

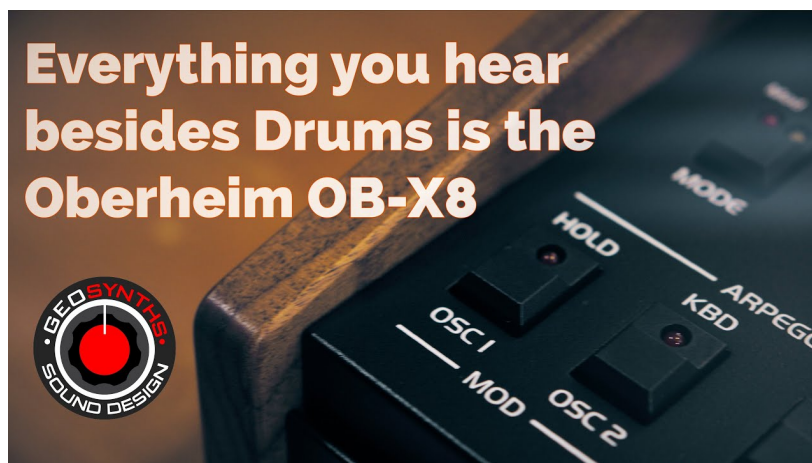
## Obsession Vol 1 – GEOSynths. (V1.1)

Thank you for purchasing this SoundSet from GEOSynths, I hope you have fun with the sounds and use them into your compositions, as well as live.

I'm sure, like me, you were amazed at the News of Oberheim coming back with a New Poly Synth and we all speculated it would either be the OB-X or the OB-Xa or whatever, though I was surprised to see they decided to put them all together in one Synth...Pleasantly Surprised!

It's actually my first ever Oberheim and while I do have an OB-6, they are tonally different, so I sat down and made a PolySynth Patch straight away and a huge Grin came across my Face...THAT was the Sound I heard growing up in the 80's!

I started making some Patches, but decided to make an actual Track using it for everything, except the Drums, for a cool, Jimmy Jam & Terry Lewis style of Music. You can hear it below and I've also included those Sounds in this Bank.



“Seize The Day”

While making Patches for the Prophet 5/10 Rev 4, I decided to make FX Presets for each Sound as well. Of course, it will sound richer with higher quality Reverbs and Modulation from Strymon, Eventide etc. That said, it's all about being reproduced by users, so I used 2 Free Plug-Ins and made 128 FX Presets for each. You just open up your DAW and use 2 Inserts, Modulation First, then the Reverb.

Many of the Patches have Mod Wheel and Aftertouch assignments, to things like Cut-Off, Vibrato and Pitch, especially with “Osc Sync” Patches. In terms of levels, you may find some patches are louder than others, this is just down to the complexity/brightness and whether Unison is being used, plus huge spikes in Resonance. That said, I did go through each one.

I hope you have lots of fun with the Patches, I've really enjoyed making them and on first glance, people may think it is limited in terms of a broad palette, however I found it could do a huge range of Sounds and shapes. It's a fantastic Synth and just sounds EPIC!...

All the best,  
Jamie

## Installation

I have added support for both SYSEX and if you use the Sound Tower Editor. There are now 6 Banks on the OB-X8, which are named "OB-X8, OB-8 etc which each contain 128 Patch Slots. Bank 6 is the "User" Bank and have now added SYSEX support for that as well.

To help with this I have duplicated all 128 Patches contained in Obsession Vol 1 into 6 separate Banks (1 to 6) so you can load them where you want, so for example. If you want to load Obsession Vol 1 into Bank OB-SX (Bank 4) then you would select the 4th File.

I have also added support for Individual Patches, this way you can load them in 1 at a time and then save them to a location of your choice.

You'll need a SYSEX Tool to transfer the Patches over, there are links on my Website.

<https://www.geosynths.com/tools>

1. Download and extract the Files.
2. Connect your OB-X8 via USB and make the necessary settings in the Global Page of the OB-X8. (Page 26 - Midi Sysex Cable = USB).
3. Open your SYSEX Tool of choice and Back Up the Synth, you can do this by going to the Globals Section (Page 28 - Send MIDI = All\* then hitting Record in the SYSEX Tool - Please refer to their Instructions).
4. Add the File you want to use, so if you want to load Obsession Vol 1 to the "OB-Xa" Bank (Bank 3) then choose the 3rd File in the "SYSEX Folder"
5. Send the file to your OB-X8.

## FX Install

1 - Blue Cat Audio Chorus - [https://www.bluecataudio.com/Products/Product\\_Chorus/](https://www.bluecataudio.com/Products/Product_Chorus/)

2. Valhalla Supermassive - <https://valhalladsp.com/shop/reverb/valhalla-supermassive/>



Both the above are Free Plugins and I have made 128 FX Presets for each.

1. You'll need to open up your DAW and add the Plug-Ins to your FX Insert. Place the Blue Cat Audio Chorus first, then below it, Valhalla Supermassive (as in the picture)
2. Locate the relevant App's Documents Folder or where it stores the FX Presets. I use a Mac and Blue Cat has it's FX Presets stored in "...Documents/Blue Cat Audio/Blue Cats Chorus 4/Stereo/Presets..." Just paste the "OB-X8" Folder there.
3. Valhalla location is a bit more tricky as it's stored in the "Application Support" Path for the whole computer. "Macintosh HD/Library/Application Support/Valhalla DSP, LLC/Valhalla Supermassive/Presets/User/.." Then past the Folder "OB-X8"
4. You may have to restart your DAW for them to show up, but once you've inserted them, all the Volume Levels are done, just match up the Numbers!

Patch Name	Type	Description
<b>1. Poly OB GEO</b>	Synth	Typical Analog Poly, nice and Big!
<b>2. Time Shift GEO</b>	Pad	Portamento Pad, really Warm and you can pull out the Bass frequencies nice when changing root note of Chords. Sometimes the note distance makes a big difference.
<b>3. Bladerunner GEO</b>	Brass	Well, I always do it, turned out pretty good!
<b>4. Solitude GEO</b>	Strings	Cool, frothy String Pad which sizzles and becomes thinner, yet still retains a nice low end.
<b>5. Darkness GEO</b>	Pad	Great Warm Pad, stick some Reverb on and be Happy!
<b>6. Juno Bass GEO</b>	Bass	Punchy Bass, almost has an FM (DX) quality to it.
<b>7. OBie EP GEO</b>	Keys	Cool EP with a lot of depth and Filter movement.
<b>8 Sync Sweep GEO</b>	Pad	Great Motion Pad with lots of texture and movement and the odd glitch, which is great for Reverb to grab hold of.
<b>9. Return of GEO</b>	Pad	Mimicking an inverted Filter. Nice, dark Pad with a couple of sweeps, then stable.
<b>10. Violet GEO</b>	Bell	Authentic Bell with lots of metallic overtones and great for CHORDS TOO.
<b>11. Rushes GEO</b>	Lead	Everyone does it, so why not :)
<b>12. Eminence GEO</b>	Strings	Cool and authentic Stringer Patch which demonstrates the 'wiry' texture of String Synths from the past.
<b>13. Mood Pluck GEO</b>	Synth	Cool Pluck with a fast 'quiver' and pitch movement, works great for Chords and melody.
<b>14. Slow Pad GEO</b>	Pad	Phasing type of Pad which slowly 'swirls' around the Filter and tonal change.
<b>15. Organix GEO</b>	Organ	Cheesy Percussive Organ
<b>16. Movements GEO</b>	Pad	Great, swirling StringPad with lots of interesting movement and dynamics.
<b>17. Awaken GEO</b>	Bell	Deeper and more textured Bell, again great for Chords and melody.
<b>18. Vox Humana GEO</b>	Strings	It's pretty good, give it a go :)
<b>19. Symmetry GEO</b>	Pad	I love this one, it's airy and Lo-Fi with a great Glitch at the end. Very unusual and used in my OB-X8 Track
<b>20. In Time GEO</b>	Bell	Slowly building Bell and works great with repeated notes.

<b>21. Wet Lands GEO</b>	Synth	Resonant PolySynth and not too shabby down low for some cool Funk.
<b>22. Pitch Poly GEO</b>	Synth	PolySynth with a slight pitched Attack which you can really hear when playing single notes/ melody.
<b>23. Wall Flower GEO</b>	Arp	Airy Arp with slight metallic tone, used in my OB-X8 Track
<b>24. Exomoon GEO</b>	Arp	Percussive Arp with a strange sweep, used in my OB-X8 Track
<b>25. Lifeline GEO</b>	Lead	Cool Oscillator Sync Lead.
<b>26. My Queen GEO</b>	Lead	Recreation of the Lead in "I Want To Break Free".
<b>27. More Prophet GEO</b>	Synth	Nice, Rich and Full Poly Synth, used in my OB-X8 Track
<b>28. Curves GEO</b>	Pad	Trying to recreate using an inverted FILTER envelope to get a dip and then a rise, so play a Chord, hold it and hear it come back up.
<b>29. Full Strings GEO</b>	Strings	Not the most authentic Strings you'll hear, but there's a nice almost brassy quality to them. Great for high Octaves.
<b>30. Bass Face GEO</b>	Lead	LFO driven Bass Sequence with cool portamento slurs when changing notes. AT brings out the Filter.
<b>31. Rain Clouds</b>	Pad	Big and Rich StringPad, love this one!
<b>32. High Theory GEO</b>	Pad	Another, frothy and glitchy StringPad, sounds like it's tripping over itself at times. Just add a lovely Chorus to slightly thicken!
<b>33. Notch Theory GEO</b>	FX	It just sounded weird, so thought I'd keep it!
<b>34. Lead Affair GEO</b>	Lead	Great resonant Lead, very expressive.
<b>35. Air Line GEO</b>	FX	Noise Sweeper, good for use as a transition from a Verse to a Chorus.
<b>36. You Square GEO</b>	Bass	Huge Unison Square Bass with great Velocity Filter Dynamics. Great for a sequence with changing Velocity.
<b>37. Pulsar GEO</b>	Pad	Love this one, it's slowly evolving over time, however there's a constant 'Pulsing' throughout as it sweeps through the Filter.
<b>38. All Rhodes GEO</b>	Keys	Maybe not a Rhodes, but it's a cool little EP.
<b>39. Sub Light GEO</b>	Arp	XMod Arp with very low frequencies underneath and changing pitch.
<b>40. Dead Zone GEO</b>	Lead	Another cool Sequenced Bass only this time taking full use of the Band Pass Filter.

<b>41. 808 Bass GEO</b>	Drum	Very convincing 808 Kick, which can be used for notes.
<b>42. Analog Snare GEO</b>	Drum	Short or long Snare, depending on how long you press it. You can reduce the Decay and make it like an 808.
<b>43. Jimmy Jam GEO</b>	Bass	Love this, is nice and juicy and has some subtle movement, used it in my OB-X8 Track.
<b>44. Fortitude GEO</b>	Synth	Quite Percussive and works great across the Keys for Bass, Chords and Melody, used it in my OB-X8 Track.
<b>45. Vibes GEO</b>	Bell	Authentic sounding Vibes with a great tone, especially when adding Chorus.
<b>46. Loose Ends GEO</b>	Bell	Typical type of Sound used by the Band "Loose Ends" and used it in my OB-X8 Track.
<b>47. Poly Funk GEO</b>	Synth	Soft Brass/PolySynth with cool AT Vibrato and used it in my OB-X8 Track.
<b>48. Seize GEO</b>	Lead	Intro to "Seize The Day"
<b>49. Moments GEO</b>	Synth	Resonant PolySynth which would also work great with an Arp.
<b>50. G-Waves GEO</b>	Lead	More like FX but can be used as a Sweep or Intro/Breakdown
<b>51. Frets GEO</b>	Guitar	Not a bad Acoustic Guitar with a nice Vibrato using AT.
<b>52. Frantic Pad GEO</b>	Pad	Quivering and slightly unnerving Pad though that's the beauty, it never stays the same of settles.
<b>53. Electro Bass GEO</b>	Bass	Great 80's Synth Bass, big and bold, great for them old Electro Tracks!
<b>54. Tribal Flute GEO</b>	Flute	Not a bad Flute this, especially when you sustain the note and apply AT for Vibrato and extra texture. Big Reverb for this one please :)
<b>55. Quartet GEO</b>	Strings	Not a bad String Sound with some nice attack component to it which is really good for picking out new notes, while holding others down.
<b>56. Full Circle GEO</b>	Pad	Slowly evolving Pad with a great tone and movement, works great with chorus and Delays.
<b>57. Amped Bass GEO</b>	Bass	Sounds like an Amped Fretless Bass and quite expressive.
<b>58. Pastels GEO</b>	Pad	Great evolving Pad, with slow movement at first then a delayed LFO. AT will change the texture, great with a touch of Chorus.
<b>59. Serenity GEO</b>	Pad	Love this one as it slowly bubbles up and has a great fizzy texture with AT.

<b>60. Gibson GEO</b>	Guitar	I was quite surprised at how good this sounded, especially in the mid range. AT for some Vibrato.
<b>61. Oort Cloud GEO</b>	Pad	FM infused Pad for some grainy texture and roughness. One of my Fav's!
<b>62. Playtime GEO</b>	Bell	Very clear, metallic Bell, use the Pitch Lever for different tones.
<b>63. Perky Lives GEO</b>	Organ	Another Percussive Orag, though a bit filler and has different "drawbar" tones with the Mod/ Pitch Lever and AT.
<b>64. Revolution GEO</b>	Pad	Great StringPad using the BandPass Filter and some FM overtones!
<b>65. Lighthouse GEO</b>	Arp	Very quirky, Mad Scientist Arp :)
<b>66. Life GEO</b>	Pad	Nice, Dark Chocolate Pad!...Ahh...Love this one as it has some heavy resonance and really works great with a touch of Chorus.
<b>67. Jack's House GEO</b>	Bass	Kind of "Mr Fingers" Bass but with added Chorus. Very heavy.
<b>68. Chrome GEO</b>	Bell	Another metallic Bell, though has more dynamics and changes of tone on the Attack.
<b>69. Trident GEO</b>	Strings	A huge Stringer Pad, swirling around like a Phaser. I'll be using this one for sure!
<b>70. Double Slit GEO</b>	FX	Just liked the slow down of the LFO.
<b>71. Solace GEO</b>	Pad	Great StringPad which opens up slowly and has a great tone to it, not too heavy or too bright. Chorus clings to this!
<b>72. Koto GEO</b>	Instrument	Quite happy with how this Japanese Koto turned out.
<b>73. Mr Banks GEO</b>	Synth	Great plucked style of PolySynth with a heavy low end though best for Chords.
<b>74. Block Lead GEO</b>	Lead	Typical High Pass Lead with Resonance, like the old Wasp!
<b>75. Take On Me GEO</b>	Synth	I make this a lot, is a good test and sounds very close to the A-Ha Song.
<b>76. Desolate GEO</b>	Lead	Heavy Lead with and fast Modulation giving an 'Overdrive' Effect.
<b>77. Sunrise GEO</b>	Pad	Thin StringPad, but works so well, especially with a deep, dark sustained bass underneath.
<b>78. Folding Space GEO</b>	Strings	Stringer which is slow moving and changing tone and shape. Great with Chorus or even a Phaser.
<b>79. Arpalogue GEO</b>	Arp	This is a very cool Arp and really good with delays as dotted 8th's.

<b>80. Sadness GEO</b>	Strings	This is the Dog's Bollox for StringPads, big, thick, rich and creamy and any other word to describe it! This is the Oberheim Sound.
<b>81. Cut Throat GEO</b>	Lead	Cracking Lead which cuts through Diamond. Play this with your Guitarist on Stage, he'll disappear :)
<b>82. Poly Freak GEO</b>	Synth	Cool 80's PolySynth with soft Attack and slight movement and added Vibrato on the AT.
<b>83. Sync Vibes GEO</b>	Bell	More Vibes but they sound quite Warped, like they've been on Vinyl next to a Heater!
<b>84. Darkness Falls GEO</b>	Pad	This has so much Texture, just play a Chord and leave it, especially with a lot of Reverb.
<b>85. Picture Frame GEO</b>	Synth	Pluck like Poly
<b>86. Funland GEO</b>	Arp	Sounds like something Vince Clarke would muse!
<b>87. Carpenter GEO</b>	Lead	JC is known for his Bass Lead Drones but also having high content too, so did this alternative.
<b>88. Call SETI GEO</b>	Arp	It's a bit 8 Bit and clownish, but also a bit of fun!
<b>89. Bulldozer GEO</b>	Lead	Massive Bass with more mid frequency content, so you could add a lower Bass underneath.. Great texture.
<b>90. Time Rift GEO</b>	Pad	This one is a bit Bonkers, sounds thin and small at times, but then it's like Electricity has been pumped through it...Shows the versatility of this Synth I think.
<b>91. Stringer GEO</b>	Strings	A darker toned Stringer Synth this time with some fast, yet subtle quivering. Levers change the tone
<b>92. Moogie GEO</b>	Lead	Typical sort of Miniboog Lead/Bass.
<b>93. Chorals GEO</b>	Pad	Love this one, has a slight Vocal quality to it and really works with Chorus and Reverb. Pick out tiger notes to hear the vocal qualities more.
<b>94. Evil Intent GEO</b>	Lead	I love the subtle mid tones and low end when they merge together at times, great sound with a slight lip on the Attack.
<b>95. Stone Cold GEO</b>	Lead	It's what the Rush Sound would be like if it was made today!
<b>96. Late Arrival GEO</b>	Arp	Using the repeated Arp and pitch Slur to create a different rhythm and tone. Great with Delays.
<b>97. Pipe Bass GEO</b>	Bass	Great little, short Bass. Quite Punchy with good upper harmonics to cut through.



<b>98. 8 Bit Smash GEO</b>	Arp	Bit of fun as it sounds 'distorted' at times, but push down for them 8 bit tones!
<b>99. Brassd Off GEO</b>	Brass	Sounds like a Physical Modelled Brass Sound, especially playing single notes.
<b>100. Arp4Life GEO</b>	Arp	I do make this one quite a lot and really needs dotted 8th notes for the delay. Octave shift with the Lever.
<b>101. Startlight GEO</b>	Synth	Spacey Synth Bells, very warped, not out of place in the late 70's.
<b>102. Circuit Break GEO</b>	Lead	Bright Lead which is really cutting but not overbearing.
<b>103. Dream CP GEO</b>	Keys	Not a bad CP Piano, really good with Chorus and Reverb, maybe even a touch of Overdrive would help.
<b>104. Cold Heart GEO</b>	Pad	StringPad which moves across the tonal range and provides a very varied amount of tones. Has a nice pitched lip too.
<b>105. Plateau GEO</b>	Pad	A Pad with lots of Sync harmonics which become quite glitchy, great for Reverb to grab hold of and then change Chord.
<b>106. Unspoken GEO</b>	Synth	I really like this, it's fizzy and works great for a lot of uses, such as a Poly or Melody.
<b>107. Magnetix GEO</b>	Lead	Monster Sync Lead with constant movement.
<b>108. Rezonate GEO</b>	Lead	This has so much resonance in its 'Back Pocket'. Just play a drone and slightly increase the Aftertouch. Also great as a laid, but watch them Tweeters :)
<b>109. Fault Line GEO</b>	Lead	Dirty Lead, like it's dripping in Crude Oil!
<b>110. Triplets GEO</b>	Arp	Glitchy LFO's and Arp, great Combination!
<b>111. No Escape GEO</b>	Synth	I just thought of "Escape From New York" when I made it.
<b>112. Stratified GEO</b>	Guitar	Well, almost, probably nearer a Banjo, but hey, stick some Distortion on it!
<b>113. Jump GEO</b>	Synth	I know, I know...We all do it, but it's actually pretty good. :)
<b>114. Countdown GEO</b>	Lead	I think I pretty much nailed it, especially the Attack portion.
<b>115. Lazer Jarre GEO</b>	Lead	It's his Laser Sync Sound for the Synth.
<b>116. Fade2Grey GEO</b>	Bass	Not done this one before, well on a Poly and it's got that darker tone to it, not bad.
<b>117. Don't Go GEO</b>	Lead	I make this one a lot, it's a good test of a Synth.
<b>118. Holiday GEO</b>	Lead	Judy Lead bits form Madonna's huge track, not bad seeing it's not a P5.

<b>119. Blue Monday GEO</b>	Bass	Nice and Juicy New Order Bass.
<b>120. 1999 GEO</b>	Synth	I think I got this one quite close.
<b>121. Pulsate GEO</b>	Pad	I experimented a little with these last few, especially with LFO re-triggering for some cool glitches. This is a cool Pad which builds and releases, works great with Reverb.
<b>122. Cool Worlds GEO</b>	Arp	Probably my fav Arp I've made on this as it has some cool, subtle changes. and cuts through. Dotted 8th's essential!
<b>123. Gemini GEO</b>	Pad	Messing with the Envelopes again for a different shape and rhythmic movement.
<b>124. Tears Rule GEO</b>	Synth	Can be used as the "Everybody Wants To Rule The World" into or just Chords, really like this.
<b>125. Phoenix Arise GEO</b>	Pad	Airy Pad with rough texture.
<b>126. Juicy Fruit GEO</b>	Lead	Another Moog type of Lead, the sort of thing I used to hear in Kids TV back in the 70's/80's
<b>127. Entropy GEO</b>	FX	Just liked how it falls apart.
<b>128. Poly Tri GEO</b>	Synth	Nice and simple, but big and full, great 'bed' for melodies.

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