



PX memories

Soundbank Manual

Software Version 1.0

EN 210120

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Introduction



PX Memories

Analog Perfected

- Based on the definitive LAMM mod analog synthesizer
- Massive sounds with true hardware analog unison
- Explore hundreds of custom designed presets and create your own

INSPIRATION

Iconic, renowned, and arguably one of the sweetest sounding and most powerful analog synthesizers, PX Memories takes a deep-dive into the Lintronic LAMM. Based on the last and most ambitious of its makes polyphonic synths before going bankrupt in 1987, its development seems to have been incomplete, with a reputation for unstable tuning and difficult system navigation, and a subsequent Plus model with only basic MIDI implementation.

Taking this beast the final mile and making it the rock-solid road-worthy dream machine it was intended to be is Rudi Lindhard's Lintronic, a synthesizer repair and mod shop based in Germany, who developed this comprehensive system modification over 6 years. Those lucky enough to come by a LAMM will find the iconic six-voice sound to be stable, more easily editable, with improved IO, an enhanced stereo output, a world-class MIDI implementation making most all of the front panel controls transmit and be responsive to control change messages, and much more.

The ultimate version of an incredible and exceedingly rare instrument, we're both honored and excited to be able to present you with the iconic and inspirational sounds of the LAMM.

INSTRUMENT

Starting with a pristine, fully-serviced LAMM, our sound design team created a huge range of custom sounds covering everything from classic to modern genres, creative arps, effects, modulating soundscapes and more, providing a huge range of inspirational sounds. Every patch we designed for PX Memories was extensively multisampled in normal, factory unison, and the special LAMM stereo unison modes letting you seamlessly switch between real hardware samples, and subsequently allowing you to play unison modes polyphonically which is impossible on the hardware unit.

Another massive creative advantage of PX Memories is the ability to load two programs at once, with full expressive control over each. Each program in PX Memories functions as its own layer, essentially giving you another entire LAMM that can be layered, filtered, animated, and arpeggiated together (or discretely) to create truly massive analog sounds. As well, unison settings are per-program, so combined you can essentially have up to 36 authentic hardware analog voices sounding per note.

In the end we recorded over 38,000 samples, packing PX Memories with a whopping 353 presets made from 171 programs, and divided into 16 categories, including basics, animated arps, animated steps, bass, bells, brass, chords, FX, keys, leads, organ, pads, pluck, polysynth, strings and more. Every patch in PX Memories is fully-customizable allowing you to use them straight-away or as starting points for your own sound design.

PX Memories presents you with a full suite of controls to tweak and augment its sound to fit your particular use, including per-program multimode filter, amp and filter envelopes, pitch and stereo controls, handy modwheel assignments, step and lfo modulators, versatile arpeggiators, and a master effect section with 3-band EQ, drive, Thorus, ensemble, Phasor, delay and Sparkverb.

The LAMM is a rare and iconic instrument with a timeless analog sound, inspiring, versatile, effortlessly delivering thundering bass, rich leads, and massive pads; perfect your analog dreams with PX Memories.

PROTOTYPE SERIES

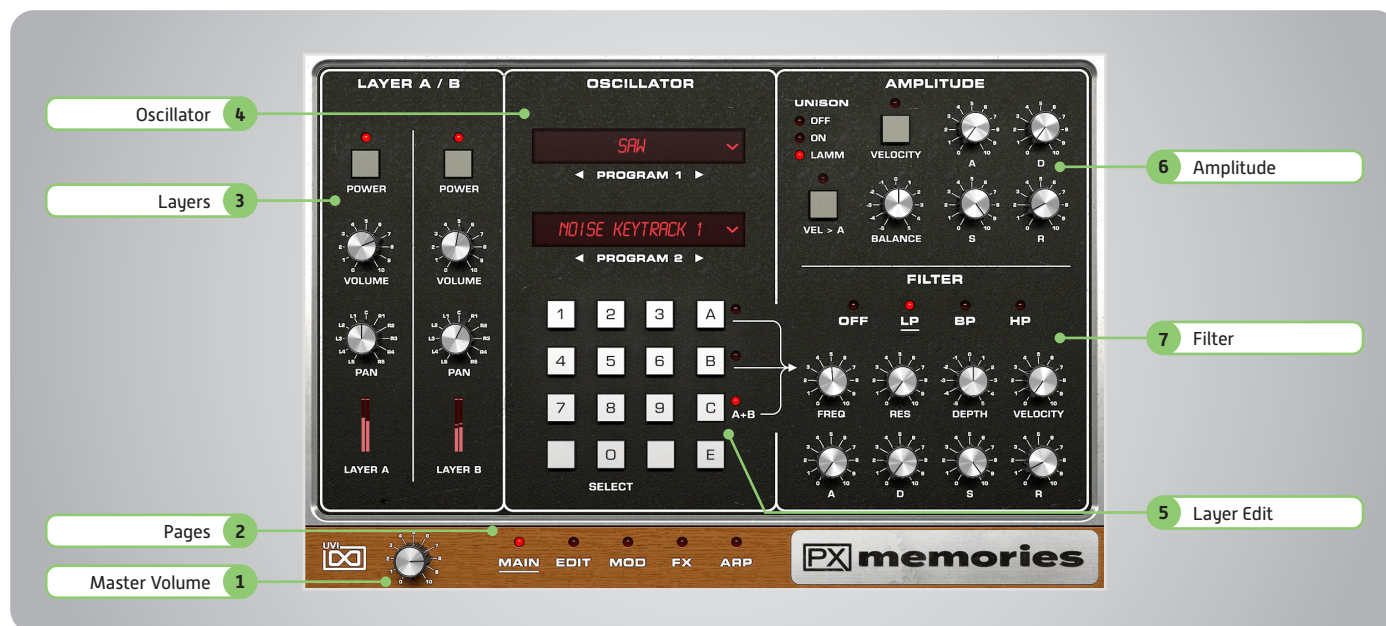
PX Memories is part of the PX line of instruments, exploring the world of unique, rare and sometimes unreleased electronic and acoustic instruments

Minimum System Requirements

- Latest version of UVI Workstation or Falcon
- 30.85 GB of disk space

For more information on the installation process, please refer to the document: [Soundbank Installation Guide](#)

Main Page and Globals



PX Memories is outfitted with 2 layers; A and B. Both layers have independent selection of 171 sound programs, dedicated volume, pan, filters, envelope generators for amplitude and filter, and arpeggiators in the Arpeggiator page. Effects pages affect the summed signal of both layers while Modulation can be set to selectively target layers A, B, or both.

1 ► Master Volume

2 ► Pages

» Main, Edit, Modulation, Effects and Arpeggiators

Click to change the current control page

3 ► Layers (A / B)

» Power

Turn layer on/off

» Volume

Adjust layer volume

» Pan

Adjust layer pan

» Level meter

Displays layer output level

4 ► Oscillator

» Program 1

Select the sound program for Layer A

» Program 2

Select the sound program for Layer B

5 ► Layer Edit

» Select: A / B / C (A+B)

Select A, B or C (A+B) ; presents per-layer control for Amplitude and Filter sections

6 ► Amplitude

» Unison

Enables genuine hardware unison; mono [on], or stereo [LAMM] mode

» Velocity

Toggle velocity on/off

» Vel > Atk

When active, routes Velocity input to Amp Env: Attack

» Balance

Sets the balance between low and high register of the keyboard

» ADSR

Adjust the amplitude using a typical Attack, Decay, Sustain, Release envelope

7 ► Filter

» Mode

Select between LP, BP or HP filter shapes, or OFF to disable the filter

» Frequency

Set the filter cutoff frequency

» Resonance

Set the filter resonance amount

» Depth

Set the filter depth

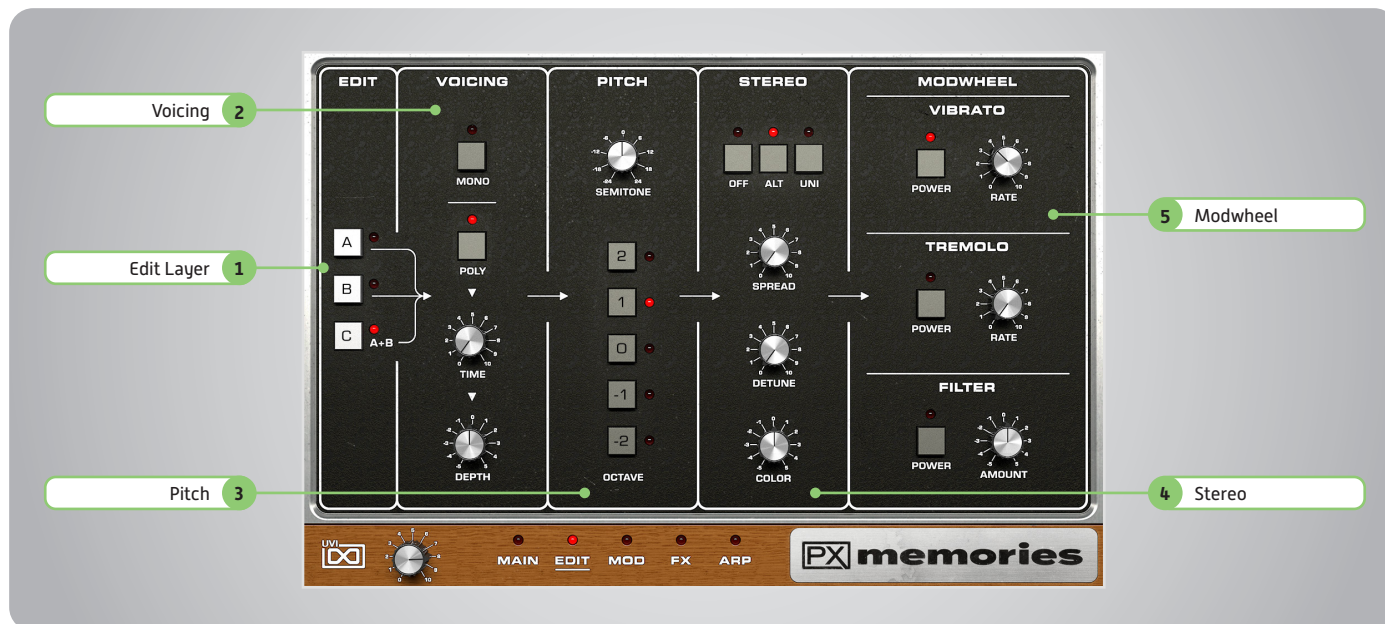
» Velocity

Set the filter's velocity sensitivity

» ADSR

Adjust the filter using a typical Attack, Decay, Sustain, Release envelope

Edit Page



1 Edit Layer

Select A, B or C (A+B) ; presents per-layer controls for Voicing, Pitch, Stereo and Modwheel sections

2 Voicing

- » **Mode**
Toggle between Mono and Poly voicing
- » **Time**
Set the Glide time
- » **Depth**
Adjust the Portamento depth

3 Pitch

- » **Semitone**
Adjust the pitch in Semitones
- » **Octave**
Adjust the pitch in Octaves

4 Stereo

- » **Mode**
Off / Alternate Pan / Unison
- » **Spread**
Adjust the stereo width
- » **Detune**
Unison layer detune amount
[Unison mode only]
- » **Color**
Shifts color based on adjacent samples

5 Modwheel

- » **Power/Amount**
Easily route your controllers Modwheel to control common parameters such as Vibrato Rate, Tremolo Rate, and Filter Depth

Modulation Page



1 Step Modulator

- » **Steps**
Change the number of playable steps [1-16]
- » **Editor**
Interactive editor for programming sequenced modulations; bar height equals mod amount
- » **Speed**
Change the step duration (1/32 - 1/1)
- » **Delay**
Delay time to activate first step
- » **Rise**
Time to activate step with a smooth transition
- » **Average**
Interpolates values between adjacent steps to smooth parameter modulation for a custom LFO effect
- » **Step Modulator Target**
Control the amount of modulation to be applied to each or both layer's Volume Amount or Filter Depth

2 LFO

- » **Speed**
Change the LFO Speed
- » **Sync**
Enable/Disable LFO sync to Host Tempo
- » **Waveshape**
Choose LFO waveshape; Sine, Triangle, Square, or Sample & Hold
- » **LFO Routing**
Control the amount of LFO modulation to be applied to various parameters including; Pitch, Drive, Volume, and Filter
- » **Mode**
Change the LFO retrigger mode; Retrigger, No Retrigger, or Legato
- » **LFO Target**
Control the amount of modulation to be applied to each or both layer's Volume Amount, Filter, and Pitch Depth

3 Modulation Targets

- Set the target layer for the parameter modulation, A and/or B layer

Effects Page



1 ► Equalizer

- » **Power**
Turn the effect on/off
- » **Gain Low / Mid / High**
Adjust the gain boost or cut amount of each frequency band
- » **Frequency**
Set the crossover frequency point between Low/Mid and Mid/High bands

2 ► Drive

- » **Power**
Turn the effect on/off
- » **Amount**
Adjust the drive amount

3 ► Thorus

- » **Power**
Turn the effect on/off
- » **Speed**
Adjust the chorus modulation speed
- » **Depth**
Adjust the chorus modulation depth

4 ► Ensemble

- » **Power**
Turn the effect on/off
- » **Mode**
Set the ensemble effect mode
- » **Tone**
Adjust the brightness of the effect
- » **Mix**
Adjust the effect mix amount

5 ► Phasor

- » **Power**
Turn the effect on/off
- » **Speed**
Adjust the phaser modulation speed
- » **Feedback**
Adjust the phaser feedback amount
- » **Depth**
Adjust the phaser modulation depth

6 ► Delay

- » **Power**
Turn the effect on/off
- » **Time**
Adjust the delay time

» Feedback

Adjust the delay feedback amount

» LoCut

Adjust the delay output's low-cut filter frequency

» HiCut

Adjust the delay output's hi-cut filter frequency

» Mix

Adjust the delay effect mix amount

7 ► Sparkverb

- » **Power**
Turn the effect on/off
- » **Size**
Adjust the reverb room size
- » **Decay**
Adjust the reverb decay time
- » **Decay: LoMult**
Multiplies the decay time [-/+] for the low frequency signal
- » **Decay: HiMult**
Multiplies the decay time [-/+] for the high frequency signal
- » **Mix**
Adjust the reverb mix amount

Arpeggiator Page



1 ► Arp Preset

» Preset

Select the arpeggio preset by drop-down menu or PREV/NEXT arrows

» Load

Click to load a user preset

» Save

Click to save the current settings as a user preset

2 ► Per Step Edit

» [STEP] Step Indicator

LED lights up when step is triggered

» [VEL] Step Velocity

Freely draw note velocities

» [TIE] Step Tie

When active, step inherits Velocity from the previous step

» [MODE] Step Mode

Set the step mode (Single or Chord)

» [SEMI] Semitones

Set the step pitch shift value

» [PAN] Pan Position

Set the step pan

» [GATE] Gate Length

Set the step gate duration

» [CC1] MIDI CC1 Value

Set the step CC1 modulation value

3 ► Link

When enabled both layers listen to Arp 1

4 ► Power

Toggle the Arpeggiator On/Off

5 ► Arp Mode

Select Up, Down, or Up and Down

6 ► Speed

Change the step duration (1/32 - 1/1)

7 ► Steps

Set the number of playable steps (1-16)

8 ► Gate

Change the step length (from zero to the tracks Resolution setting)

9 ► CC

Enables MIDI CC output

10 ► Octave

Set the pitch range in Octaves

Preset List

01 Memories Basics no FX

00 Init Basic
00 Init LAMM
00 Init Unison
Bass Mono LAMM
Bass Mono Mode
Bass Poly
Bells ALT Stereo
Bells LAMM
Brass LAMM
Brass Mono
Brass Unison Basic
Brass Unison Double
Keys Template
Lead Double Stereo
Lead LAAMono Mode
Lead Stereo Double
Organ Mono
Organ Stereo
Pad LAMM
Pad Stereo Double
Pluck ALT Stereo
Pluck LAMM
Poly Mono
Poly Unison
Strings LAMM
Strings Stereo Double

Animated Classic Arp

Ambre
Caramel
Catch Da Mono
Dr Arpeggio
Green War
HiHats Arp
I Have Piscine
Jean Michel Arp
Master Robot
Moon Road
Nueva Bossa
Observatoire
Paparazi
Play Arp 1
Play Arp 2
Polygonal
Simple Beauty
Space Baloons
Stranger Line
Super Rushy
Tonal Drump
Ventura

Animated Misc

Basic Move
Cosmic Drops
Dark Vapor
Dirtyverse
Doctor House
Douceur Hour
Fast Moving Basic
Fast Moving Triplet
Fifth Zone
Four Four Trip
Grand Place
Hopper
Kung Flutes Arp
Latin Emerald
LFO Chords
Little House
Lone A
Looking
Memotronic
Moving Saws
Neck Bottle
Pizz Kate B
Poulain Amelish
Raw Chords
Rider Horns
Sins ET
SoLFO Mood
Sync My Wheel
Thinkerview
Three Tree
Trash Mode
Wheel Sombre

Animated One Key

Adimensional
Bass Techy Mov 1
Bass Techy Mov 2
Cradle Soft
Crispy Cream
Deepy Bass
Drum Fillish
Experimental Beat
Filter Noise
Funky Scent 1
Funky Scent 2
Heavy Aggression
Ivan Drago
Levitate
Live Action Arp
Meditation
Nocturnal
Phatty Happy
Pulp Fiction 1
Pulp Fiction 2
Resonate
Roadster
Sector
Shake It Off
Smooth Dual Brass
Tech Voice
True Analog Kick
Vince Nasty
Wub Wheel Kick 1
Wub Wheel Kick 2

Bass

Analog Funk
Basic Waves 1
Basic Waves 2
Bass Matter
Cyberpunk Seq 1
Cyberpunk Seq 2
DNA Sequence
Electre Soon 1
Electre Soon 2
Great Seq
Ketchup
LAMM Power Bass
Layer Stack
Memo 80
More On Wheel
Motor Blue
Movement
Multi Saw
Obesolo
Rayne Wheel
Shafty Chapo
Simple Modular 1
Simple Modular 2
Skippy Squares 1
Skippy Squares 2
Son A Dummer 1
Son a Dummer 2
Stack Drive
Sub Drive
Super Bass
Synth Timpani
TRap 808 1
TRap 808 2
TRap 808 Dirty 1
TRap 808 Dirty 2
Wheel Agressive
Wide Sub 1
Wide Sub 2

Bells

Anabelle
Brassish Bells
Cocooning
Gentle Waves
High Bells 1
High Bells 2
High Bells 3
Hybride
In N Out
Memories Bell
Metalillon
Moogizmondo
Music Boxing
Noise Bee
Nouvel An
Point Pic
PPG Style
Soft Move
Super Lola
Synthetic
Tears For Bears
Tokyo Five
Triple Warm
Xmas Robot

Brass

Analog Brass
Animated Brass
Beta Funky Man
Classic Mem
Electric Band
Fat Carbs 1
Fat Carbs 2
Interferhorns
Low Brass
Majestueux
Memory Horns
Old N Short
Petruskov
Pizz Brasses 1
Pizz Brasses 2
Salam Brass
Short Cake
Soft Queen
Stack Horns
Steel Style
Symphobrass

Preset List

FX

Cyber Bird
Electribal
Falling Down
Horror Cave 1
Horror Cave 2
LFO Gate
Mayhem of Noise
Noise Beat 1
Noise Beat 2
Pangoline
Piggin Space
Resident Hell
SASolo
SASynth
Snare Auto Gun
SnH Pad FX
Sweep Machine
Ultrasonic 1
Ultrasonic 2
Waiting Space

Keys

Analog Piano 1
Analog Piano 2
Dreamlander
Harpsichordish
Keynalogic
Kung Flutes
Magic Road 1
Magic Road 2
Magic Wurly
Memoryclav 1
Memoryclav 2
Morphwheel Keys
Nice Digital
One Four Long Delay
Piano Anthem
Pulse Iano
Purple Slow
Rock Ba
So Sombre
Solaarium
Synth Epic
Vox Clav
Wurgelis

Leads

Almost Guitar
Fifth Power
Funky Town
JM Destroy
Kevinew
Large Retro 1
Large Retro 2
Modern Scream
Noise Wheel
Polead
Portlead
Protagonism
PX Memolead
Rick James
Saigon
Screaming
Snap Dog
SolOsaka
Stereophonique 1
Stereophonique 2
Superverb
Sync Me Up
Synth Brassy
Violead
Wheel Me Good 1
Wheel Me Good 2

Organ

Analog Perc B3 A
Analog Perc B3 B
DraculAmibo
Jazzy Goto
Moon Cathedral
My Abbaye
Our Lady
Perc Power
Pluck Organ
Trash Pipes
Ultra Vox

Pads

Dark Drive
Deep Pad
Ere Glaciere
FX Pad
Hyperverser
Noisy Source
Pad Night
Phase Bed
Phat SnH Pad
Raw Bell Pad
Rivage
Sample N Hold
Serenity
Spectral Duo
Tic And Pad
Triamento
Warm Pad
Wheel Control 1
Wheel Control 2
XBellish

Pluck

Baila 1
Baila 2
Big Sauce 1
Big Sauce 2
Crystallia
Epic Pluck
Flute Chords
Hollow Gram
Lil' Keys 1
Lil' Keys 2
Magnify 1
Magnify 2
Metal Pluck
Pluck Dialogue
Pole Dance
Release Me 1
Release Me 2
Twenty Last
Weekend 1
Weekend 2

Polysynth

Deepoly
Dirtiness
Epic Poly
Five Guys
Funky Pole 1
Funky Pole 2
Hook Stab 1
Huge OSCs Basic
Huge OSCs Gate
Large Detuned
Lil Poly
Memory Phase
Mireille
Mod Mayhem
Nice Guy
Poly Funky 1
Poly Funky 2
Polyphobia
Stress N Dark
Unharmonic

Strings

High Emotions
Hit Reverb and Drive
Hybrid Movement
Jack Pluton
Memory Machine
Ominous Xmas
Orchestral Hit
Pizz Like
River Crying
Soft Chamber
Stac Long Verb
Venue

Sweeps

Analog Sweep
High Sweep
Interstellar 1
Interstellar 2
Melancolia
Sweepulsar
UVI Filter Basic
UVI Filter LFO

Layer Program List

Bass

001- Analog Power 1
002- Analog Power 2
003- Fifth Bass
004- FunkLassic
005- Great One
006- Hollow Round
007- Solid Bass
008- Square Garden
009- Tom Detune

Bells

010- Analog Bell
011- Carillon
012- Memobells 1
013- Memobells 2
014- Soft Bells
015- Synth Vibes

Brass

016- Dyna Horns 1
017- Dyna Horns 2
018- Hit Stack
019- Memory Horns
020- Porta Brass
021- Soft Brass
022- Staca Brass 1
023- Staca Brass 2
024- Staca Brass 3
025- Synth Horns
026- Vangemoog
027- Vibrassoft

Flutes

028- Memoboe
029- Synth Blow
030- Uni Flute

FX

031- Falling Down
032- LFO Gate
033- Piggin Space
034- SASynth
035- SnH Pad 1

Keys

036- Analog Keys
037- Detuned Piano
038- Epic Keys
039- Formant
040- Harpsichord
041- High Notes
042- Hollow Keys
043- Hybrid Keys 1
044- Hybrid Keys 2
045- Hybrid Keys 3
046- Majestic Keys
047- Memo Clav
048- Rhodish
049- Soft Road
050- Soft Wurly
051- Synth Clav

Leads

052- Classic Mug
053- Daft Synth
054- Dirty OSC
055- Fifth Five
056- Funk Classic
057- Funk Sync
058- Motor Lead
059- Organist
060- Snoop Mood
061- Soft Lead
062- Solatack
063- Square Pulse
064- Voice Lead

Organ

065- Church Pipes
066- Dark Clic
067- Gospel Brunch
068- High Drawbars
069- House Organ
070- Rugged Organ

Pads

071- Bright Tone
072- Deep Pad
073- Filter High
074- Memoninious
075- Phase Bed
076- SnH Pad 2
077- Warm Pad

Percussion

078- Glockenspiel
079- Gonganalog
080- Hang Perc
081- Steel Drum Large
082- Steel Drum Mini

Pluck

083- Analog Pluck 1
084- Analog Pluck 2
085- Harpish
086- High Pluck
087- Plucklav 1
088- Plucklav 2
089- Pop Korn
090- Voice Pluck

Polysynth

091- Deepoly
092- Detuned Poly
093- Epic Poly
094- Funky Pole 1
095- Funky Pole 2
096- Huge OSCs
097- Majestic Poly
098- Pulse Poly

Strings

099 Analog Strings
100- Stacca Synth 1
101- Stacca Synth 2
102- Synth Strings
103- Vintage Machine

Sweeps

104- Classic Sweep 1
105- Classic Sweep 2
106- Sync Up

Waveforms

1 Single OSC

107- Noise
108- Noise Keytrack 1
109- Noise Keytrack 2
110- Pulse 1
111- Pulse 1 Hi
112- Pulse 2
113- Pulse 2 Hi
114- Pulse 3
115- Pulse 3 Hi
116- Pulse 4
117- Pulse 4 Hi
118- Saw
119- Saw Hi
120- Saw Triangle
121- Saw Triangle Hi
122- Square
123- Square Hi
124- Triangle
125- Triangle Hi
126- Triangle Pulse 1
127- Triangle Pulse 1 Hi
128- Triangle Pulse 2
129- Triangle Pulse 2 Hi
130- Triangle Pulse 3
131- Triangle Pulse 3 Hi
132- Triangle Pulse 4
133- Triangle Pulse 4 Hi

2 Double OSC

134- Double Pulse 1
135- Double Pulse 1 Hi
136- Double Pulse 2
137- Double Pulse 2 Hi
138- Double Pulse 3
139- Double Pulse 3 Hi
140- Double Pulse 4
141- Double Pulse 4 Hi
142- Double Saw
143- Double Saw Hi
144- Double Square
145- Double Square Hi
146- Double Triangle
147- Double Triangle Hi

3 Triple OSC

148- Triple Pulse 1
149- Triple Pulse 1 Hi
150- Triple Pulse 2
151- Triple Pulse 2 Hi
152- Triple Pulse 3
153- Triple Pulse 3 Hi
154- Triple Pulse 4
155- Triple Pulse 4 Hi
156- Triple Saw
157- Triple Saw Hi
158- Triple Square
159- Triple Square Hi
160- Triple Triangle
161- Triple Triangle Hi

4 Waves Mix

162- WMix Bell 1
163- WMix Bell 2
164- WMix Combi 1
165- WMix Combi 2
166- WMix Combi 3
167- WMix Polyson
168- WMix Sawctave 1
169- WMix Sawctave 2
170- WMix Squaroct 1
171- WMix Squaroct 2

Links

UVI

- Home uvi.net/ 
- UVI Portal. uvi.net/uvi-portal 
- Soundbank Installation Guide [installing_uvi_soundbanks_en.pdf](#) 
- UVI Workstation User Guide [uviworkstation_user_guide_en.pdf](#) 
- Your Registered Product Serial Numbers and Download Links. uvi.net/my-products 
- FAQ uvi.net/faq 
- Tutorial and Demo Videos youtube.com/ 
- Support uvi.net/contact-support 

iLok

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Credits and Thanks

Produced by UVI

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UVI.NET