## Appendix A - Voyager Factory Bank Reference

The table below displays a list of the Old School patches and the equivalent presets from the Voyager Factory Banks (patch bank and number) from which they were developed. The CATEGORY descriptions shown are from the standard Voyager Preset Category descriptions.

An 'SD' in the FACTORY column indicates a custom patch programmed for the Voyager Old School by Steve Dunnington.

	LEADS	
SOUND	FACTORY	CATEGORY
Anna Boleyn Lead	E092	Model D
Another Hammer	F038	Soft Lead
AquaTarkus	F093	Interval Lead
Catherine Howard	E090	Model D
Catherine of Aragon	E089	Model D
Chick's Oboe	F037	Instrument Lead
Chorused Lead	D055	Bright Lead
Clockwork	G012	Classic Lead
Emerson Saw	B124	Classic Lead
Fanfare	E125	Horn
Forever Lead	E031	Sync Lead
George's Narrow Pulse	F003	Bright Lead
Hammer Flute	F042	Instrument Lead
Hammer's Pulse	F002	Bright Lead
Health Lead	D042	Bright Lead
Jan and Jeff are Back	F075	Interval Lead
Jan's Hammer	F013	Sync Lead
Jan's Keyclicker	F039	Organs
Lucky Man	B112	Classic Lead
MajorWerk	800A	Interval Lead
Man Child Lead	C016	Res Lead
Minotaur	B118	Classic Lead
Nukular Canine	C026	Interval Lead
Octavious Lead	SD	Bright Lead
Radio Lead	C086	Soft Lead
Solar	G031	Interval Lead
SpotLite	G009	Sync Lead
Steve's Winwood	F005	Bright Lead
Sunshine Lead	D076	Evolution
Techno Tuvans	A002	Vox
The Duke	F062	Res Lead
Tomitavox	C073	Vox
Topographic Melodies	E064	Soft Lead
Utopian Lead	E054	Bright Lead
Welcoming Machine	E043	Harmonics

	BASSES	
SOUND	FACTORY	CATEGORY
Acid Mod Grind	A007	Res Bass
Anne Boleyn Bass	E091	Model D
Basswerk	C071	Res Bass
Bernie Down Da House	C005	Soft Bass
Brain Salad Bass	E009	Harmonics
Flashlite 2004+	C119	Synth
Heavy Wah Bass	SD	Res Bass
Jan Hammer Bass	F081	Res Bass
Lectric Bass	SD	Bright Bass
Tasty Moog Bass	A001	Res Bass
Trogg	G002	Bright Bass
Wormy Bass	SD	Res Bass

	SFX/OTHER		
SOUND	<b>FACTORY</b>	CATEGORY	
Alien Stutter	D094	SFX	
Cars Intro	C029	Synth	
Drum From Mars	D119	Ring	
LaserMod	G019	SFX	
Miami Drop Bass	D125	Percussion	
Old Noise	G004	Noise	