

PROPHET X

SAMPLE LIBRARY VOLUME I

Installation and Introduction



Prophet X

VOLUME 1

- **Preface**
- Installation of Samples
- MIDI dump of the example patches
- Sample list
- Sound list
- License agreement terms

Preface

Thank you very much for purchasing this library! I hope it meets your expectations and inspires you to play the Prophet X with even more enthusiasm in the future. The Prophet X is a very special sampling instrument, and I must say that no other device has excited me as much as this hybrid instrument in a long time!

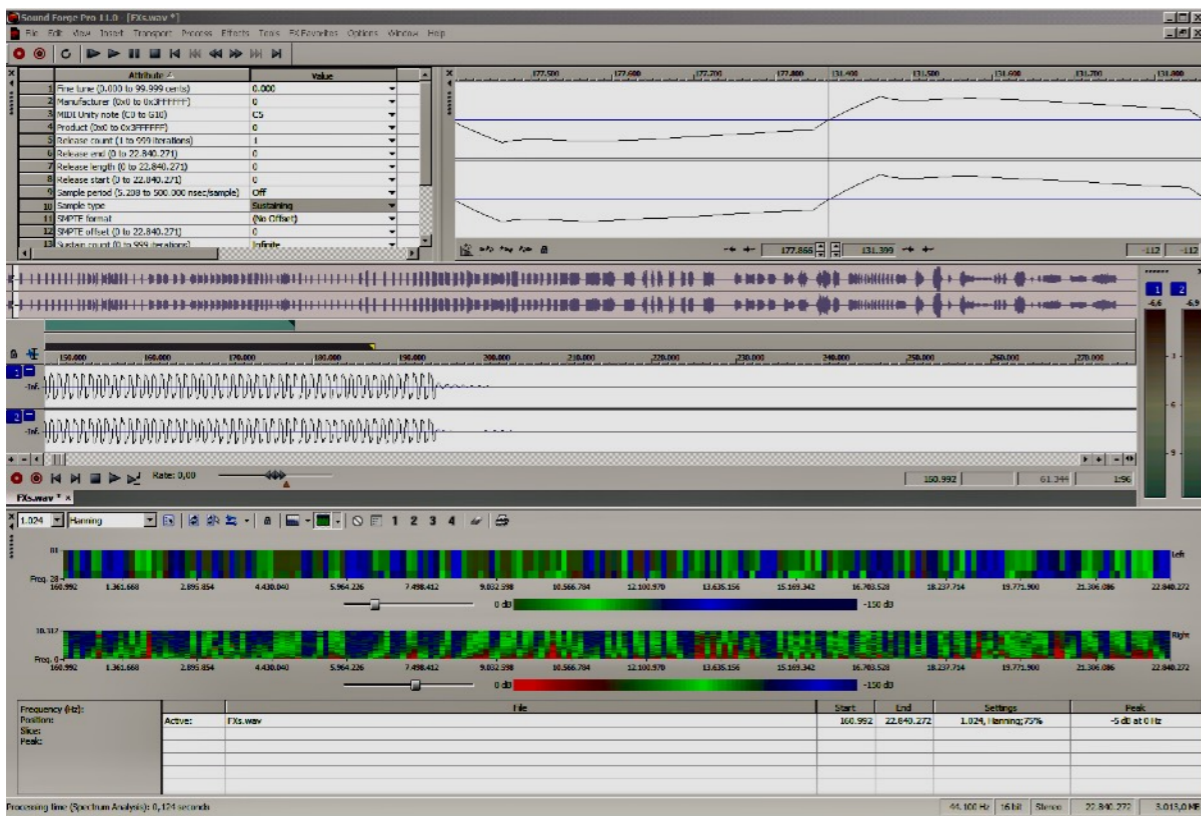
I've been involved with sampling for 40 years now. The possibility of playing any sound via a keyboard has always fascinated me. I can still remember my first experiences with sampling today. In 1985, I was working in a music store and received the Korg SDD-2000 delay unit for sale. This delay had an unusual feature: you could freeze the delay memory and play the captured audio snippet, up to 4 seconds long, at different pitches via a MIDI keyboard. Of course, that was incredibly far removed from a Fairlight, an Emulator, or even the tools commonly used today, but it was something completely new for me and already allowed for some pretty wild experiments.

A year later, the Korg DSS-1 and the Roland S-50 were released! With these two devices, my work with multisampling and the ever-challenging search for loop points began. While the early days were always a struggle against the imperfections of these instruments (far too short sampling time, lack of resolution, long



loading times, etc.), a significant technological leap only occurred in the last two decades. Suddenly, the concern about a sample being too long became secondary, because sample memory became affordable and almost limitless. Nobody today tries to loop the decay phase of a piano sample to save memory. Today, sampling is guided more by purely creative aspects. While in the past, multisampling involved four to eight samples to cover an entire keyboard, today's technology allows for elaborate multi-samples with velocity layers, round-robin sample selection for more liveliness, and sample start point modulation for perfect analog emulation.

Over time, I created multi-samples for a wide variety of synthesizer manufacturers, artists, and institutions. My work for Radikal Technologies, Quasimidi, and Klaus Schulze is certainly the best known, although I also produced samples for Waldorf and Korg, as examples. This sample library is more or less a comprehensive cross-section of my portfolio from the past 40 years of creative sampling. The library is rounded out with many completely new works, which I only started in 2025 and which are a direct result of my work with the Sequential Prophet X.



Prophet X

VOLUME 1

- Preface
- **Installation of samples**
- MIDI dump of the example patches
- Sample list
- Sound list
- License agreement terms

Installation of samples

In Prophet X, samples are organized into banks. User banks are designated for your own samples. There are 32 of these - User 1 through User 32. This sample library is also copied into a user bank. Hoping it wasn't already in use, I chose User Bank 6. However, I'm sure some users are already using this bank. I sincerely apologize for that. I ask all customers experiencing this issue to send a message indicating which banks on their device are not yet in use. I will then update the sample library and preset bank to match the bank with the fewest users. Perhaps we'll even find a bank that no one is currently using.

Before installing the sample library, let's check in the Prophet X's Sample Management to see if User Bank 6 is still free. To do this, press the Global button to open the Global menu.



Using the left main display encoder, select function 32: Manage Samples.



On the left below the display, press the button corresponding to the "Manage" option.



Now, using the first encoder, select User Bank 6. An empty bank has 0MB. Anything above that indicates that samples have already been stored in the bank.

I assume everyone knows how to reinstall the samples they've already used if we delete them now. So, press Delete to free up space for the new library.

Pressing the Global button again exits the Global Menu.

The next step is to prepare a USB stick for installing the new samples. The USB drive must be formatted as FAT32. The following folder structure must be present on the USB drive:

px

....u05

.... 01 Ambience

.... 02 Bass

.... etc.

It's not a problem if there are other files and folders on the drive. However, one of the folders in the root directory must be named "px" and contain the user bank.

At this point, we are not surprised by "u05". The user banks on the drive are numbered starting from 0, not 1. Therefore, Prophet's User Bank 6 appears on the USB stick as u05.

The downloaded ZIP file containing the sample library data already includes a px folder with the necessary folder structure. Therefore, we can simply extract the ZIP file and copy the entire px folder and its contents to the USB stick.

Now we can eject the USB stick, unplug it, and insert it into the Prophet X's USB port. Press "Global" again and select option 34 "Update Library":



When this function is accessed, "Add-On Packs" is still selected as the library type. Use the third encoder to select "User" instead.



Now we press the first button on the left below the display for "Update Now". We follow the instructions on the display, answer the questions with a reassuring "Yes," and wait until the update process is complete. This can take a few minutes depending on the size of the sample library. Once the references have also been updated, the process is finished. In my experience, it's still a good idea to restart the Prophet X at this point. Mine lacks some stability after the library update without a restart. After restarting, it's like new again.

We can now use the samples in our own sounds. The best way to start is by initializing the sound program using Global Function 30, "Basic Program." After writing the basic program, no sample will sound initially. Instead, when we play it, we hear the first oscillator with a sawtooth wave. Therefore, we adjust the volume of the first oscillator to zero and the volume of Instrument 1 to full. Then, we check that the "INSTR1" button is selected.

Now we need to assign the library reference "GROUP" of the first instrument to the user memory to access the library's samples. To do this, we hold down the "GROUP" button and select User 6 as the library.

Now we can use the Type knob to select the sample category and the Instrument knob to select the desired multi-sample.

A complete list of all samples can be found in the "Sample List" chapter of this manual. After listening to some of these samples, I recommend trying out the sounds I've created.

Prophet X

VOLUME 1

- Preface
- Installation of samples
- **The example patches transfer**
- Sample list
- Sound list
- License agreement terms

The example patches

The downloaded archive contains a folder with the sound program data as a MIDI SysEx dump. This folder is named PatchDump_U_1, and inside it, you'll find a file named 'Prophet_X_JS_Bank_U1.syx'.

This is the file containing the sound bank patch data. U1 indicates that these sound programs are assigned to the user memory bank U1. Unfortunately, when receiving this data, you cannot change the memory bank because the bank assignment is embedded in the SysEx dump data. This sounds rather absurd, and it is.

Therefore, if bank U1 of your Prophet is already filled with sounds, I recommend backing up this data first, as described in the Prophet X manual. When receiving the data from this library, the original programs in bank U1 will be overwritten without warning!

The only solution I've found to eliminate this indecency is to create four user bank dumps. Therefore, you'll also find the folders PatchDump_U_2, 3, and 4 in the archive. All these folders contain the same sounds—but each is assigned to a different memory bank. This way, you can choose the bank you like the least and overwrite it.

To receive the program bank, no additional settings need to be configured on the Prophet X. However, we should check in the Global Menu under Option 10: "MIDI Sysex Cable" to see whether SYSEX is being received via the MIDI or USB connection. When sending the SYSEX data to the Prophet X, its destination must match these settings.

The most reliable way to transfer the data is to use a dedicated MIDI dump program. My two recommendations are listed in the table below:

OS	App	Link
MAC OS	SysEx Librarian	https://www.snoize.com/SysExLibrarian/
WINDOWS	MIDI-OX	http://www.midiox.com

Explaining both programs and their operation in detail would be beyond the scope of this guide, especially since I assume that virtually every Prophet X user has already transferred data using one or the other of these programs. It's worth reiterating that the file selection determines which user bank is overwritten during the transfer.

Prophet X

VOLUME 1

- Preface
- Installation of samples
- MIDI dump of the example patches
- **Sample list**
- Sound list
- License agreement terms

Sample List

Category	No	Name	Description
Ambience	02	BigPad	Warm and soft digital pad sound
Ambience	03	DIGI_FANTASY	A Stack of two digital synth sounds
Ambience	04	HeartOfGlass	80s Digital Synth Sample
Ambience	05	Fat Mix Pad	Fat pad sound (Mix of two Accelerator Patches)
Ambience	06	JM2	80s Digital synth multi-sample
Ambience	07	Pinnacle	80s Digital synth multi-sample
Ambience	08	Digital Sensation	80s Digital synth multi-sample
Ambience	09	DetectAffair	80s Digital synth multi-sample
Ambience	10	Voyager	80s Digital synth multi-sample
Bass	02	FM_Bass	DX 7 FM Bass Multisample
Bass	03	Fingered Bass	Natural Bass
Bass	04	MKS_SeqBass	MKS50 Sequencer bass
Bass	05	MKS_SynthBass	MKS50 synthbass
Bass	06	SlapBass	Slap bass
Bass	07	Synth Bass	Synth bass
Bass	08	WetBass	Wetbass
Bass	09	SineBass	FM Bass
Bass	10	MiniBass	Minimoog bass with RoundRobin layers
Bass	11	DeltaBass 1	Delta CEP A Bass
Bass	12	DeltaBass 2	Delta CEP A Bass
Bass	13	Delta Bass 3	Delta CEP A Bass
Bass	14	Delta Bass 4	Delta CEP A Bass
Choir	02	Choir	Mixed Choir
Choir	03	Mellotron	Klaus Schulze's Mellotron Choir
Cinematic	02	PercPad	Piano & Dark Pad

Sample List

Category	No	Name	Description
Cinematic	03	ACCDub	
Cinematic	04	PointOfNoReturn	80s Digital synth multi-sample
Drums	02	Modular	Drum samples created on a Modular System.
Drums	03	TR808	TR808 sample collection
Drums	04	NordDrums	Drum sound collection from the Nord modular.
Effects	02	BlechFX	Kitchen tray sample collection
Effects	03	JS_FXs	MS20 & Elektor Formant FX sound samples.
Effects	04	Hitparade	Orchestra Hits Collection
Effects	05	Synth Hits	A collection of Delta CEP A SynthHits
Effects	06	Bizarre Orchestra	Neoclassical Orchestra collection
Ethnic	02	Gongs	Samples of gongs
Guitar	02	CrunchChord 1	Crunchy guitar-chord multi-sample
Guitar	03	DIST_GUITAR	Distorted guitar-chord sample collection
Guitar	04	Fingered Guitar	Soft tracking-guitar multisample
Guitar	05	OverdriveChord	Overdrive guitar-chord multisample
Guitar	06	SoloDistGuitar	Distorted solo guitar multi-sample
Guitar	07	Strummer	Guitar chords multi-sample
Guitar	08	TakamineStrm	Takamine western guitar strum multi-sample
Guitar	09	TakamineSolo	Takamine solo multi-sample with velocity layers
Keyboard	02	ACC_ORGAN	Accelerator organ emulation multisample
Keyboard	03	DX_CLAVINET	DX-7 clavinet multisample
Keyboard	04	CLEAN_ORGAN	Simple sine-organ multi-sample
Keyboard	05	JX_Organ	JX-3P Organ multi-sample
Keyboard	06	MKS_Organ	MKS50 organ multi-sample
Keyboard	07	PercOrgan	Percussive organ multi-sample

Category	No	Name	Description
Keyboard	08	Philicorda	Philicorda multi-sample (from the Spectralis)
Keyboard	09	Hammond Perc 1	Hammond multi-sample mit percussion
Keyboard	10	Hammond 1	Hammond multi-sample without percussion
Keyboard	11	Hammond 2	Hammond multi-sample without percussion
Percussion	02	Frame Drums	Frame drum samples
Percussion	03	Hybrid Drums	Spectralis Hybrid Synth samples
Percussion	04	Noise Shots	Spectralis Fixed Filterbank noise samples
Tonal Perc	02	FM_Percutor	percussive and dry sound from DX-7
Tonal Perc	03	FM E-Piano	simple FM-electric piano from DX-7
Tonal Perc	04	FM_Basic	DX 7 basic FM patch
Tonal Perc	05	FM Klacker	FM percussive Sound
Tonal Perc	06	PercussiveHell	80s digital synth
Tonal Perc	07	TubularBells	DX7 tubular bells
Piano	02	SteinwayPiano	Steinway Piano Multisample
Piano	03	Rhodes	Fender Rhodes e-piano
Piano	04	CP70	80s stage piano
Piano	05	Clavinet	Hohner clavinet
Piano	06	Wurlitzer	Wurlitzer e-piano
Piano	07	Rhodes 2	Fender Rhodes e-piano 2
Piano	08	DX_mb.Rhodes	DX-7 electric piano with velocity multi layers
Strings	02	Orchestra	Jupiter 8 strings sound
Strings	03	Rhichy	Rhichy Spectralis Hybrid Synth Multi
Strings	04	Stryngs	80s Digital synth strings
Strings	05	JX_Strings	JX-3P strings
Strings	06	Solina Mix	Solina Viola & Violin

Sample List

Category	No	Name	Description
Synth	03	ACC_SYNC_FM	Accelerator sync sound with FM
Synth	04	DUAL_SAW	Spectralis sawtooth 2 oscillators
Synth	05	DIGI_PAD	Digital pad sound from the Accelerator synthesizer
Synth	06	AsianFanta	80s Digital synth multi-sample
Synth	07	PostMortemDX	80s Digital synth multi-sample
Synth	08	BronxTriad	80s Digital synth multi-sample
Synth	09	CloudLead	80s Digital synth multi-sample
Synth	10	JX_SEQ1	JX-3P sequencer sound
Synth	11	JX_SEQ2	JX-3P sequencer sound 2
Synth	12	JX Soft	JX-3P soft synth sound
Synth	13	JX_SoftSeq	JX-3P sequencer sound 3
Synth	14	JX_SyncSound	JX-3P sync sound
Synth	15	Puls25_Detune	Detuned Pulse 25
Synth	16	Puls50_Detuned	Detuned Pulse 50
Synth	17	PULS100_Detune	Detuned Pulse 100
Synth	18	Stereo PWM	Stereo PWM from the Spectralis
Synth	19	DX Resonance	DX 7 multi-sample
Synth	20	SingleOscPWM	Spectralis PWM osc multi-sample
Synth	21	StWaveAnimatio	StereoWaveAnimation multi-sample Spectralis
Synth	22	StereoOSCTLM1	Spectralis TLM modulation 1 multi-sample
Synth	23	StereoOSCTLM2	Spectralis TLM modulation 2 Multisample
Synth	24	Supersaw	Supersaw captured from the Spectralis Hybrid
Synth	25	Sync1	Sync-Sound captured from the Spectralis Hybrid
Synth	26	Sync2	Sync-Sound captured from the Spectralis Hybrid
Synth	27	SyncUp	Sync Up Sound captured from the Spectralis Hybrid

Category	No	Name	Description
Synth	28	Tomita	Detuned Sawtooth
Synth	29	Tripad	Triangle wave (Spectralis Hybrid)
Synth	30	Wavemix1	Waveform mix (Spectralis Hybrid) Multisample
Synth	31	Wavemix2	Waveform mix (Spectralis Hybrid) Multisample
Synth	32	DarkMultiHit	Synth Hit Delta CEP A
Synth	33	DarkMultiHit2	Synth Hit Delta CEP A
Synth	34	DeltaAnalogMulti	Multisample analog filter sawtooth Delta CEP A
Synth	35	RectDetuned	Rectangle swarm detuned
Synth	36	DX_SEQ_Low	DX7 multisample with Velocity Layer
Synth	37	MoogLead	Minimoog multisample
Synth	38	BrightSawsMoog	Minimoog multisample
Synth	39	FilterEG_Moog	Minimoog multisample
Synth	40	OctvsSquarMoog	Minimoog multisample
Vox	02	Oral	Strange waveform multisample
Winds	02	FluteLead	80s digital synth multisample

Prophet X

VOLUME 1

- Preface
- Installation of samples
- MIDI dump of the example patches
- Sample list
- **Sound list**
- License agreement terms

Sound List

No	Preset name	Inst 1 sample	Inst 2 sample	KB mode
1	JS Bass+Guitar	Takamine Solo	JX Strings	Split A
		MiniBass		Split B
2	JS Wavelength	DeltaBass 2	Orchestra	
3	JS Massive Pad	Stryngs	Tripad	
4	JS Synth Bass	Supersaw	Delta Bass 2	
5	JS Sequence C	JX Seq 1	JX Seq 2	
6	JS ElectricBeatbox	Hybrid Drums	Noise Shots	
7	JS Fingered Guitar	Fingered Guitar	Orchestra	
8	JS Pro Solist	DeltaAnalogMulti	MS20 SawRect	
9	JS Ambient Pad	Voyager	JM2	
10	JS Piano & Pad	Steinway Piano	Heart of Glass	
11	JS Sequence D	JX SoftSeq	JX SoftSeq	
12	JS StrangeLoop	ACC SyncFM	ACC SyncFM	
13	JS Sequence Split	JX Seq1	JX Seq1	Split A
	JS Ambient Pad	Voyager	JM2	Split B
14	JS Vintage Delta	Delta Bass 1		
15	JS Plugger	StWaveAnimation	StWaveAnimation	
16	JS Soft Sweeper	Delta Bass 1	Orchestra	
17	JS Cheesy AttackPad	Delta Bass2	JX Strings	
18	JS Polysynth ^2	Stryngs	Tomita	
19	JS Pulse Sequence	Puls100	Puls100	
20	JS Frame Drums	FrameDrums	-	
21	JS Electrone	JX Soft	JX SoftSeq	
22	JS Paddington	FluteLead	JX Strings	
23	JS Schulze's 70's Pad	Orchestra	Mellotron Choir	

Sound List

No	Preset name	Inst 1 sample	Inst 2 sample	KB mode
24	JS Surprise Plug	Wavemix 1	StereoTLM2	
25	JS Gongs	Gongs		
26	JS Flippy Drums	Nord Modular		Stack A
		Blech FX		Stack B
27	JS Pluck Attack	Puls50	Tomita	
28	JS SoftProg	JX Strings	JX Organ	
29	JS Ambient Bells	Tubular Bells	Tubular Bells	
30	JS Nippon?	FM Klacker	Fingered Guitar	
31	JS Clouds	Steinway Piano	Orchestra	
32	JS FM World	FM Percutor	FM Klacker	
33	JS Distorted Solo	GuitSoloDist		
34	JS Soft Solo	Delta Bass2	JX Soft	
35	JS Wahnfried FXs	JS FXs		
36	JS Phasing Pad	DigitalSensatio	Orchestra	
37	JS Synth Bass 2	Delta Bass 2	Delta Bass 3	
38	JS Massive Brass	SuperSaw	Dual Saw	
39	JS Funky Brass	SuperSaw	SuperSaw	
40	JS Triangle Lead	Tripad	Tripad	
41	JS Interval Lead	Wavemix 2	Wavemix 1	
42	JS TLM Sequence	StereoTLM1	StereoTLM1	
43	JS Animator	WaveAnimation	WaveAnimation	
44	JS Release Sequence	Pulse 25	Pulse 25	
45	JS Bombas-Tisch	Tomita	Tomita	
46	JS Underwater Uplift	Tripad	Tripad	
47	JS Delta shines	DeltaBass 4	DeltaBass 4	

No	Preset name	Inst 1 sample	Inst 2 sample	KB mode
48	JS Rhodes 2 & Orchest	Rhodes 2	Orchestra	
49	JS TR808	TR808		
50	JS Honky Tonky	Steinway Piano	Steinway Piano	
51	JS Fragile Lead	StWaveAnimation	StWaveAnimation	
52	JS Choir & Striings	Choir	Orchestra	
53	JS Polysynth 81	Delta_AnalogMulti	JX_Strings	
54	JS Stargazer	Stryngs	Voyager	
55	JS Carpet Crawler	JX Strings	Solina Mix	
56	JS Hammond Perc	Hammond Perc 1		
57	JS 70s String Ensemble	Solina Mix		
58	JS Rhodes	Rhodes	Solina Mix	
59	JS Bar Organ	Hammond 2		
60	JS Soft Brass	SuperSaw	Dual Saw	
61	JS Clavinet	Clavinet		
62	JS Sequencer Bass	SynthBass	SynthBass	
63	JS Ping Pong	DetunedRect	DetunedRect	
64	JS Strummer	Takamine Strum		
65	JS Fusion Solo	Delta_AnalogMulti	Delta_AnalogMulti	
66	JS Hold me	Delta_AnalogMulti	JX_Strings	
67	JS Arpeggiator	Detuned Rectangle	Delta Analog Multi	
68	JS CP70	CP70	Solina Mix	
69	JS Ambient Worlds	Big Pad	JX Strings	
70	JS Hitparade	Hitparade		
71	JS Mystica	Rhichy	Orchestra	
72	JS Hits	Synth Hits		

Sound List

No	Preset name	Inst 1 sample	Inst 2 sample	KB mode
73	JS Guitar & Piano	Crunch Chord	Steinway Piano	
74	JS Wurlitzer	Wurlitzer		
75	JS A sea named Solaris	Digi Fantasy	HeartofGlass	
76	JS Uranus	ACC Dub	Fat Mix	
77	JS Noise Sequence	Noise Shots	Hybrid Drums	
78	JS Solar Plexus	StWaveAnimation	Orchestra	
79	JS Echoes	Steinway Piano		
80	JS Sync Power	JX Sync Sound	JX Sync Sound	
81	JS PWM Sequence	Stereo PWM		
82	JS Glaspalast	HeartOfGlass	Orchestra	
83	JS HEAVY Guitar	Distorted Guitar		
84	JS Flanging Buddha	Choir	JX Strings	
85	JS ACC Sync	ACC SyncFM	ACC SyncFM	
86	JS 80's Touch	Gotham Chord	Gotham Chord	
87	JS FM Sequence	FM Basic	FM Basic	
88	JS Mix Bass	Wavemix 2	Delta Bass 2	
89	JS Classic Sequence	DarkMultiHit	StereoPWM	
90	JS Soloist	Detuned Rectangle	DeltaBass 1	
91	JS Room	FM Klacker	FM Bass	
92	JS Bombastic	PointOfNoReturn	Big Pad	
93	JS TLM Arpeggio	Stereo TLM	Stereo TLM	
94	JS GapBass	WetBass	WetBass	
95	JS Deep Bass	Sine Bass		
96	JS_DX7_mb.Rhodes	DX_mb.Rhodes	Solina	
97	JS DX Low Sequence	DX_SEQ_LOW	MS20 Saw	

No	Preset name	Inst 1 sample	Inst 2 sample	KB mode
98	JS DX Purists Bass	Sine Bass		
99	JS FM Breath	DX_mb.Rhodes	Solina	
100	JS Clavinet&Sync	Clavinet	JX Sync	
101	JS DX Mellow Rhodes	DX_mb.Rhodes	Solina	
102	JS Sweep Pad	FilterEG Moog	Solina	
103	JS World of Visions	JX Strings	Pinnacle	
104	JS Basic Lead	Mooglead	BrightSawsMoog	
105	JS Moog Bass	MiniBass		
106	JS 80' Favorite	PercussiveHell	Orchestra	
107	JS Modular Drums	Modular		
108	JS Virtuoso	Supersaw	DualSaw	
109	JS Drama	MoogOctavesSqu	MoogOctavesSqu	
110	JS DX Rhodes Split	DX mb.Rhodes	Solina	Split 1
		MiniBass		Split 2
111	JS House Chord	DarkMultiHit2	DarkMultiHit2	
112	JS Sync Bass	Sync2	DeltaBass2	
113	JS Slow Flow	Orchestra	Pulse 25	
114	JS Wave Arpeggio	Stereo Wave Animation	Stereo Wave Animation	
115	JS Cosmic Snake	MoogBrightSaws	MoogBrightSaws	
116	JS AGGRESSOR	Detectiveaffair	MoogFilterEG	
117	JS Deltaquence	DeltaBass 3		
118	JS Pluggy	Philicorda	Asian Fanta	
119	JS Fanfare	Tomita	Tomita	
120	JS UnderwaterPad	PointOfNoReturn	JM2	
121	PsychogenicPad	Hitparade	Voyager	

Prophet X Sample Library Volume 1 Licensing Agreement Terms

This is an agreement, provided by Jörg Schaaf, made between Jörg Schaaf (hereafter referred to as the "LICENSOR".) and you or the employer on your behalf (hereafter referred to as the "LICENSEE") who purchased a license to use the Prophet X sample library volume 1 with your Sequential Prophet X. By using our website and/or buying a license from us, LICENSEE agrees to be governed by the following terms and conditions (the "Agreement") as they apply to the license you buy.

1. Grant of License

After purchasing the Prophet X Sample Library Volume 1 from Jörg Schaaf or the Website www.joergschaaf.de, the LICENSOR grants the LICENSEE a worldwide, non-exclusive, royalty-free license to the samples and sounds in the Prophet X Sample Library Volume 1! (hereinafter "the licensed Sounds") on the terms and conditions set out in this Agreement. On the invoice that the LICENSEE receives following the purchase it is stated how many licenses to the Prophet X Sample Library Volume 1 that the LICENSEE has been granted.

2. Rights Granted

Under this Agreement, the LICENSEE is granted the following license(s):

2.1

use the licensed Sounds from Prophet X Sample Library Volume 1 on an unlimited number of projects for the entirety of their lifetime.

2.2

use the licensed Sounds for personal and commercial projects without crediting Jörg Schaaf.

2.3

use the licensed Sounds for synchronization on audio and visual projects. These projects can include the following:

- Films, television, radio, documentaries, series, and shows

- Video games and augmented reality

- Podcasts and audio dramas

- Commercials such as advertising media

- Blogs and websites

- School and university projects.

- Social campaigns, especially for non-profit organizations.

- Concerts, theater or live events (Djs)

- Prototype projects (No original sounds)

- Youtube productions (No upload or stream of original sounds and ambience recording)

- Spotify (No original sounds to create any playlists such as relaxing sound, soundscape, ambient etc.)

2.4

redesign the licensed Sounds but are unable to sell them.

3. Restrictions

3.1

All the licensed Sounds are protected by copyrights and are the intellectual property of Jörg Schaaf. This License does not transfer the LICENSEE's copyrights, nor does it assign, transfer, or sublease this Agreement to any other party.

3.2

Except for the limited rights granted herein, Jörg Schaaf hereby reserves all rights and uses in and to the licensed Sounds. Without limiting the extent of the above provision, LICENSEE shall not:

i)

upload any of the licensed Sounds in its original form to video-sharing platform (e.g. YouTube), Spotify, or any other media site, including streaming platforms, and claim ownership, monetization, or commercial gain.

ii)

distribute or perform reproductions of the licensed Sounds where these are not incorporated in and synchronized with other media productions, including but not limited to in toys, product design, greeting cards, ringtones, applications such as soundboards, hardware devices, media authoring tools etc.

iii)

resell (or otherwise make accessible) the licensed Sounds as parts of any competing product, such as a music and sound library, sound library music and sound compilation, including in any way that allows a third party to download the licensed Sounds as a separate file, such as website templates or in e-card templates.

iv)

transfer the licensed Sounds as being those of another person; and

v)

claim to be the creator or copyright holder of the licensed Sounds or any derivative work created from the licensed Sounds.

vi)

use the licensed Sounds in any defamatory or other unlawful way or context. for instance:

insulting, misleading, discriminating, or defaming (damaging people's reputations)

putting children at risk

anything that would harm Jörg Schaaf's reputation

4. Intellectual Property Rights

4.1

Jörg Schaaf is the owner or the rights holder of all the rights in the licensed Sounds and the Website, inclusive of all intellectual property rights and all copyrights. The ownership and other rights than the license rights granted in this Agreement remain the sole property of the LICENSOR. As a result, LICENSEE must not claim ownership, or authorship and has no and will have no rights to the licensed Sounds or the Website, other than the right of use specified in this License.

4.2

LICENSEE hereby acknowledges that Jörg Schaaf is and reserves the owner of all right, title, and interest in the licensed Sounds, including without limitation any copyrights therein. The licensed Sounds are protected by and subject to German and international copyright laws.

Any other use of the licensed Sounds than as expressly permitted by our licenses constitutes copyright infringement.

5. Termination Due To Breach

5.1

The LICENSEE's rights to use the Sounds may be terminated by the LICENSOR without notice in the event of any breach by the LICENSEE of this Agreement. In the event of termination, the LICENSEE shall delete or destroy all copies of the Sounds.

5.2

Jörg Schaaf at his discretion, reserves the right to temporarily or permanently ban or remove users that are deemed to be abusing access to the Prophet X Sample Library Volume 1, including but not limited to ripping the full Prophet X Sample Library Volume 1, sharing an account with multiple users, accessing another user's account without permission, illegally sharing, uploading, or accessing copyrighted material without permission, and similar.

6. Warranties, Representations, Indemnity & Liability

6.1

Jörg Schaaf makes no express or implied guarantees or assurances, other than that it has the authority to grant the License granted herein. Jörg Schaaf's entire liability under this Agreement arising from your use of any Sounds and samples is limited to the Licensing Fee paid by LICENSEE for such Sounds. The LICENSEE acknowledges that this License is issued without any further guarantee or remedy.

6.2

The LICENSEE shall indemnify and hold harmless the LICENSOR from, and against any and all claims, demands, suits, awards, damages, injuries, liabilities, and all reasonable expenses, including attorney's fees, incurred by the LICENSOR with respect to any matter that arises as a result of the LICENSEE's breach of this Agreement.

6.3

The LICENSOR warrants that it owns the sounds and samples and has the authority to license them to the LICENSEE.

6.4

The LICENSOR is not liable for any indirect loss or damages, including lost business or profits, or business interruption, resulting from the use of the licensed Sounds.

7. Assignments

The LICENSEE has no right to transfer, license, sublicense, sell or otherwise assign The licensed Sounds to any third party except as set out in Clause 2.3

8. Miscellaneous

The LICENSEE is deemed to have accepted and consented to the terms of this License when (i) accepting the Terms and Conditions on the www.joergschaaf.de website and/or (ii) paying the License Fee to Jörg Schaaf. The License shall be binding upon the LICENSEE without the requirement of the LICENSEE's countersignature.

9. Applicable Law

The laws of Germany, shall govern this Agreement and be applied in its interpretation. The parties hereby submit to the jurisdiction of the courts located in the German judicial district. The parties hereto have specifically asked that the language of this Agreement and all supporting documentation be English.

Nothing in the current Agreement should be read as establishing a joint venture or partnership between the parties. The heirs, executors, administrators, and assigns of the parties hereto shall have the benefit of and be bound by this Agreement. The other provisions of this Agreement shall remain in full force and effect even if any part of it is found to be unlawful or unenforceable by a court of competent jurisdiction or by any other legally established body with the authority to make such a finding.