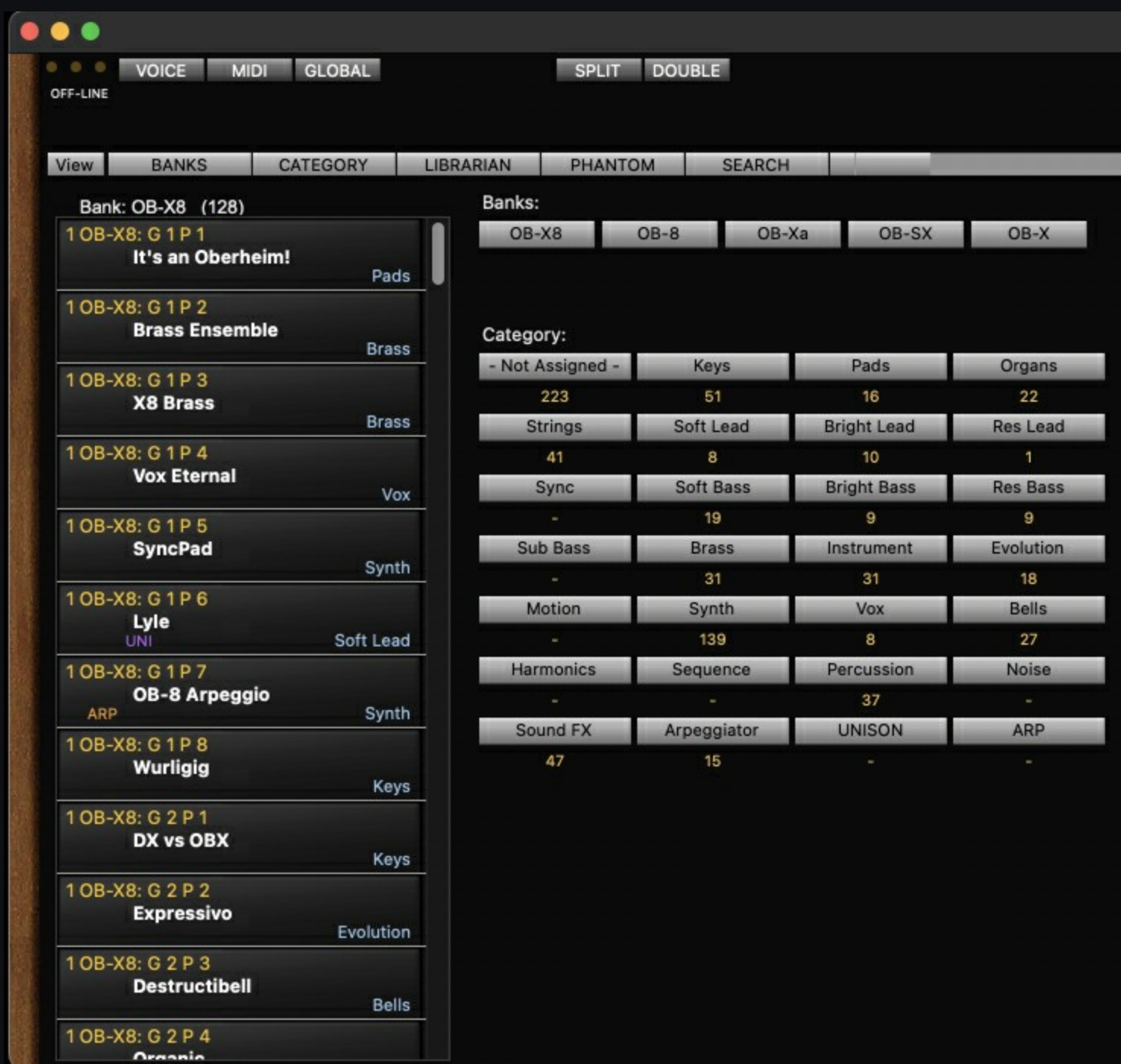


Pasted, renamed, loaded and initialized programs will be automatically written to the OB-X8 at the selected Bank/Program location.

If you like to load saved single programs only to the edit buffer only, then use the **Load Single Program** function located under the window File menu.

If you wish to view available programs based on Categories, click the Category button and you will see the following screen.

Simply click the bank or category button to view the programs that are included in that collection.

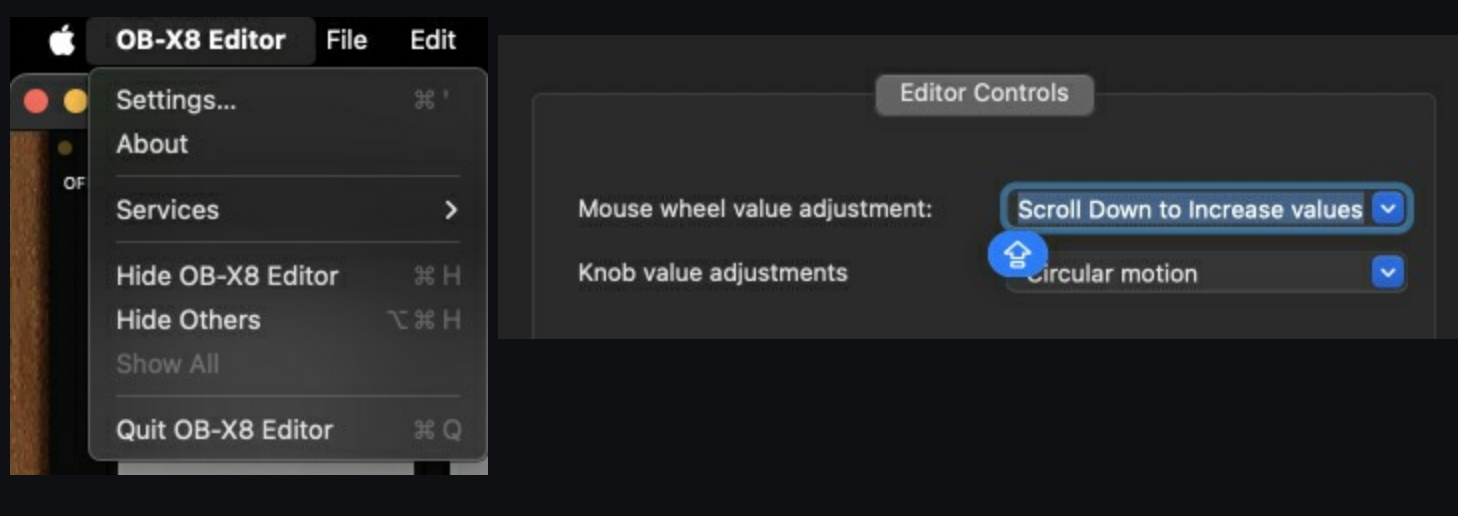


## SEARCH TOOL

The **SEARCH** button (**Control+F**) brings up the Program Search where you can search for programs in all OB-X8 banks.

## Menus

Clicking on the OB-X8 Editor menu and under Settings you can set how the mouse wheel adjustment will function and how the mouse and knob value adjustments function.



## File menu

Some of the items available will change depending on what mode the synth is currently in (Normal, Split or Double) however the functions are similar.

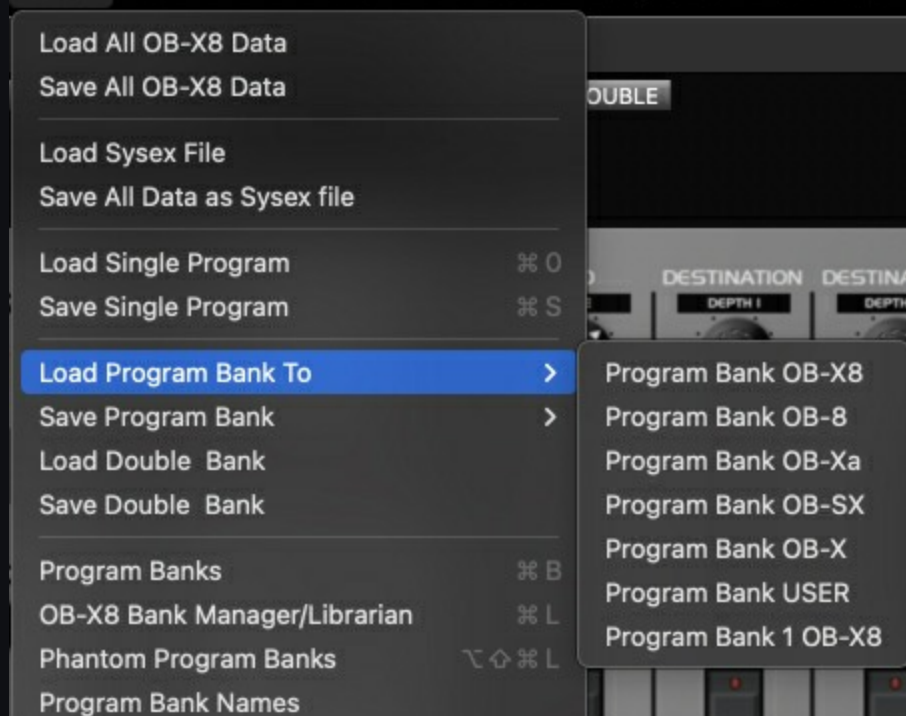
There are a number of options to Save or Load instrument data in various formats depending upon your needs.

Loading a single program from disk will load the program into the synth's edit buffer and will not be automatically saved.

At the bottom of the File menu list are features of the editor that can be focused by selecting in the menu or using the shown keyboard shortcuts.

### PLEASE NOTE!!

It's recommended that you execute a full Save All OB-X8 Data to be sure you have a file of the current status of your synth. You can always load this file back to the OB-X8 if needed.

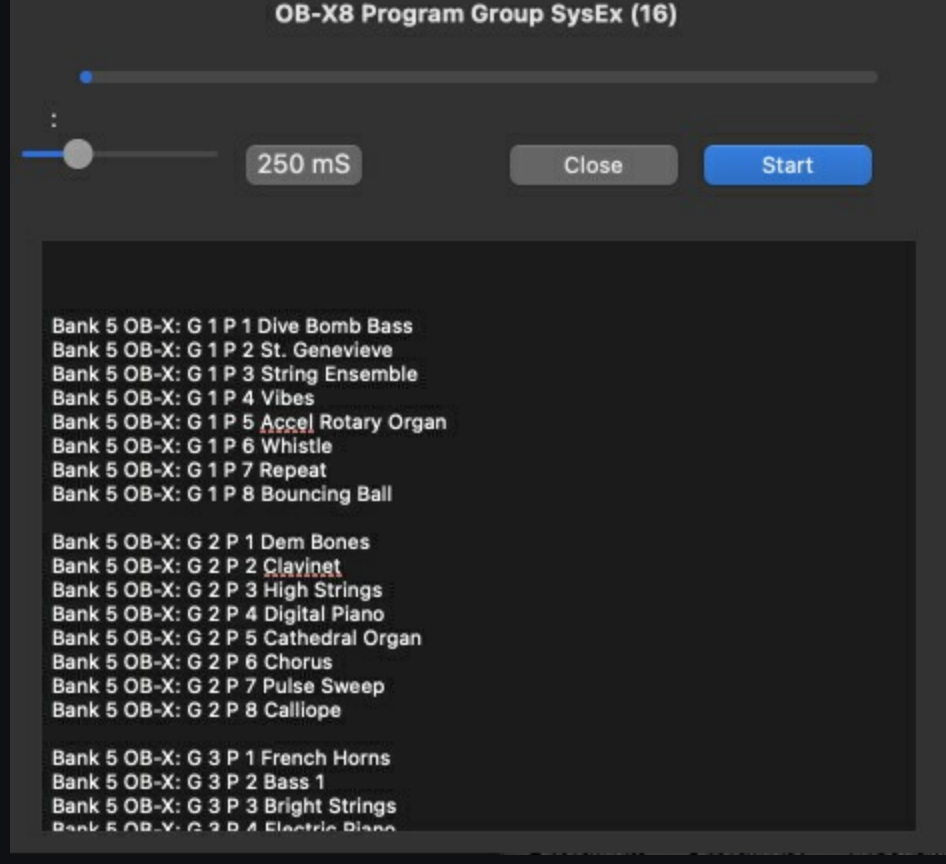
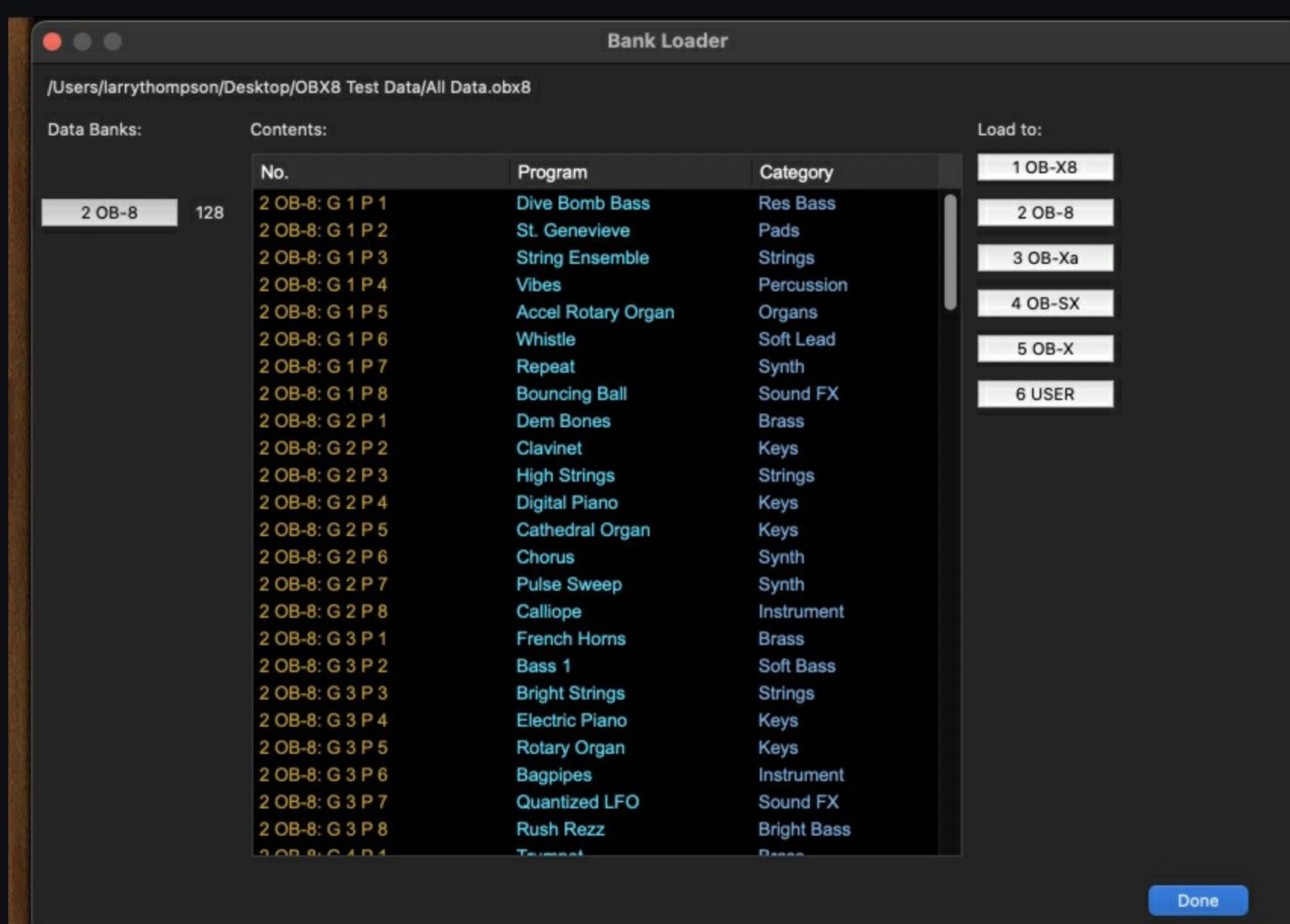


When you click on Load Program To and select a bank, you will be presented with a dialog screen where you can select a previously saved bank. When you select a file, you will be presented with the Bank Loader screen.

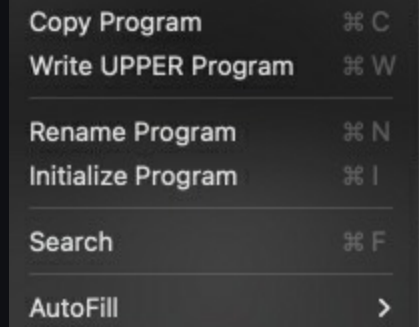
Click on the button on the left to confirm the correct bank will be loaded then select the desired bank under the Load to: list. A SEND button will appear. When you click, a dialog will appear to confirm.

A window will appear allowing you to Start the transfer.

When finished, click Done.



The **Edit** menu offers the same functions that are offered by right clicking on a Program Name in the Banks window. The keyboard shortcuts are shown if you prefer.



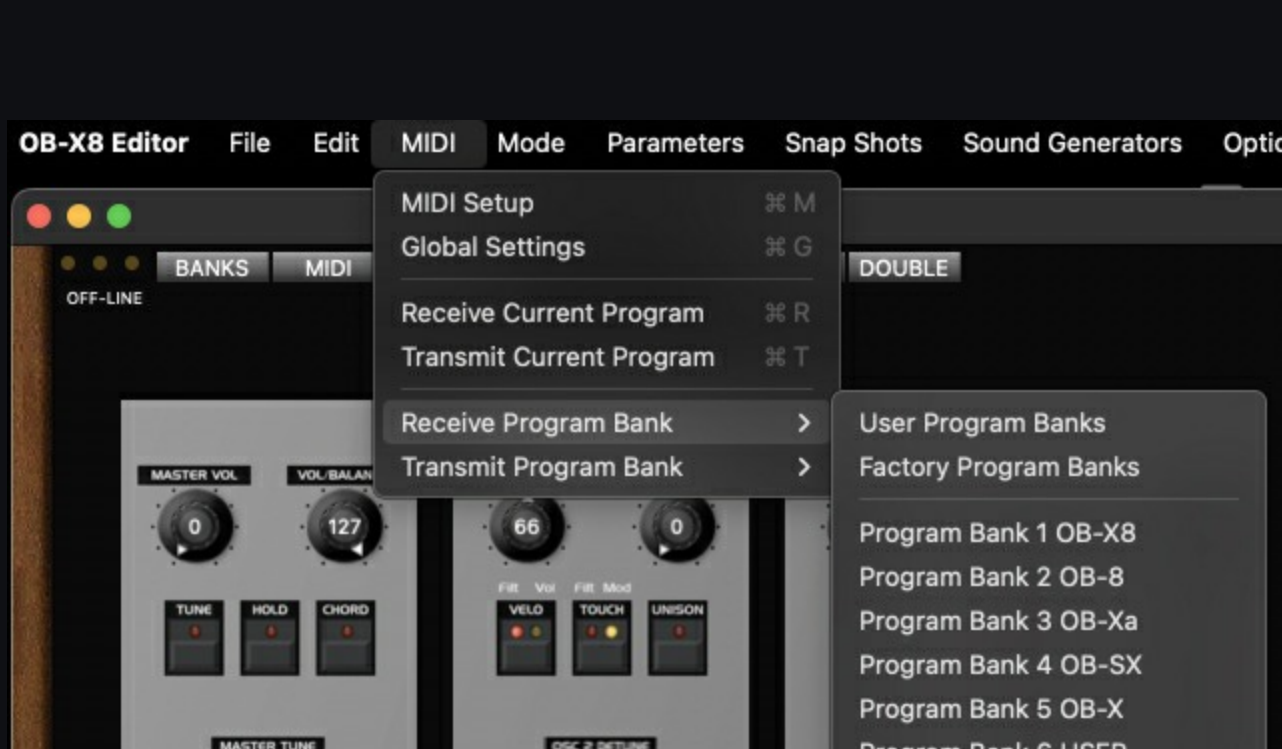
The **MIDI** menu shows items that have been previously described in this manual (Midi Setup and Global Settings.)

From this menu you can also receive or transmit current banks from the OB-X8.

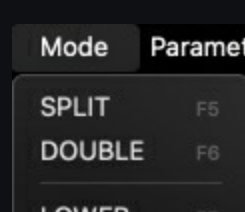
Items in this menu will change depending on which mode you are in - (Normal, Split or Double).

### PLEASE NOTE!!!

If you have done any editing of programs on the OB-X8 and saved them, it's recommended that you receive all program banks as needed to synchronize the synth and the editor.

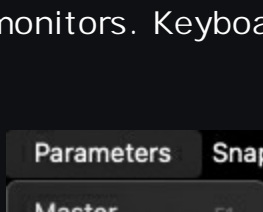


The **Mode** menu allows you to select either of the Stack modes and select between the upper or lower voice.

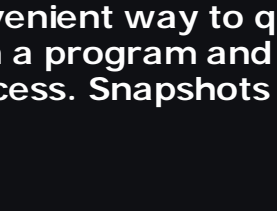


The **Parameters** allows you to bring into focus the various sections of the editor.

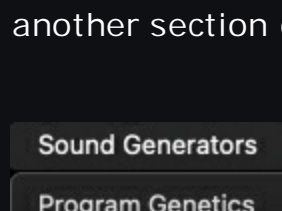
This can be very helpful when using smaller monitors. Keyboard shortcuts are shown for your convenience.



**Snapshots** is another quick and convenient way to quickly save the current program. This could be very useful while making edits on a program and you wish to save and be able to recall incremental changes during the process. Snapshots will be saved with the editor and be available on restart.



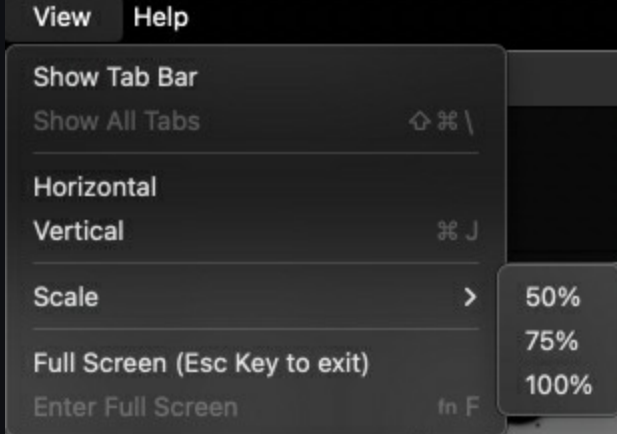
Sound Generators will be featured in another section of the manual.



Options provides a virtual onscreen keyboard and the X-Y pad allows you to select various parameters and adjust them using the click and drag virtual pad.



The View menu lets you orient the editing screen to best suit available space on your monitor



The Librarian feature of the OB-X8 Editor/Librarian is a tool to organize, save and share all the programs, splits and doubles you can possibly create.

This feature can be opened from the File menu or by clicking the Librarian button on the Banks page.

You will be presented with this page...

(Shown is the single voice Librarian. Splits and Double Librarian have slightly different options described below...)

Across the top of the page, these buttons will...

Load - import a saved bank from disk into the librarian.

Save - save the current bank to disk.

Receive - receive the current bank on the OB-X8 to the current bank selected in the Librarian.

Transmit - send the current bank to the synth.

Edit - return to the front panel editing screen.

Add current program - transfer the current program on the synth to the librarian.

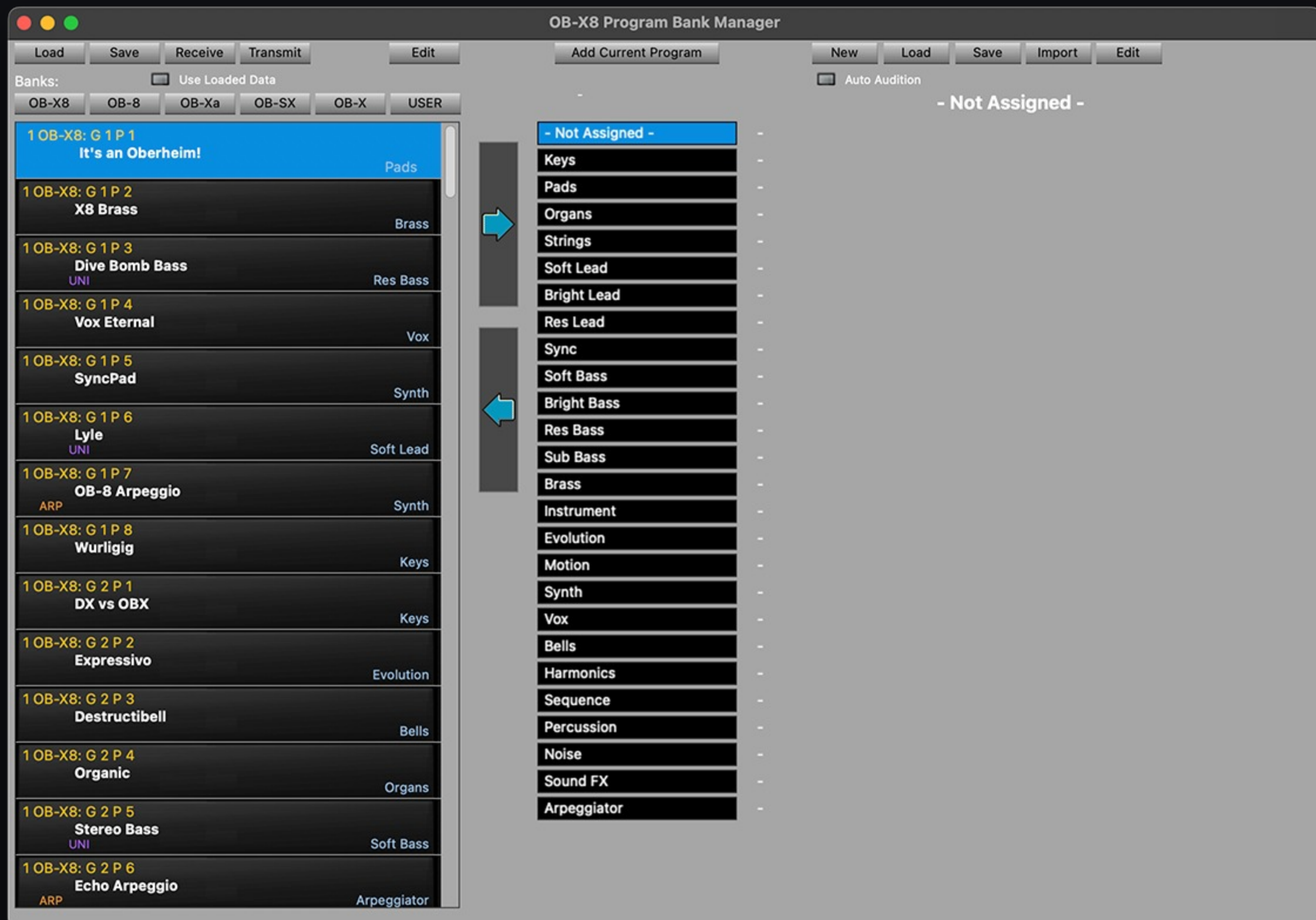
The remaining buttons on the top row will be described in the next section.

Above the Bank window are buttons to select the available banks.

The Bank window shows the name and category of the available programs.

The Right facing arrow transfers the selected programs over to the gathering area.

The Left facing arrow transfers programs selected on the right side back to the bank list and to the synth.



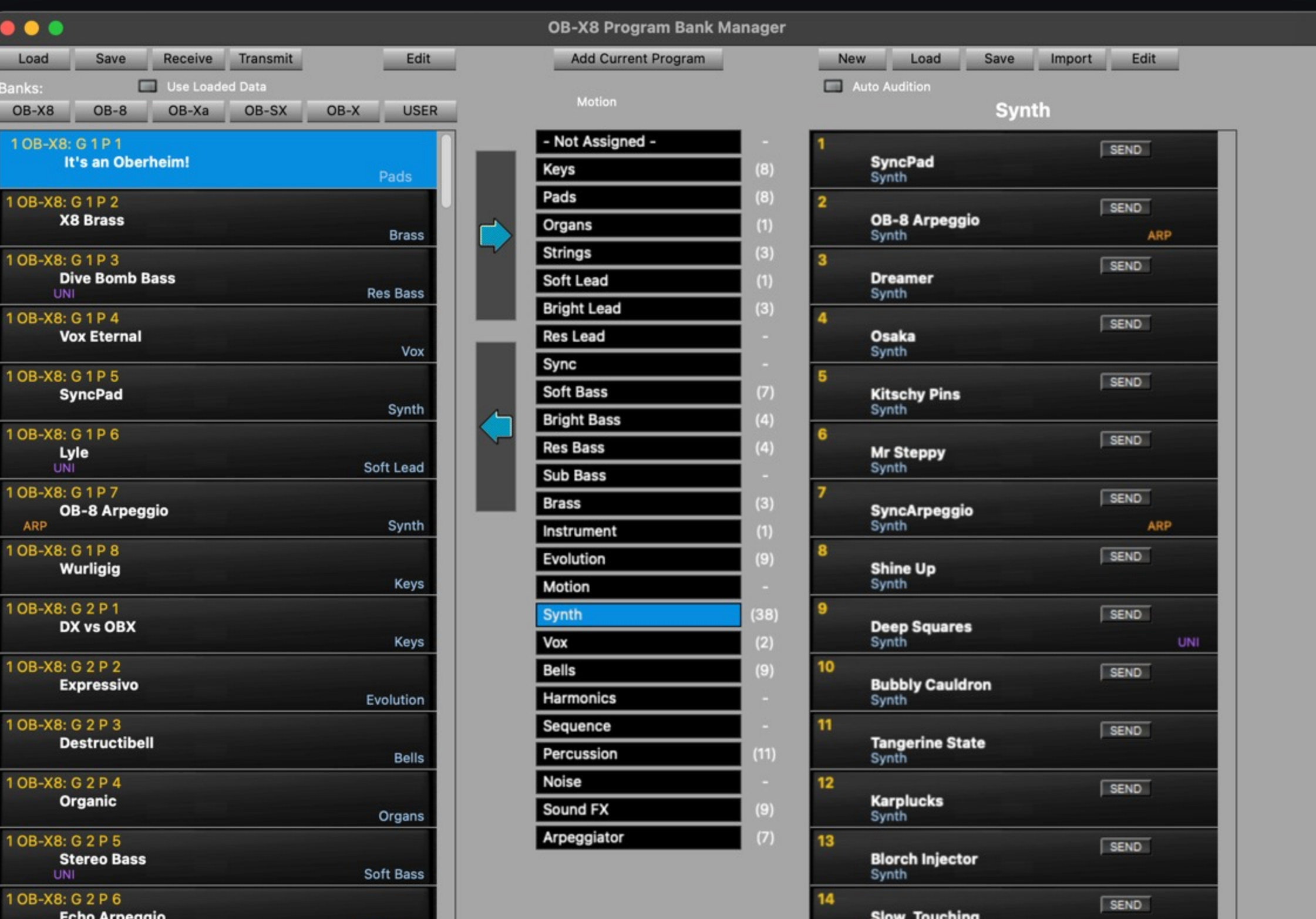
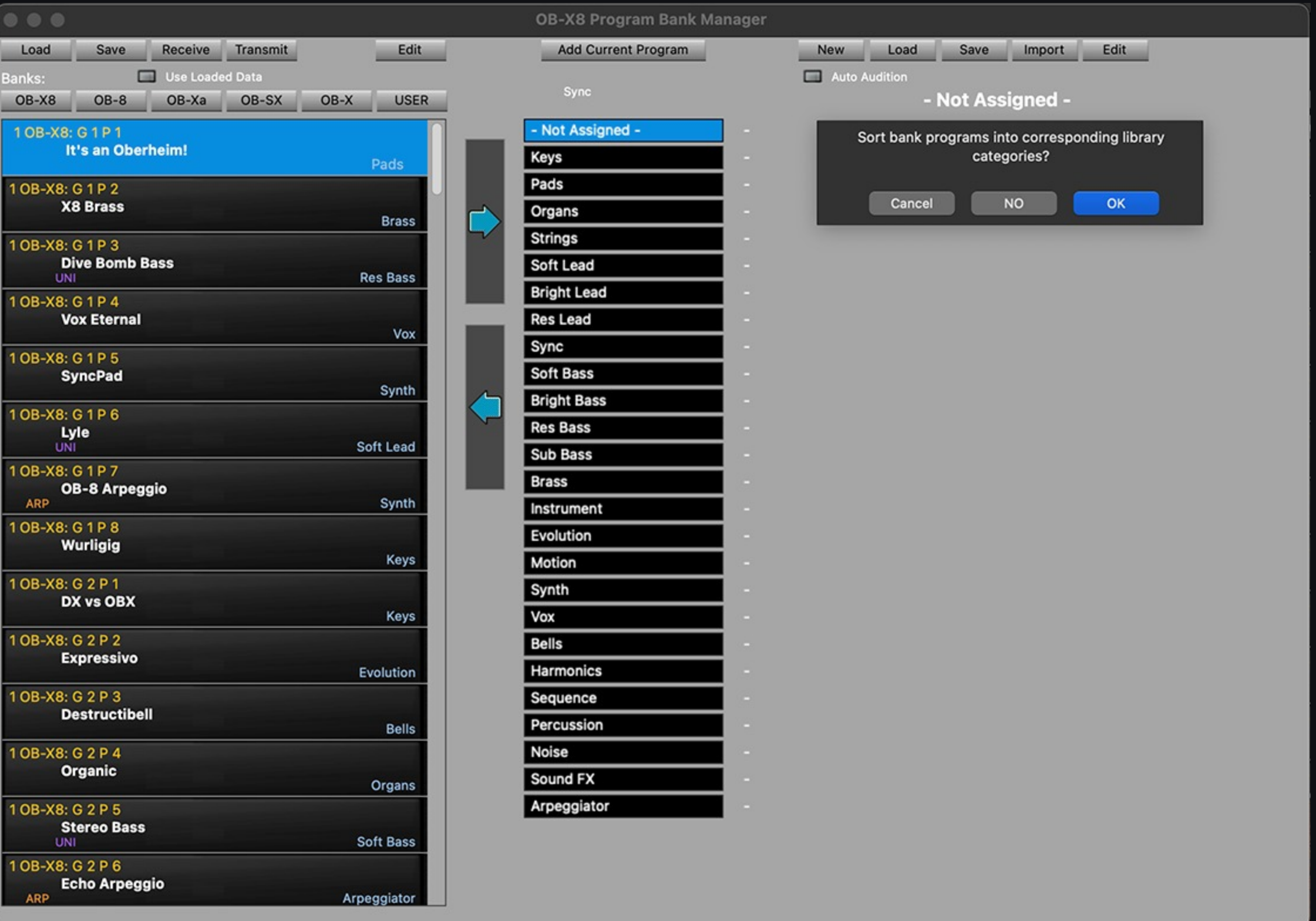
After selecting programs from the Bank window, they can be sent to the right side of the librarian to be organized.

Multiple programs can be transferred in a single move.

Contiguous programs can be selected by clicking on the first desired program, scrolling to bring the last desired program into view, hold the shift key and click

Non-contiguous prams can be selected by clicking on programs one at a time while holding the Command (Control) key.

Once the desired programs are selected, click the right facing arrow.



Notice that the transferred programs have been organized into individual banks based on category.

Highlighted in this example is 41 Synth programs.

Let's look at the top row of buttons that now come into play.

New - create a new empty gathering area on the right side of the screen.

Load - import a saved back to the right side of the librarian.

Save - save a bank on the right side of the librarian to disk

Transmit - send the programs in the list on the right.

New - create a new empty gathering area on the right side of the screen

Load - import a saved back to the right side of the librarian

Save - save a bank on the right side of the librarian to disk

Transmit - send the programs in the list on the right to the synth.

Clicking the Auto Audition button will allow you to click on any program on the right side and the program will load into the OB-X8 edit buffer so you can audition the sound. This doesn't overwrite any program on the synth.

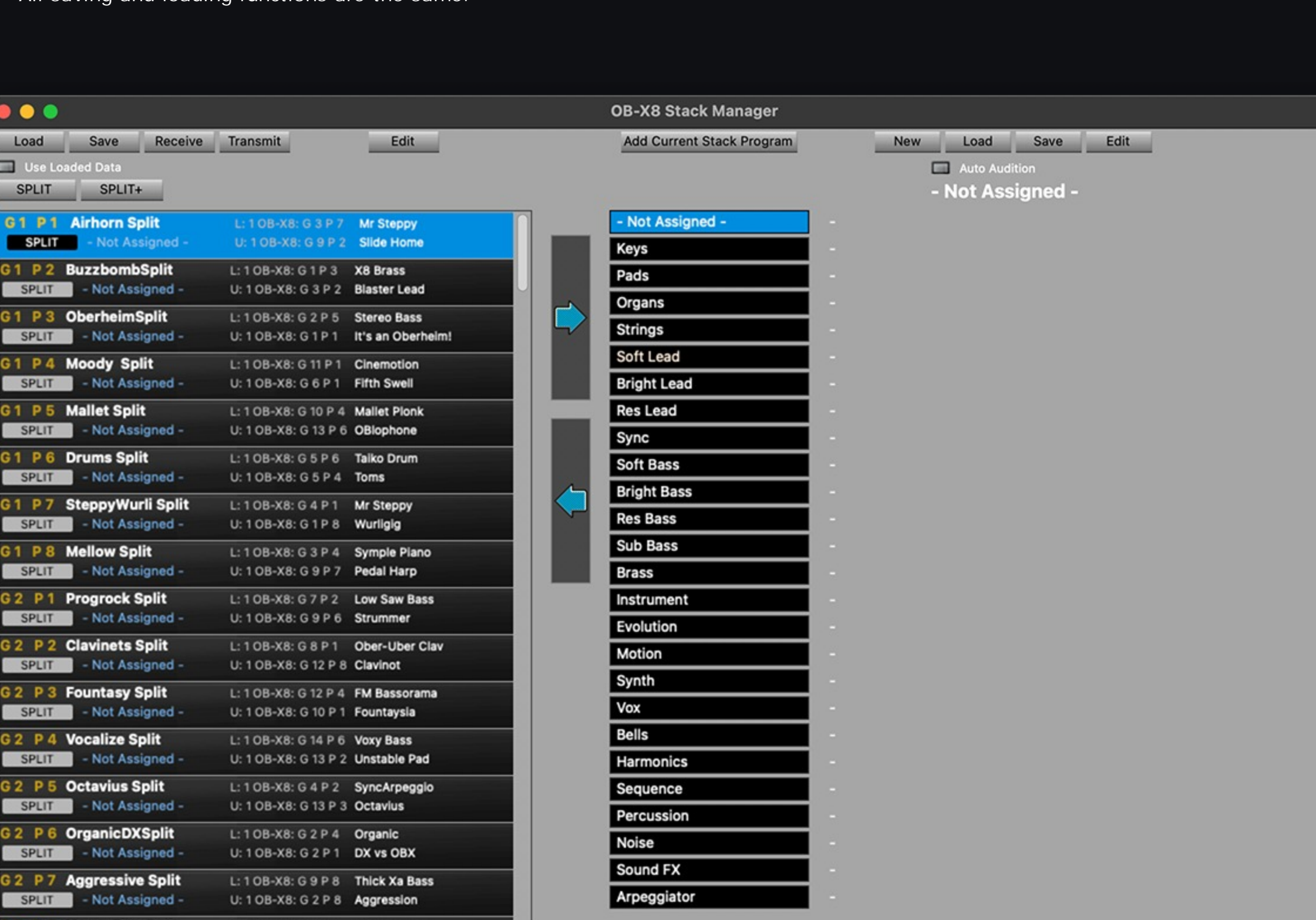
By selecting any number of programs in the visible collection in the right hand list and clicking the left facing arrow will send the programs in the list on the right to the synth, starting at the selected program on the left side and overwriting the needed program slots below to complete the transfer.

The Stacks version of the Librarian (Splits and Doubles) offers some of the same features with a few differences.

Shown is the Splits Librarian.

You can move split or double programs from the left side over to the right as a way of gathering specific collections.

All saving and loading functions are the same.

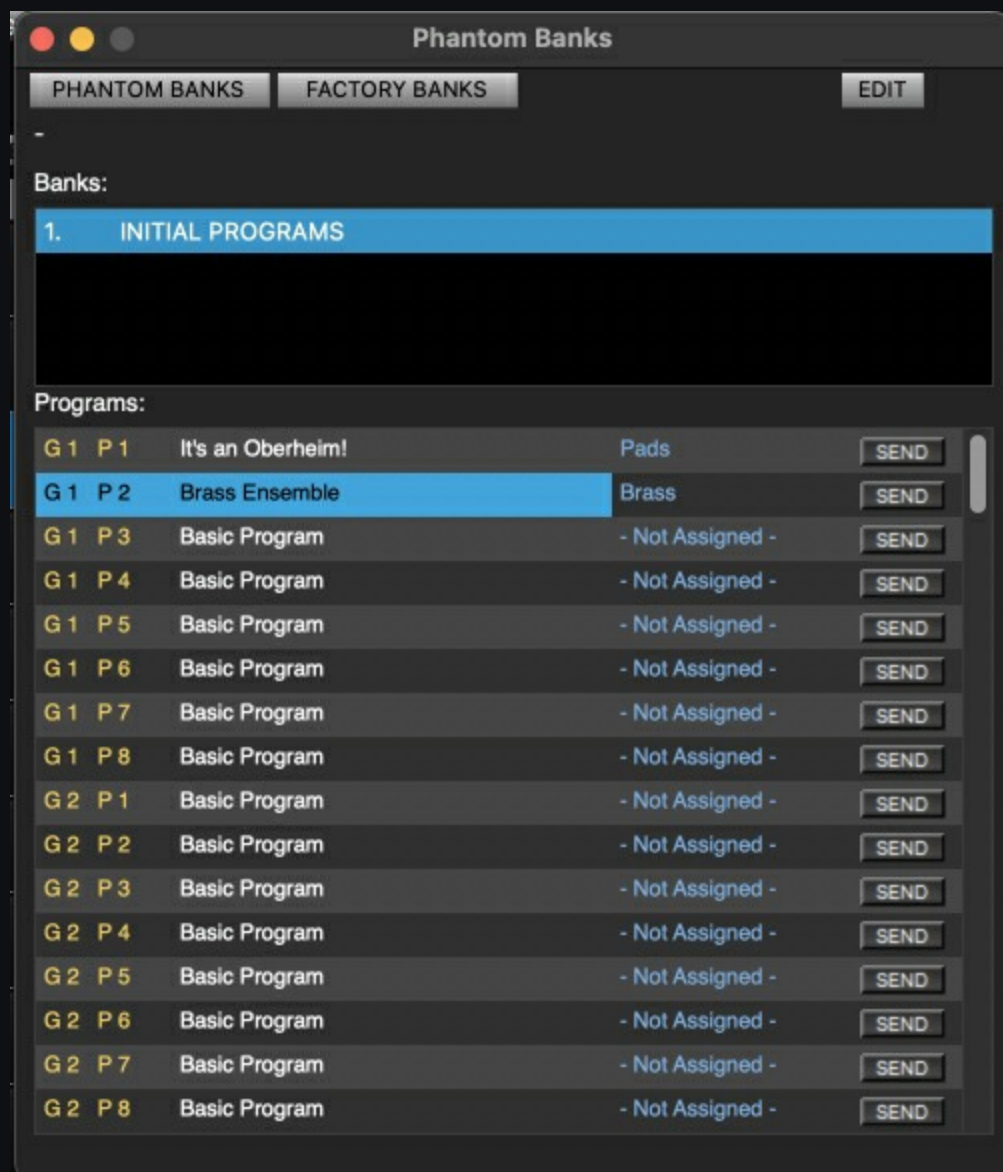


## Phantom Banks

[Phantom Banks Video](#)

Phantom banks provide an additional storage space for a virtually unlimited number of programs and banks. These banks and programs will be available at any time.

You can also recall Factory banks from this window if you need to restore a specific program or full bank.



## Phantom Bank Menus

### File

**New Collection** - Create a new blank bank to collect programs in. You can rename the bank by double clicking the title.

**Load** and **Save** Collection File - Manage Phantom Bank collections saved to disk.

**Load Bank From** - You can load previously saved standard OB-X8 bank files into a Phantom Bank.

**Export Bank as SysEx file** - A Phantom bank can be saved as a sysex file if required.

### Edit

**Copy** and **Paste** Program - Copy a program in a Phantom bank and Paste to a different location.

**Add Current Program** - adds the current program on the OB-X8 to the Phantom Bank

**Initialize** - Initializes the currently selected Phantom Bank program.

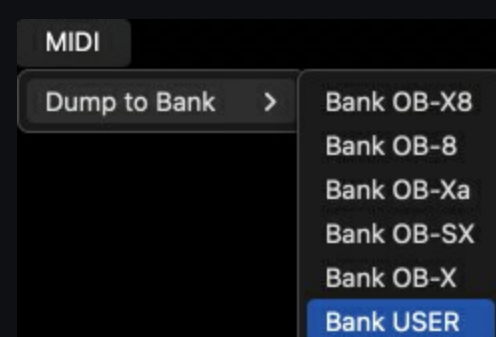
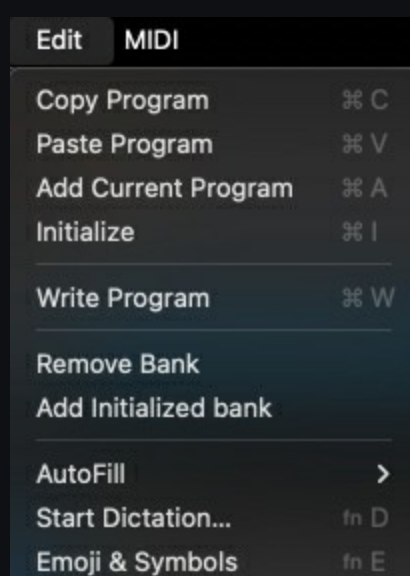
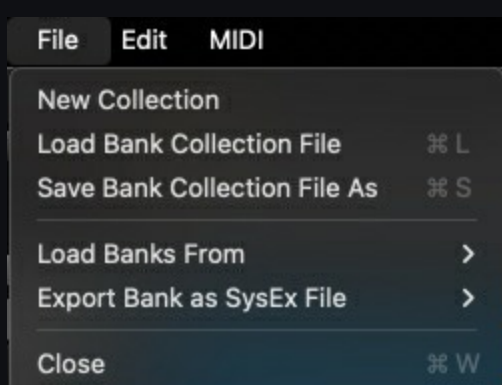
**Write Program** - Writes the currently selected program to the OB-X8.

**Remove Bank** - Removes the currently selected bank

**Add Initialized Bank** - Add a new bank with all initialized program slots.

### Midi

**Dump to Bank** - Transmit the current bank to the OB-X8. This will overwrite the selected bank in the synth.



# Program Genetics



Genetics allows the user to quickly build new sounds from two existing ones in a similar fashion to breeding. Parameters of each of the two sources (parents) are combined using three different functions to generate a new bank of resultant sounds (kids). The four functions are:

**Mix:** each parameter of each child is randomly chosen from either a parameter from the mother or father source. For example if the mother's cutoff frequency was 10 and the father's was 88; the children's values would only be 10 or 88.

**Morph:** the value of each parameter is linearly interpolated from one parent to the other. The first child is identical to the mother, the last child is identical to the father. All others are weighted towards each parent depending on their placement within the list. The middle child is exactly 1/2 mother and 1/2 father.

**Mutate:** the value of each parameter of each child is randomly chosen from within the range between each parent's parameter. For example if the mother's cutoff frequency was 10 and the father's was 88; the children's values would be between 10 and 88....50, 25, 88, 70, 63 ...etc.

**Random:** Parent independent patch generation. Parameters are generated by random values in the parameter minimum and maximum range.

The easiest way to audition the results is to play notes using computer keys and click on each child to hear it. If the sound is pleasing, simply drag and drop it in a sound bank. Then save the bank. Typically only 5% to 10% of the children are pleasing however use of genetics is certainly the easiest and fastest way to generate new sounds. Experimentation by using vastly different parents and similar parents creates nice results. You can also interbreed children too.

Important: The text names are also morphed thus the strange children's names. This is normal.

Experimentation using vastly different parents or similar parents creates the most interesting results. You can also 'interbreed' the child patches, too. In addition, you can set filters to excluded parameters that will not take a part in the generation of new offspring. Experiment and have fun

## PROGRAM MORPHER

Similarly to the Morph function in the Program Genetic, patches are created by linearly interpolate parameters from a selected program from the list on the left to a selected programs from the list on the right.

At the center there is the mouse X-Y pad that you can use to dynamically change some additional parameters allowing to quickly produce more variations.



Whenever you like what you hear and you like to keep it, you can use **Add to Lib** button, rename it, change category and the current program will be added to the Librarian.

Use the **WRITE** button to save it directly to OB-X8 banks.

