Specifications of ACE MIDI and ACE Tracker 2.00.

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| **Sound engine**   * Up to 16 voices on a standard Falcon030. (ACE MIDI: up to 28 voices on accelerated Falcons) * 256 sounds (patches) in memory. * 2 oscillator modes:   + Sample mode: 16bit, maximum 256 samples in memory, 20Mb each.   + Waves mode: up to 4 oscillators per voice: First oscillator: Saw ramp up/down, Noise, Square, Triangle, Trisaw. Second oscillator: Saw ramp up/down, Square positive, Square, Triangle, Trisaw. Two sub oscillators (one per oscillator), always saw tooth. Avaiilable in normal mix mode. 7 modes to mix the two oscillators; normal (add), merge (xor), ring modulation (multiplication), and (logical and), or (logical or), frequency modulation, hard sync. * VCA (amplifier) with ADSR envelope. * VCF (low-pass, high-pass, band-pass or band-stop filter) with ADSR envelope. * VCF bypass. * Square transformer for the first oscillator. * Amplifier that can be used to created distortion. * LFO (low frequency oscillator) with 6 different waveforms. Can be connected to frequency and/or filter and/or volume. * Step modulator. A 32-step "sequencer". Draw individual curves for frequency, filter and volume. * Velocity curves. Seperate curves for volume and filter response. * Internal postprocessing effects: reverb and stereo (ping-pong) delay.   **MIDI version**   * Multitimbral, 16 channels, 120 split points per channel. * Velocity support. * Pitch bend support. * Modulation wheel support.   **Tracker version**   * 256 positions and 256 patterns. * Dynamic pattern size, from 1 track with 1 line to 16 tracks with 64 lines. * MIDI input. * 4 pattern columns: note, sound, effect, and volume or filter.   **Hardware**   * Replay frequency of 32780Hz, giving a bandwidth of 0-16kHz. * Support for 44.1kHz, 48kHz and 50kHz. * Support for external outputs like the Jam OUT and FAD series. * SPDIF support. |

This page contains downloadable sound patches for ACE. Two types of sound patch collections are available; banks and sets. A bank contains up to 16 sound patches and a set up to 256.  
  
If you have made some sound patches that you want to share with the public, please send them to us with a short description and we will put them online as soon as possible.

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| [tr909.zip](http://nb.atari.org/downloads/ace_sound_patches/TR909.ZIP) | 205 178 bytes | bank (sample) | Thomas Bergström |
| All drums from the kult drum machine TD-909 made by Roland. | | | |
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| [cr78.zip](http://nb.atari.org/downloads/ace_sound_patches/CR78.ZIP) | 73 083 bytes | bank (sample) | Thomas Bergström |
| All drums from the legendary drum machine Roland CR-78. | | | |
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| [xd5.zip](http://nb.atari.org/downloads/ace_sound_patches/XD5.ZIP) | 448 460 bytes | bank (sample) | Thomas Bergström |
| Drum patches with samples from the Kawai K4 cousin XD5. | | | |
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| [juno.zip](http://nb.atari.org/downloads/ace_sound_patches/JUNO.ZIP) | 694 711 bytes | bank (sample) | Thomas Bergström |
| Synth string patches made with samples taken from the Roland Juno 6. | | | |
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| [mixedup.zip](http://nb.atari.org/downloads/ace_sound_patches/MIXEDUP.ZIP) | 1 248 bytes | bank (wave) | Thomas Bergström |
| Patches made for the three new synthesis in ACE MIDI v1.06. | | | |
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| [deepspac.zip](http://nb.atari.org/downloads/ace_sound_patches/DEEPSPAC.ZIP) | 1 458 bytes | bank (wave) | Tim Conrardy |
| Pad as well as lead sound patches. Some use of the step modulator. | | | |
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| [middle.zip](http://nb.atari.org/downloads/ace_sound_patches/MIDDLE.ZIP) | 1 228 bytes | bank (wave) | Tim Conrardy |
| Patches influenced by JRR Tolkiens Lord of the rings. | | | |
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| [orion.zip](http://nb.atari.org/downloads/ace_sound_patches/ORION.ZIP) | 1 321 bytes | bank (wave) | Tim Conrardy |
| Some patches using the filter section, with wide sweeps. | | | |
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| [drums.zip](http://nb.atari.org/downloads/ace_sound_patches/DRUMS.ZIP) | 1 522 bytes | bank (wave) | Thomas Bergström |
| Drum patches that can be used as a base when creating drums. | | | |
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| [stepit.zip](http://nb.atari.org/downloads/ace_sound_patches/STEPIT.ZIP) | 2 190 bytes | bank (wave) | Thomas Bergström |
| A bank with 16 patches using the step modulator heavily. | | | |
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| [syntom.zip](http://nb.atari.org/downloads/ace_sound_patches/SYNTOM.ZIP) | 1 437 bytes | bank (wave) | Thomas Bergström |
| A collection of synth patches. | | | |