



ASM Manager Quick Start Guide v1.5.6

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System Requirements

- macOS® 10.15+
- Windows® 10+

Installation

Be sure to get the latest version of ASM Manager from <http://www.ashunsoundmachines.com/downloads>. You'll find it on the Software / Firmware tab.

After downloading and unzipping the file, double-click the installer file (.exe for Windows, .pkg for macOS) and then follow the prompts on each page. The Windows version gives you the option of adding a shortcut to the desktop of your computer, if you like. Mac users can make an alias inside the Applications folder and drag it to the desktop.

Note: Do not use the ASM Manager application while other USB MIDI applications are running, such as a DAW or an editor/librarian. This will help to prevent communication errors.

Check for Firmware Updates

Please also check our website to see if a newer version of firmware is available for your ASM device. It would be in the same location: <http://www.ashunsoundmachines.com/downloads>, on the Software / Firmware tab.

We recommend updating the firmware on your ASM device as soon as possible. For example, the Hydrasynth needs firmware version 2.2.0 or higher to work properly with the Favorites list in ASM Manager.

Here's the quickest way to learn which version of firmware is installed on your ASM device:

Leviasynth OS version check

1. Press [SYSTEM]
2. Select the System Services button in the display
3. The firmware version is listed in the second field of the lower line (e.g., v1.1.1)
4. If the OS Version number is lower than 1.1.1, please download the latest Firmware Pack for your unit.

Hydrasynth OS version check

5. Press [SYSTEM SETUP]
6. Hold [SHIFT]
7. Press the Down Arrow to jump to the last page.
8. If the OS Version number is lower than 2.2.0, please download the latest Firmware Pack for your unit.

After you download the Firmware Pack, unzip the file and use ASM Manager to complete the update process. You will find those steps listed in the final section of this user guide.

Basic Concepts

ASM Manager serves as a librarian and an updater for the Leviasynth and Hydrasynth family of synthesizers. Its main window contains two independent browsers (left and right), which lets you view two banks simultaneously.

Use ASM Manager to reorganize an existing bank of Single or Multi patches, or to construct a new bank of your personal favorites from the included factory patch banks and your own creations. It also offers advanced features such as filtering the patch bank view by category and searching by name. And when all is said and done you can back up and restore the entire contents of the unit with the click of a button.

ASM Manager works with all Leviasynth and Hydrasynth models. The processes and features are nearly identical for both synthesizer families, so in many cases the screen shots from the orange Hydrasynth user interface are used to represent all products.

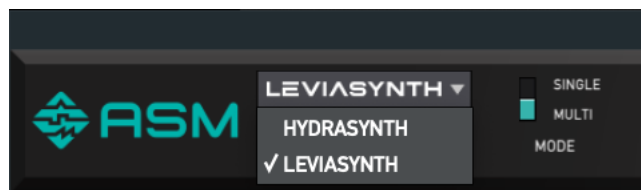
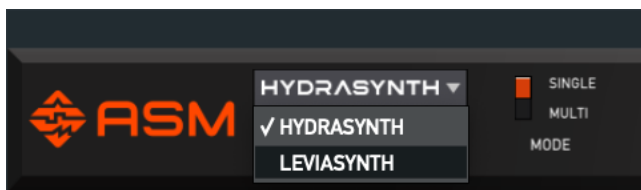
ASM Manager has additional features that are specific to Leviasynth and the Hydrasynth Deluxe, and they become active when one of those units is connected. Otherwise they are grayed out, like the Single/Multi selector switch.

Connect a USB cable from your Leviasynth/Hydrasynth to a native USB port on your computer, and let's begin!

Selecting the Synth Type

If you own a Leviasynth but not a Hydrasynth, or vice versa, you will only need to use this switch once. ASM Manager will remember your selection every time you launch the app. If you are fortunate enough to own one of each type of synth, you will be using this switch frequently!

The Connection window has a drop-down selector that lets you select between the two synthesizer types. After you make a selection, you'll notice that the color scheme changes to match the selected device.



If the connected device does not appear immediately, follow the instructions in the appropriate section below.

Connection Setup: Leviasynth

If you haven't already done so, connect your Leviasynth with a USB cable directly to a native USB port on your computer, then turn on the Leviasynth.

Next, launch the ASM Manager application. If the Leviasynth is connected, it should be recognized automatically.

To set up the connection manually, press the "Connect" button in the upper left area of the application window. If two Leviasynths are connected, you must disconnect the USB cable on one of the units. It is not possible to use two Leviasynths at the same time with ASM Manager.

Note: ASM Manager and Leviasynth will not communicate through 5-pin MIDI DIN connectors. Due to the built-in sequencer, Leviasynth patches can contain much more data than a Hydrasynth patch. To maximize data transfer efficiency, Leviasynth and ASM Manager use a protocol that operates at higher speeds than USB MIDI can achieve.

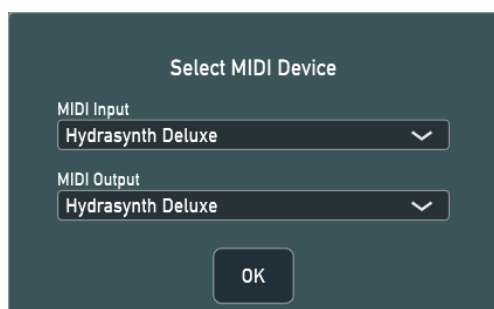
Connection Setup: Hydrasynth

If you haven't already done so, connect your Hydrasynth with a USB cable directly to a native USB port on your computer, then turn on the Hydrasynth. You could also connect the Hydrasynth through MIDI DIN with a MIDI interface, but make sure both input and output are connected. We strongly recommend using a direct USB connection for best performance.

Next, launch the ASM Manager application. If your Hydrasynth is connected via a USB cable, it should be recognized automatically.

To set up the connection manually, press the "Connect" button to access the MIDI routing page. To switch between two connected Hydrasynths, click the image of the currently selected unit on the main application window.

In either case, you'll see the following window:



Select the desired unit with either one of the dropdown menus (MIDI Input and Output are linked). Then click OK.

File Structure

- A dedicated folder is created in the computer after installation. The browser in ASM Manager reads all folders and patch bank files stored under this path:
Hydrasynth: ...\\Documents\\ASM\\Hydrasynth\\Patch
Leviasynth: ...\\Documents\\ASM\\Leviasynth\\Patch

- Factory Banks and imported banks are placed here:
Hydrasynth: ...\\Documents\\ASM\\Hydrasynth\\Patch\\Packs
Leviasynth: ...\\Documents\\ASM\\Leviasynth\\Patch\\Packs

Note: ASM Manager does not let you alter the Factory banks. The browser window displays these with a lighter gray background to make it easier to tell them apart.

- The default folder for new user banks is here:
Hydrasynth: ...\\Documents\\ASM\\Hydrasynth\\Patch\\User
Leviasynth: ...\\Documents\\ASM\\Leviasynth\\Patch\\User
- Banks of Single patches are stored as “.hydra” and “.Leviasynth”, respectively.
- Banks of Multi patches are stored as “.hydramulti”. and “.Leviasynthmulti”, respectively.
- Backup files are stored here:
Hydrasynth: ...\\Documents\\ASM\\Hydrasynth\\Backup
Leviasynth: ...\\Documents\\ASM\\Leviasynth\\Backup
- The backup file formats are specific to the synthesizer model:
Hydrasynth Keyboard/Desktop/Explorer backup files are stored as “.hydrabackup”.
Hydrasynth Deluxe backup files are stored as “.hydradlxbackup”.
Leviasynth backup files are stored as “.Leviasynthbackup”.

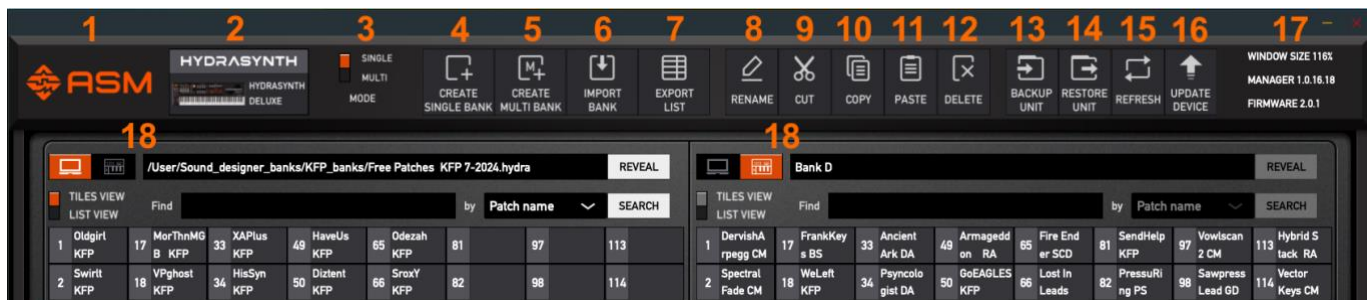
Patch Notes

- Each bank contains up to 128 patches. This lets you systematically store and recall patches.
- The individual Upper / Lower patches from Multi mode in the Hydrasynth Deluxe can be used with any Hydrasynth. They also can be copied into Single mode banks in the Deluxe. With the Single/Multi Mode Selector set to Single, use the Location Path menu to select the Packs folder, then look for *Multi Factory Bank M1-U*, *Multi Factory Bank M1-L*, etc.
- The individual Upper / Lower patches from Multi mode in the Leviasynth can be copied into Single mode banks in the Leviasynth. With the Single/Multi Mode Selector set to Single, use the Location Path menu to select the Packs folder, then look for *Multi Factory Bank M1-U*, *Multi Factory Bank M1-L*, etc.

Note: The Factory banks are read-only, so it isn't possible to copy patches into them. However, you can copy one or more of these patches into the Single banks in the User folders or into Banks A-H inside the unit.

Layout

Note: The Hydrasynth user interface is shown below, but all icons and procedures are the same for Leviasynth.



1. **ASM** – clicking the ASM logo opens your internet browser and takes you to our [website](#).
2. **Connect** – click CONNECT, or click the device image to select different units (Hydrasynth only).
3. **Single/Multi Mode Selector** – switch to manage Single or Multi banks (Leviasynth, Hydrasynth Deluxe only)
4. **Create Single Bank** – create an empty single bank
5. **Create Multi Bank** – create an empty multi bank
6. **Import Bank** – browse for a patch bank to import
7. **Export List** – Select a bank and export a spreadsheet of the patch names from that bank
8. **Rename** – rename the selected patch by typing up to 16 characters
9. **Cut** – cut the selected patch(es)
10. **Copy** – copy the selected patch(es)
11. **Paste** – paste the copied patch(es). **Be careful!** This will overwrite those patch(es). If the copied patches were non-adjacent, they will be pasted to **adjacent** locations in the target bank (e.g., 1-3-5 becomes 1-2-3).
12. **Delete** – delete the selected patch(es)
13. **Backup Unit** – backup all banks from the device
14. **Restore Unit** – restore all banks to the device from the backup file
15. **Refresh** – refresh the browsers. Be sure to do this if you make a change directly on the device.
16. **Update Device** – update the device firmware
17. **Window Size** – select the window size. You can also drag the lower right corner of the window.
- Version #** – the version numbers of the ASM Manager and the connected device
18. **Left & Right Browsers** – browse two banks simultaneously for flexible patch management

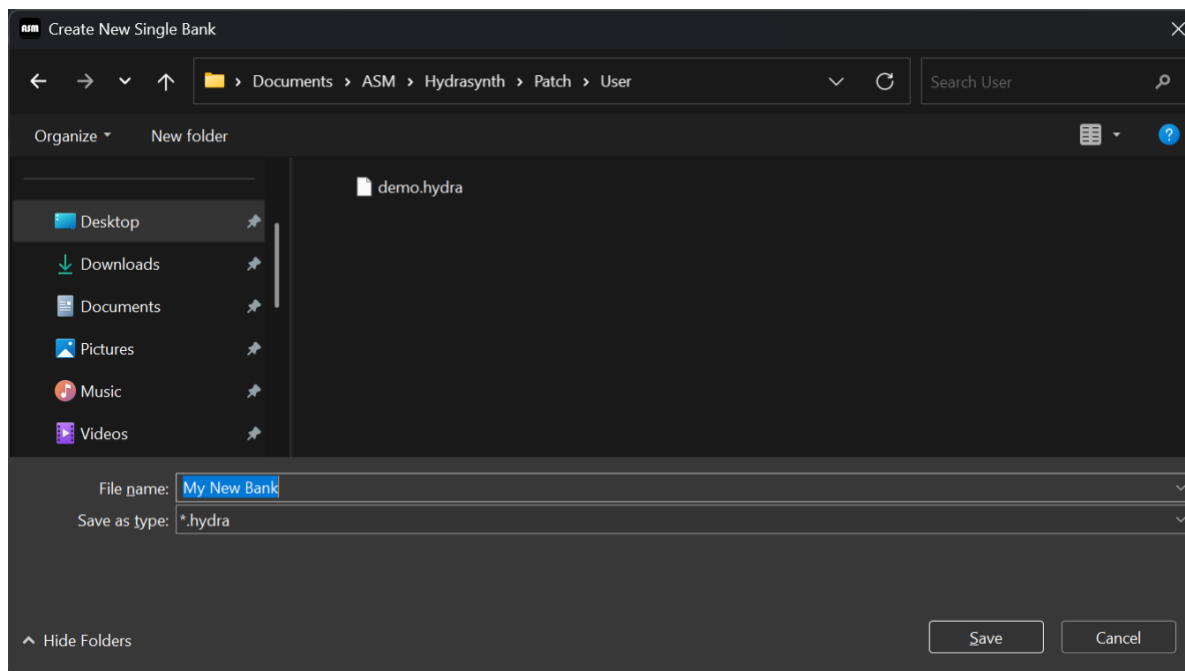


19. **Computer/Hydrasynth Selector** or **Computer/Leviasynth Selector** – select the source to browse
20. **Location Path** – drop-down menu to select the bank to browse in the corresponding browser
21. **Reveal** – shows the bank file in Windows File Explorer or macOS Finder. This button is greyed out when viewing patch banks inside the device.
22. **Tiles view / List view** – changes the way patches are displayed. *Tiles view* shows patch names and numbers in a 16 x 8 grid; *List view* shows patch name, number, category, color, and/or designer in a vertical list.
Note: *List view is only available for banks stored on your computer. When viewing the contents of a patch bank on the device, the Tiles / List view switch is greyed out for that browser window.*
23. **Find** – shows different options depending on the pull-down menu selection in the next field.
24. **By Patch name / Category / Color / Designer** – filters the patch bank according to the selected criteria.
Leviasynth also filters by designer. Switches to *List view* automatically. See [List view](#) for more details.
25. **Search** –executes the selected search criteria.

Operations

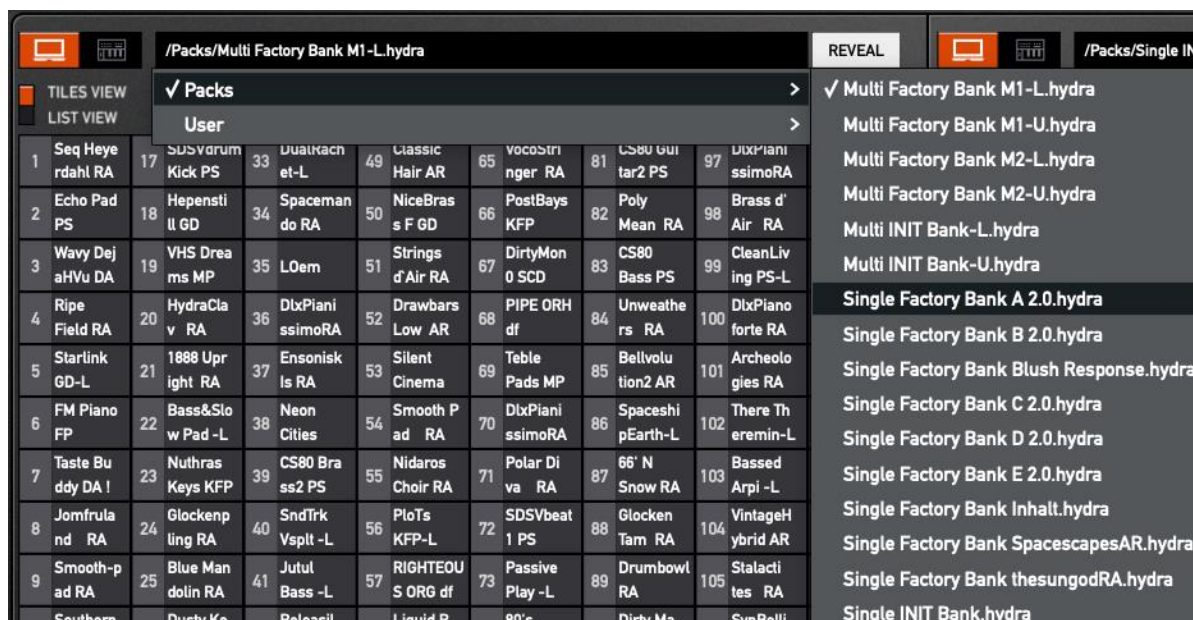
To create your own bank, click Create Single Bank or Create Multi Bank, name it, and press Save.

* After creating the bank you need to navigate to it via the location path drop-down menu and open it.

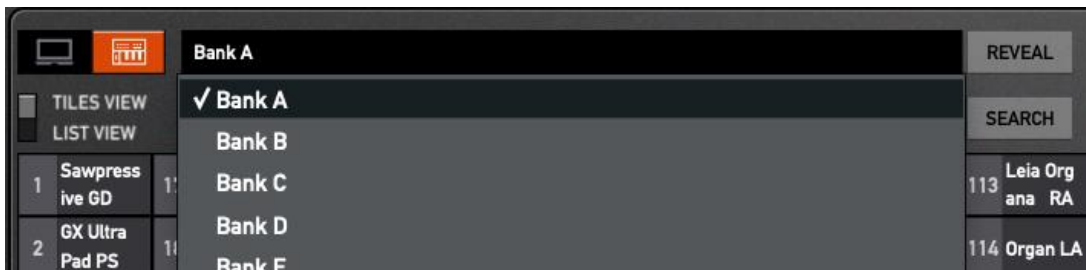


Note: A new bank contains no data. If there is no name in the browser window, the patch location is empty. Empty patches can't be dragged into a device, nor can they be renamed. They have no parameters.

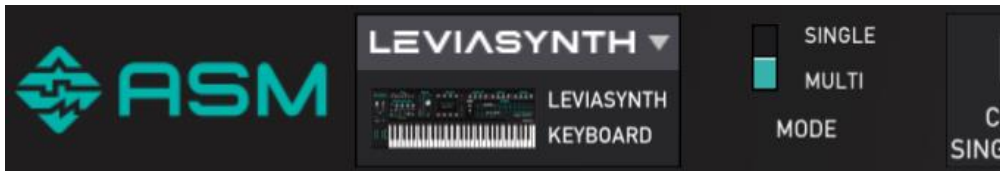
To browse banks on the computer, select the computer with the **Computer/Hydrasynth Selector** or the **Computer/Leviasynth Selector**, then use the **Location Path** to choose the bank you want to open.



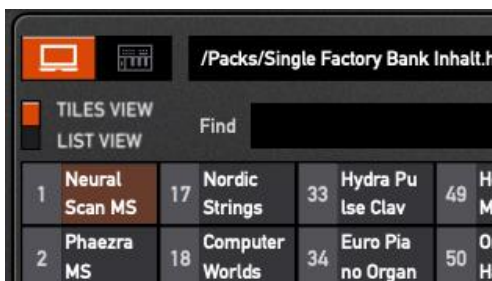
To browse banks on the device, select the keyboard icon instead of the computer icon with the **Selector** switch.



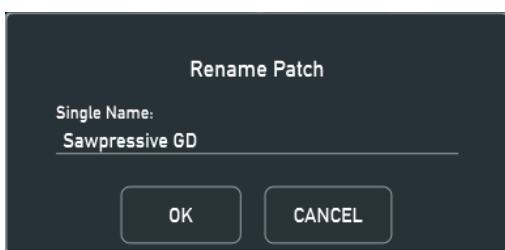
Leviasynth and Hydrasynth Deluxe only: To browse Multi patches, toggle the **Single/Multi Mode Selector** to Multi.



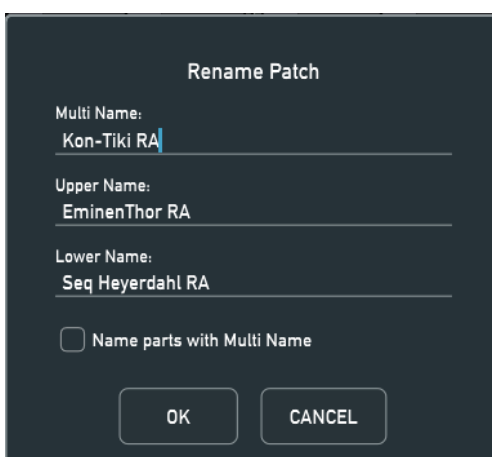
To select a patch, click on the patch name.



To rename a Single patch, double-click the patch or select it and press **Rename**. There is a 16-character limit, and if you enter more than that the naming window will close without changing the name.



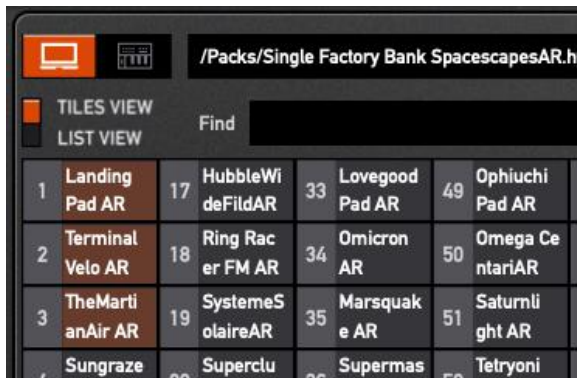
To rename a Multi patch, double-click on the patch name or select it and press **Rename**. You can also rename the parts. The 16-character limit applies to all levels of the Multi, too.



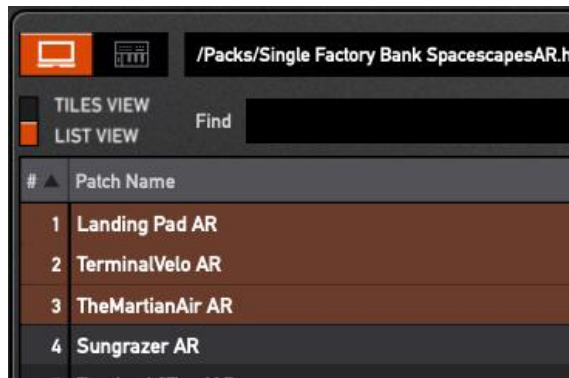
If you want the Upper/Lower patches to have the same name as the Multi, click the “Name parts with Multi Name” box. This appends -U and -L to the names of the Upper/Lower patches, respectively. The 16-character limit applies here too, so the last 2 characters of the name might be replaced.

IMPORTANT: As you learn the following procedures, please remember this: The changes are written **immediately** to the target patch bank when transferring patches between browser windows. This is true whether the bank is inside the computer or inside the device. Be sure you know which patches will be replaced before you paste or drop patches onto the target bank.

To select a group of patches, click on the first patch name, hold SHIFT, and click the last patch name in the group.



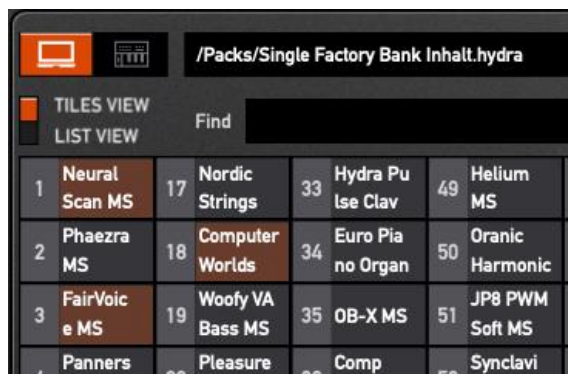
Select patches – Tiles view



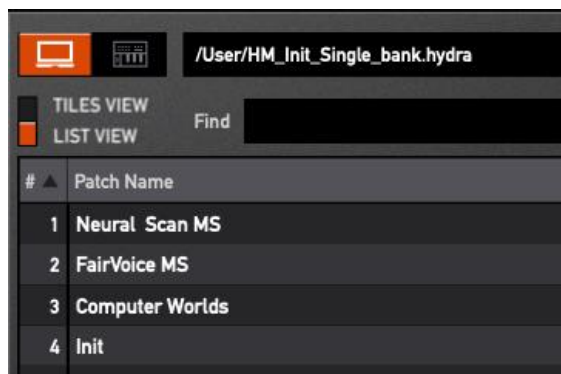
Select patches – List view

To select non-adjacent patches, hold Ctrl/Cmd and click the desired patches.

Warning: The selected patches will be pasted next to each other into the destination bank. This will overwrite any patches currently in those locations.



Non-adjacent patches, when copied...



...will be pasted next to each other.

This can be useful when creating a “Best Of” bank: Select your favorite patches from a bank, drag them into an empty bank, then open a different source bank and repeat, etc.

Cut, Copy, and Delete: an important distinction

The difference between **Cut**, **Copy**, and **Delete** is what happens when you use the Paste function. **Cut** and **Copy** hold the patch(es) in a temporary buffer so you can paste them somewhere else. The **Delete** function does not hold the patch(es) in a temporary buffer. Patches cannot be pasted after they have been deleted.

To cut patch(es), select the patch(es) to cut, then press **Cut**.

Note: Only patches within a User bank on the computer can be cut; patches in the Packs folders cannot. Also, patches inside the device cannot be cut.

To copy patch(es), select the patch(es) to copy, then press **Copy**.

To paste patch(es), click on the patch name of the slot you would like to paste on (or the first slot of the slots you would like to paste the group of patches to), then press **Paste**.

Warning: The selected patches will be pasted next to each other into the destination bank. This will overwrite any patches currently in those locations.

Another cool thing: you can make multiple copies of the same patch by copying one, then selecting several locations (preferably empty or INIT), and then pressing Paste (or Ctrl/Cmd + V).

To delete patch(es), select the patch(es) to delete, then press **Delete**. The slot(s) will turn empty.

Note: Only patches within a User bank on the computer can be deleted; patches in the Packs folders cannot. Also, patches inside the device cannot be deleted.

Swap and Insert

To swap patch(es) in same browser, select the patch(es) to swap, then drag them to the first slot where you want the swap to happen. This is great for changing the patch order within a bank.

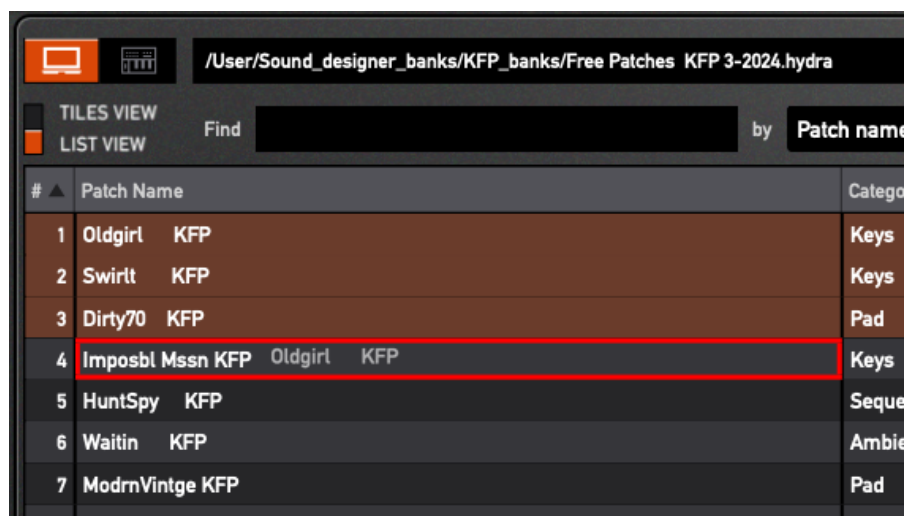
For example, to swap patches #1-3 with #4-6, select patches #1-3, then drag and drop at slot #4.

(If the number of destination slots are insufficient to allow the swap to happen, such as dropping a large selection at slot #127, then the swap is invalid; the swap result cannot exceed slot #128.)

Note: Dragging patch(es) to the other browser window will not swap patches between the browsers; it will replace them instead.



Swap patches: Tiles view

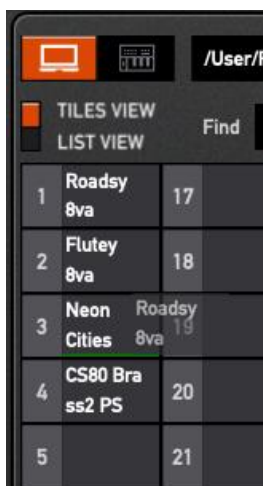


Swap patches: List view

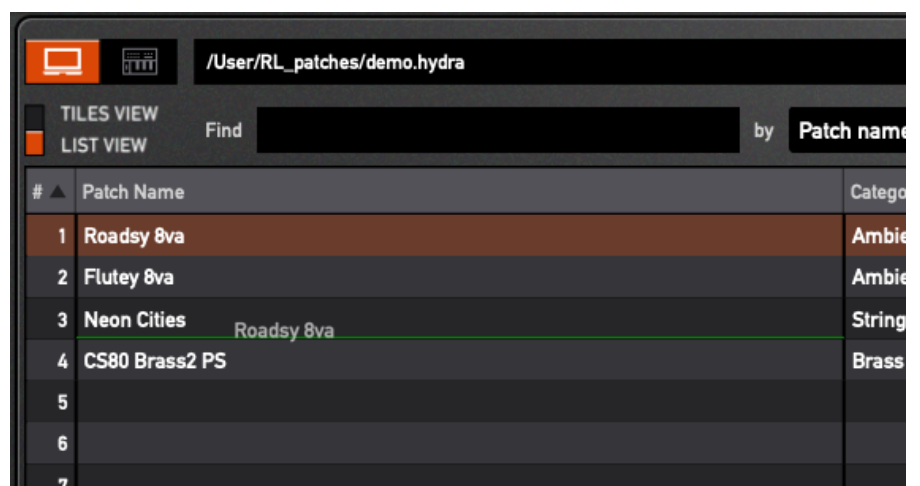
To insert patch(es) in same browser, select the patch(es) to insert, then drag to the top edge of the slot where you want to insert the selected patches. Watch for the green line to appear, then release the cursor. This allows you to rearrange the order of the patches: It pushes all patches prior to the insertion point backward to fill the space vacated by the patches that are being relocated.

For example, to insert patches #1-10 so they appear in the order ahead of #21, select patches #1-10, then drag them to the top edge of slot #21. Again, watch for the green line to appear, then release the cursor.

Note: Insert only works in the same browser window.



Insert patches: Tiles view

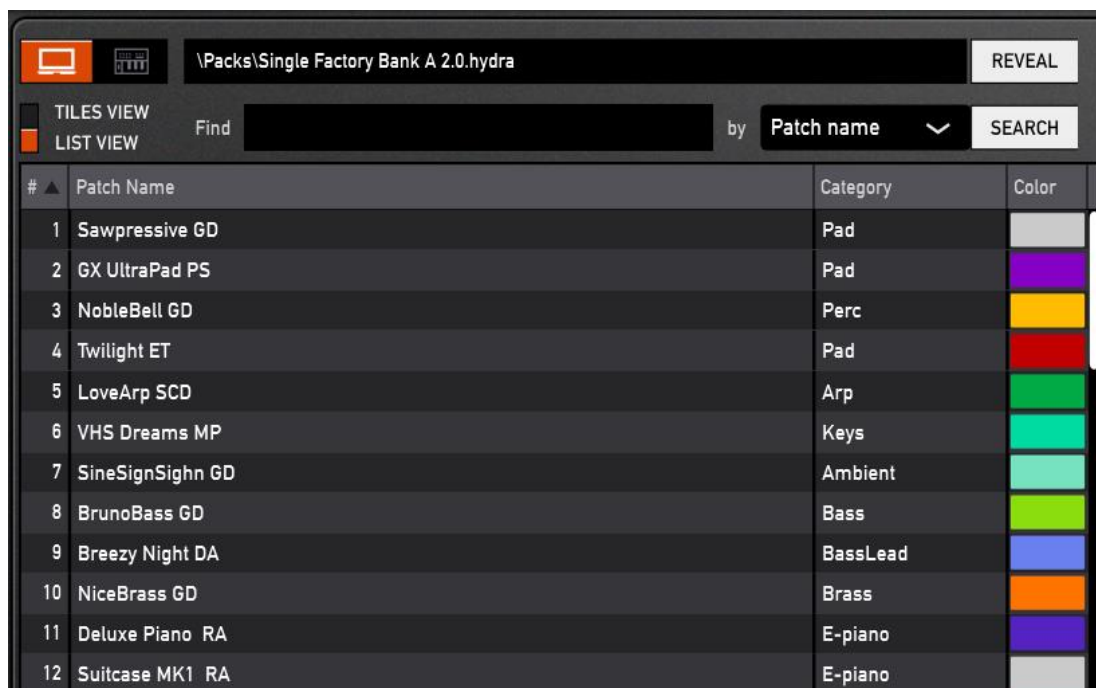


Insert patches: List view

List View

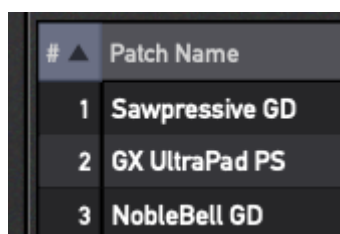
When the **Selector** switch is set to Computer, you can use the *Tiles view / List view* switch to select one of two ways to view the selected bank.

Note: List view is not available when viewing banks inside the device.



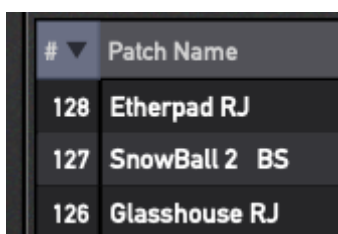
# ▲	Patch Name	Category	Color
1	Sawpressive GD	Pad	
2	GX UltraPad PS	Pad	
3	NobleBell GD	Perc	
4	Twilight ET	Pad	
5	LoveArp SCD	Arp	
6	VHS Dreams MP	Keys	
7	SineSignSighn GD	Ambient	
8	BrunoBass GD	Bass	
9	Breezy Night DA	BassLead	
10	NiceBrass GD	Brass	
11	Deluxe Piano RA	E-piano	
12	Suitcase MK1 RA	E-piano	

List view can be sorted differently by clicking the title of each column. Click again to reverse the order (e.g., A to Z becomes Z to A, etc.). A triangular arrow in the title cell indicates whether the sort order is ascending or descending.



# ▲	Patch Name
1	Sawpressive GD
2	GX UltraPad PS
3	NobleBell GD

Sort by number (ascending)



# ▼	Patch Name
128	Etherpad RJ
127	SnowBall 2 BS
126	Glasshouse RJ

Sort by number (descending)

Note: It isn't possible to drag or paste a patch into a list unless it has been sorted by number (ascending).

WARNING: If you see the APPLY ORDER button at the bottom of the List View window, **please don't click it yet**. If you do, the new sort order will become permanent. Please read the [Apply Order](#) section first.

Search for a patch

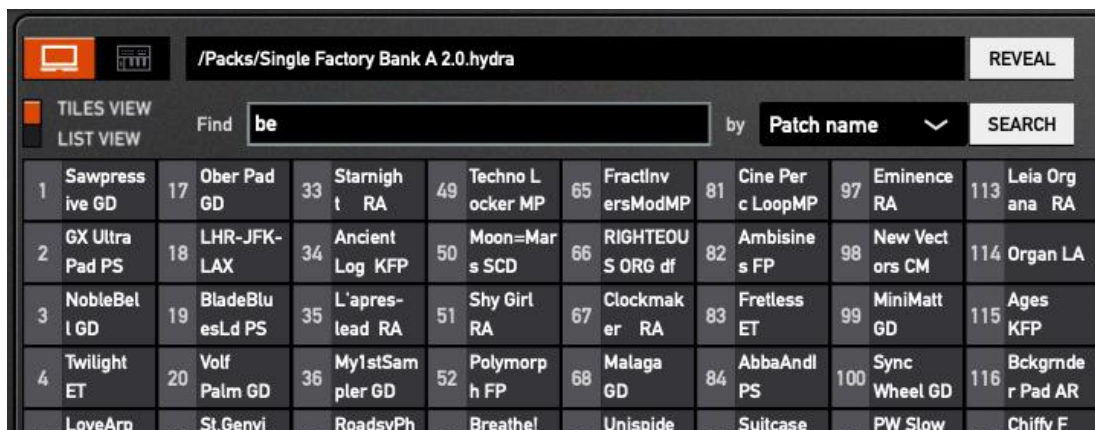
You can search for patches by Patch name, Category, or Color (or by Designer on Leviasynth). Use the drop-down menu next to the **SEARCH** button to select the criteria you want to use to filter the patches within the selected bank.

- **Patch name:** Type all or part of a name in the *Find* window, then click *Search* or hit Enter to filter the list.
- **Designer (Leviasynth only):** Type part of a name in the *Find* window, then click *Search* or hit Enter to filter the list.
- **Category:** Select a category from the drop-down menu that appears in the *Find* window.
- **Color:** Click the color bar in the *Find* window and a palette of colors appears. Select one to filter the list, and only patches that were assigned that color while saving the patch will remain.

Find by Name

Let's try searching in Packs \ Single Factory Bank A 2.0 for a patch that contains the word "Bell".

The first thing to know is that you don't have to switch to *List view* to get started. You can type a few letters into the Find field while still in *Tiles view* and ASM Manager will switch to *List view* automatically.



Find by Name from Tiles view

You don't always have to type the whole word. For example, typing the word "Be" in the Find field and clicking SEARCH (or hitting Enter/Return) displays all patches with names containing that letter combination.



Find by Name search results

Ah, the one we wanted was #123 FM Quazi Bell GD. This search method got us there quickly.

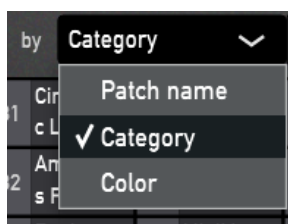
After you find the patch you're looking for, you can click the **RESET** button at the bottom right of the browser window to clear the search criteria and return to the full bank view.



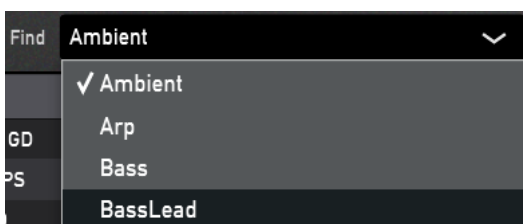
Please click RESET and let's try some of the other Find by methods.

Find by Category

In these examples we'll search the current bank by selecting a category. This filters out patches from other categories. Simply set the Find By option to Category, then choose the desired category from the drop-down menu.



Find by Category

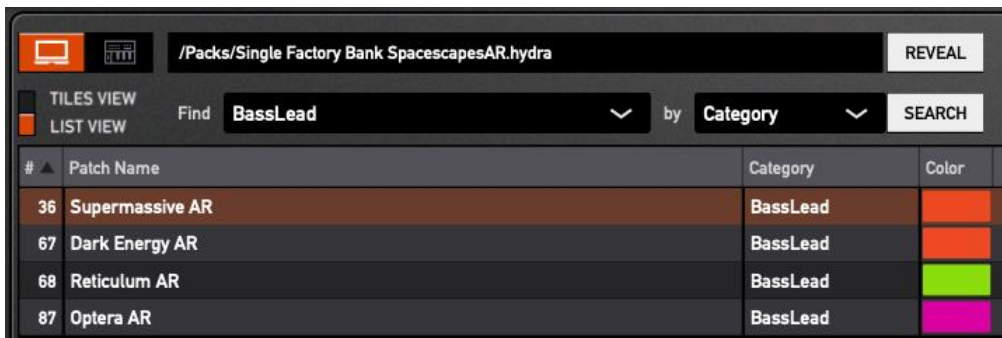


Selecting the desired category

The BassLead category was selected for these examples, but the same principles apply to any category you select.

Sort Category List by number

The initial filtered view shows the category sorted by number. The upward-pointing arrow at the head of the leftmost column indicates the selected sort order. Click the arrow to invert the results (low to high vs. high to low).



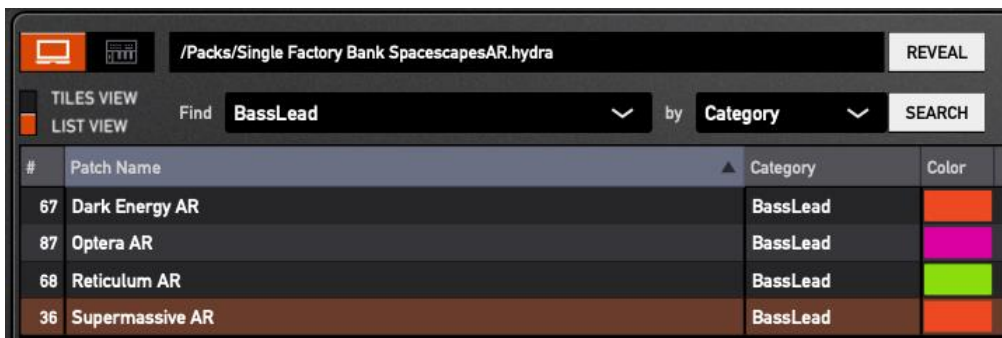
#	Patch Name	Category	Color
36	Supermassive AR	BassLead	Orange
67	Dark Energy AR	BassLead	Orange
68	Reticulum AR	BassLead	Green
87	Optera AR	BassLead	Pink

Find by Category results

There are several ways to reorder the filtered results.

Sort Category List by name

Click the Patch Name column title to sort the search results alphabetically.

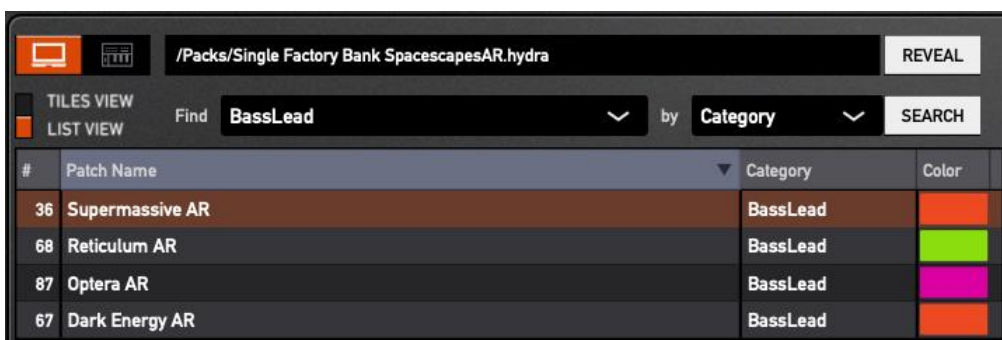


#	Patch Name	Category	Color
67	Dark Energy AR	BassLead	Orange
87	Optera AR	BassLead	Pink
68	Reticulum AR	BassLead	Green
36	Supermassive AR	BassLead	Orange

Sort search results by Patch Name (A-Z)

Sort Category List by name, reverse order

Click anywhere in the title column cell to reverse the order (e.g, from A to Z to Z to A).



#	Patch Name	Category	Color
36	Supermassive AR	BassLead	Orange
68	Reticulum AR	BassLead	Green
87	Optera AR	BassLead	Pink
67	Dark Energy AR	BassLead	Orange

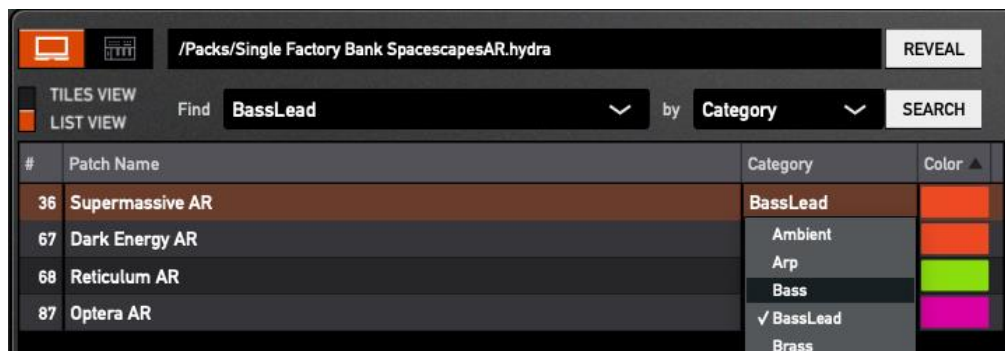
Sort filter results by Patch Name (Z-A)

You can use the same methods to sort the filter results by Color: click the Color title bar to organize the search results according to the color that was assigned to the patches when they were saved.

Change patch category

If you decide that a certain patch should be listed in a different category (e.g., as a Bass), simply click inside the Category cell that's in the same row as the patch you want to recategorize and select the new category.

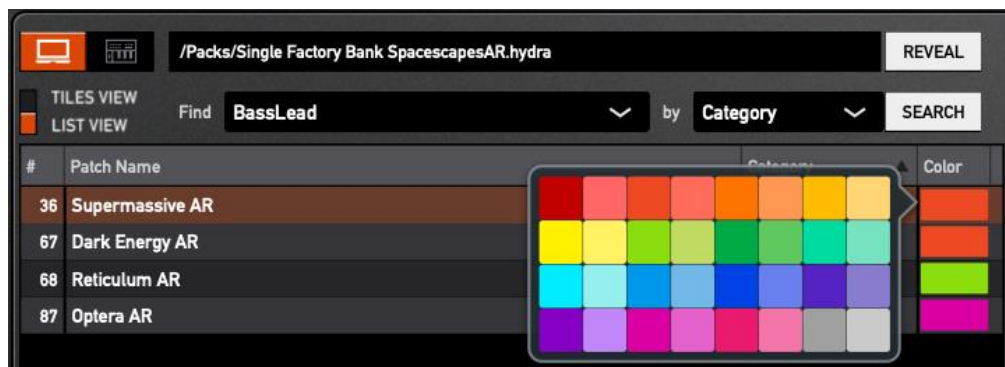
In this case we've decided to recategorize Supermassive AR as a Bass rather than a BassLead. (Opinions may vary!)



Changing the category of a patch

Change patch color

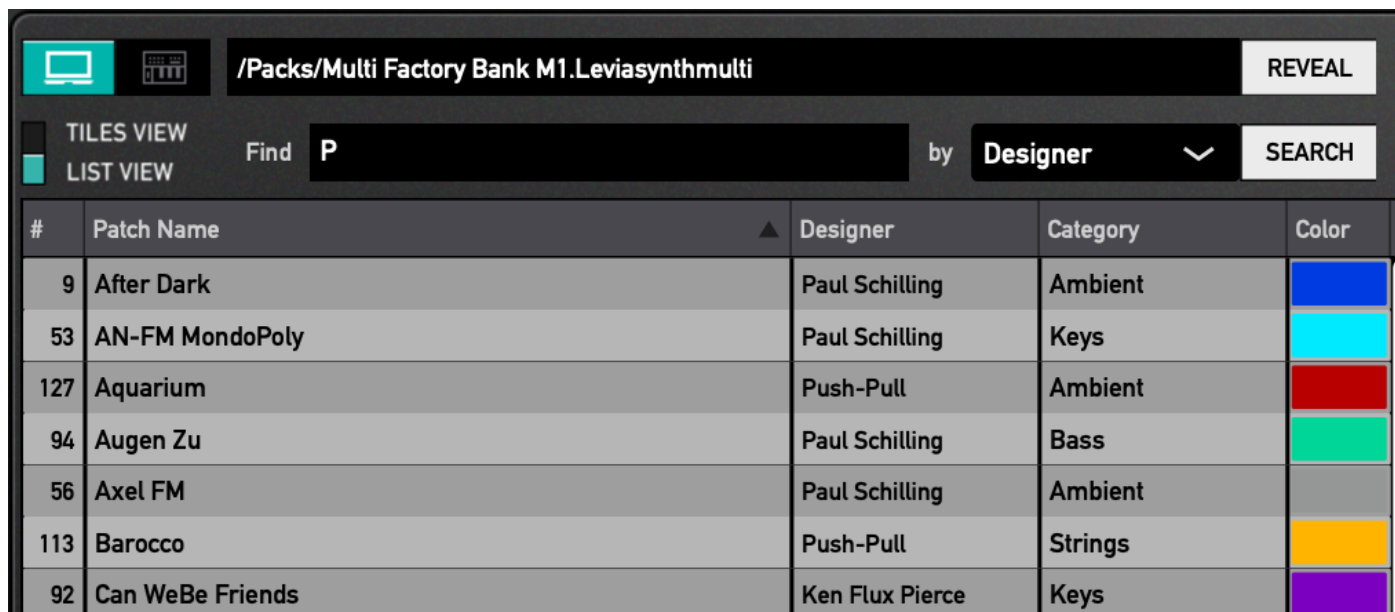
Use the same method to change the assigned color of a patch: click inside the Color cell that's in the same row as the patch you want to change and select the new color.



Changing the color assignment of a patch

Find by Designer (Leviasynth only)

If you find yourself gravitating toward patches by a particular sound designer, you can search a bank for patches by that specific person.



Find by Designer (Leviasynth only).

Here's what was done to provide the results seen in the screen shot on the previous page:

- We selected Multi mode with the Single/Multi Selector (not pictured).
- We wanted to search the Leviasynth Multi Factory Bank M1, so we navigated to the Packs folder.
- The letter "P" was typed into the Find window.
- The word "Designer" was selected from the "by" drop-down menu.
- After the SEARCH button was clicked, only patches by sound designers with a letter P in their name were shown (i.e., **Paul**, **Push-Pull**, **Pierce**).
- In this example the "Patch Name" column was clicked, so the results are also shown in alphabetical order.
- To narrow the search results to one specific designer, enter more consecutive letters from that name (i.e., **Pau** for **Paul** Schilling, **Pul** for **Push-Pull**, **Pie** for Ken Flux **Pierce**).

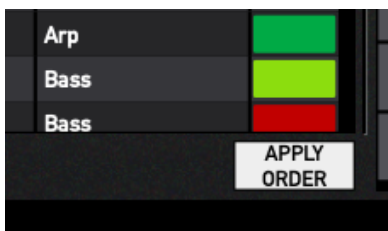
Apply Order

When a bank is sorted by Patch Name, Category, Designer, Color, or in reverse numerical order, what you are shown is how the bank **will** look after you click APPLY ORDER. Until you do that, the actual order of the bank has not changed.

WARNING: When you click **APPLY ORDER** the bank inside your computer will be changed to match what you see in the browser window. **This cannot be undone**, so be sure it's what you want to do before clicking the button. You may want to create a new bank first and copy some patches into it before experimenting with this feature.

For example, let's say you want to organize the patches in a bank in reverse alphabetical order, and you want the bank to be that way every time you select it in your computer. Using the methods described in the previous pages, you would follow these steps:

1. If you haven't already, switch the Browser window to List View.
2. Click the **Patch Name** column header. Initial sort order: A-Z.
Don't forget, this is how the bank **will** look, not how it is. Yet.
3. Click the column header again to reverse the order. The patches are shown in alphabetical order from Z to A.
REMEMBER, the next step is permanent. It cannot be undone.
4. Click **APPLY ORDER** at the bottom of the browser window.



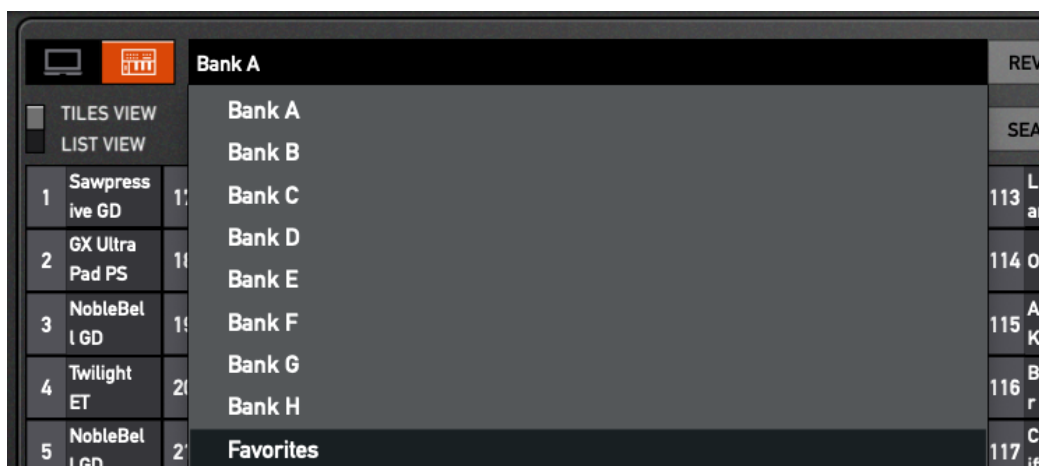
The bank is now stored inside your computer in reverse alphabetical order.

The process is the same to sort a full bank by Category:

1. If you haven't already, switch the Browser window to List View.
2. Click on the Category column header; this displays the bank by patch categories according to alphabetical order (Ambient to Vocal).
3. To reverse this order, click the Category header again. Remember, the order you see is not yet final.
4. If you want the categorized order to be permanent, click **APPLY ORDER**.

Favorites List

ASM Manager lets you view and rearrange the Favorites patches inside your device. You can find the Favorites list by setting the Selector switch to Leviasynth or Hydrasynth, and then using the drop-down Location Path menu. The Favorites list is located at the bottom of the Bank list.



As you learn about this feature, here are some things to keep in mind:

- The Favorites are inside the device, not the computer. When the Selector is set to Computer the Favorites option isn't available in the drop-down menu.
- You can't cut, delete, copy or paste patches inside the Favorites list. The message bar at the bottom will show a warning for a few seconds if you try this.
- You can't drag patches from other Banks into the Favorites list; they need to be added to the Favorites inside the device. Again, the message bar at the bottom will show a temporary warning if you try this.
- After adding a Favorite inside the unit, you must press EXIT on the unit and ***then*** refresh ASM Manager before the new Favorite shows up in the Favorites list. If you refresh while still in the Favorite Assign menu on the unit, the list inside the computer will not update when you refresh the ASM Manager window.
- You can use the Find By Name feature in the Favorites list. You can also sort by Patch Number or Patch Name, after which you can click the APPLY ORDER button to finalize the new order inside the unit.
- The Favorites list can't be exported. We'll dive into the Export List function in the pages ahead.

One way to use the Favorites feature is to create a set list for a show. But what if the song order changes? Fortunately, ASM Manager makes it easy to reorganize the Favorites list. All you have to do is select one or more patches and then drag them to a new slot in the list.

This is a fairly low-risk operation, since you can't cut, delete, copy or paste, so you won't lose a Favorites patch. What you can do is drag one or more patches from one section of the list and insert them somewhere else in the list, or you can select multiple patches and swap them with other patches in the list.

As with other bank management operations, if you grab non-adjacent patches and drop them somewhere, they will be placed next to each other in the list and will likewise displace the same number of patches from the target slot(s).

Let's look at some examples.

Insert operations: the Green Line

You can reorganize the Favorites list using familiar methods. For example, you can drag one or more patches and insert them elsewhere in the list to change the order.

Look for the green line in the picture on the left; this is what you'll see when you're about to insert a patch in a new location. (If you see a red outline, the patches will be swapped.) This will relocate the patches between the two locations, as shown below.

#	▲	Patch Name
1		Chanel No.5 RA
2		Deluxe Piano RA
3		Duo Patterns MP
4		FM Flight TM
5		ForReal KFP
6		Hit C2 I LA
7		Juno60 SquBassGD
8		M12 SoftStrng RA
9		Reeds PS
10		Revealed DA
11		Sawpressive GD

Drag patch 7 to insert between patches 1 and 2

#	▲	Patch Name
1		Chanel No.5 RA
2		Juno60 SquBassGD
3		Deluxe Piano RA
4		Duo Patterns MP
5		FM Flight TM
6		ForReal KFP
7		Hit C2 I LA
8		M12 SoftStrng RA
9		Reeds PS
10		Revealed DA
11		Sawpressive GD

Patch inserted, patches 2-6 moved to slots 3-7

When you change the patch order in the Favorites list on your computer, it happens to the Favorites list inside the device too.

Swap operations: the Red Outline

You can drag one or more patches and swap them with other patches in the list to change the order.

Look for the red outline in the picture on the left; this is what you'll see when you're about to swap the locations of two patches. (If you see a green line, you're about to insert the patch somewhere instead.)

#	▲	Patch Name
1		Chanel No.5 RA Juno60 SquBassGD
2		Deluxe Piano RA
3		Duo Patterns MP
4		FM Flight TM
5		ForReal KFP
6		Hit C2 I LA
7		Juno60 SquBassGD
8		M12 SoftStrng RA
9		Reeds PS
10		Revealed DA
11		Sawpressive GD

Drag patch 7 to swap position with patch 1

#	▲	Patch Name
1		Juno60 SquBassGD
2		Deluxe Piano RA
3		Duo Patterns MP
4		FM Flight TM
5		ForReal KFP
6		Hit C2 I LA
7		Chanel No.5 RA
8		M12 SoftStrng RA
9		Reeds PS
10		Revealed DA
11		Sawpressive GD

Patches swapped, patches 2-6 did not move

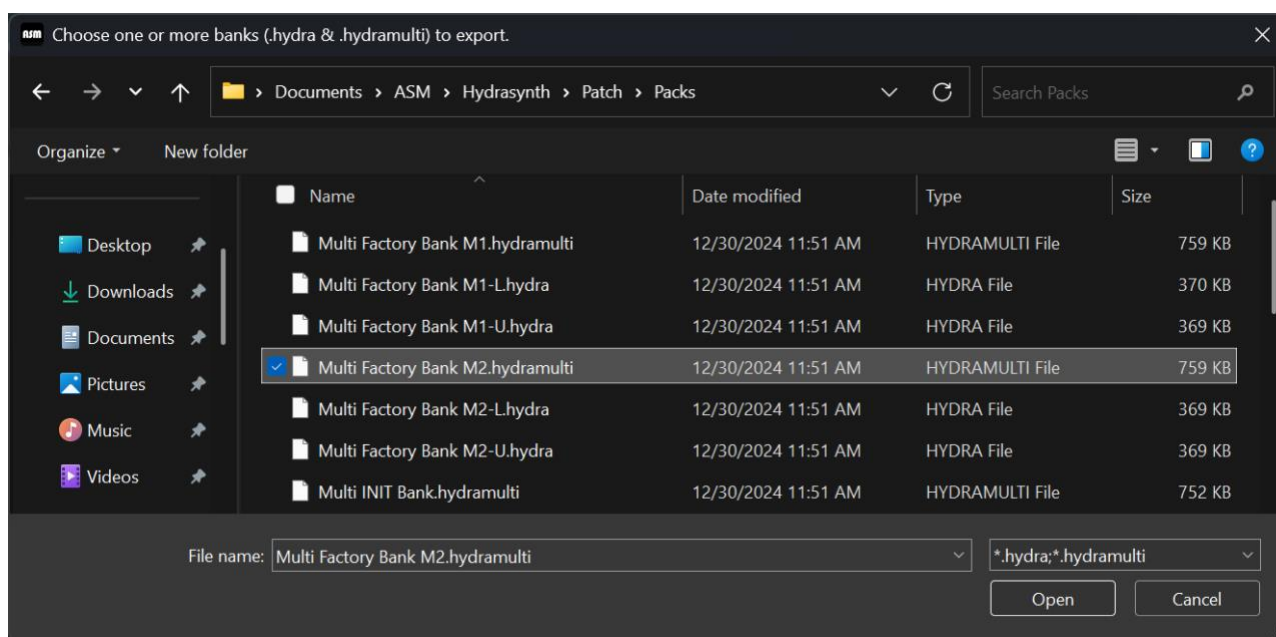
When you change the patch order in the Favorites list on your computer, it happens to the Favorites list inside the device too.

Remember, if you grab non-adjacent patches and drop them somewhere, they will be placed next to each other in the list and will likewise displace the same number of patches from the target slot(s).

Export a Patch List

It is possible to export the names of the patches contained by a bank into a spreadsheet (.xlsx format).

First, click the EXPORT LIST button in the upper tool bar. That opens a window so you can select the desired bank.



Export List window -- Select a Bank to export its patch names to a spreadsheet.

Double-click the bank name, and then select a destination folder. The spreadsheet is generated and saved to that location immediately. You'll see a message that says "Export successful!" Click OK to dismiss the message.

The exported list will look something like this:

	A	B	C	D	E	F
1		Multi Factory Bank M2.hydramulti_20250113.xlsx				
2		Patch Name	Category	Color		
3	1	SircutModeled GD	PadAnalg	#7		
4	2	Softone Ski	Ambient	#1		
5	3	Jura Mountain RA	PadAnalg	#6		
6	4	Hydrogene RA	Sequence	#21		
7	5	Givit	PercPtch	#13		
8	6	DreamsOf VHS RA	PadAnalg	#19		
9	7	Dee-ix PePeG SCD	PadDigi	#14		
10	8	Miami Splice RA	PadDigi	#28		

As seen in the graphic above, the list contains the number, name, category, and color of each patch in the bank. An exported Leviasynth bank will contain an additional column for Designer.

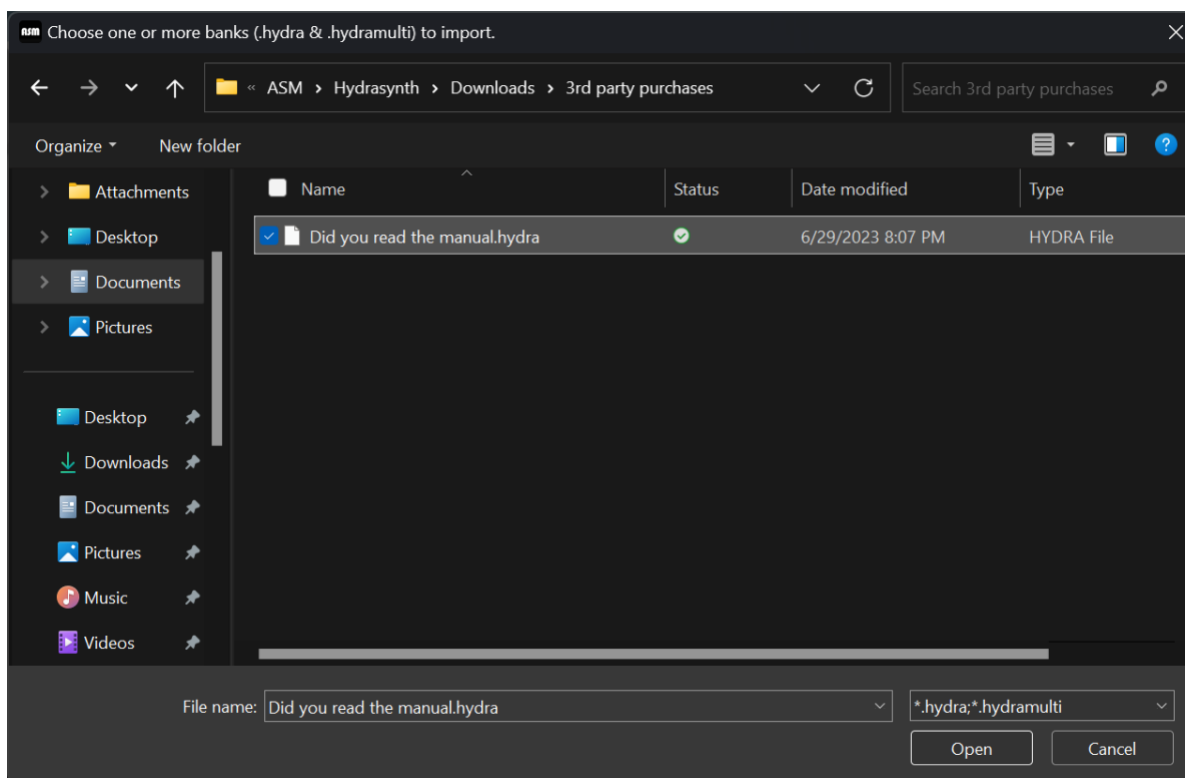
To export the patch list from the Upper or Lower banks of a Multi bank, repeat the process:

1. Click **Export List**
2. Navigate to the desired patch bank in the Packs folder
3. Select the desired bank, and
4. Click the Open button.

You can export the list of any bank in the Packs folder or the User folder.

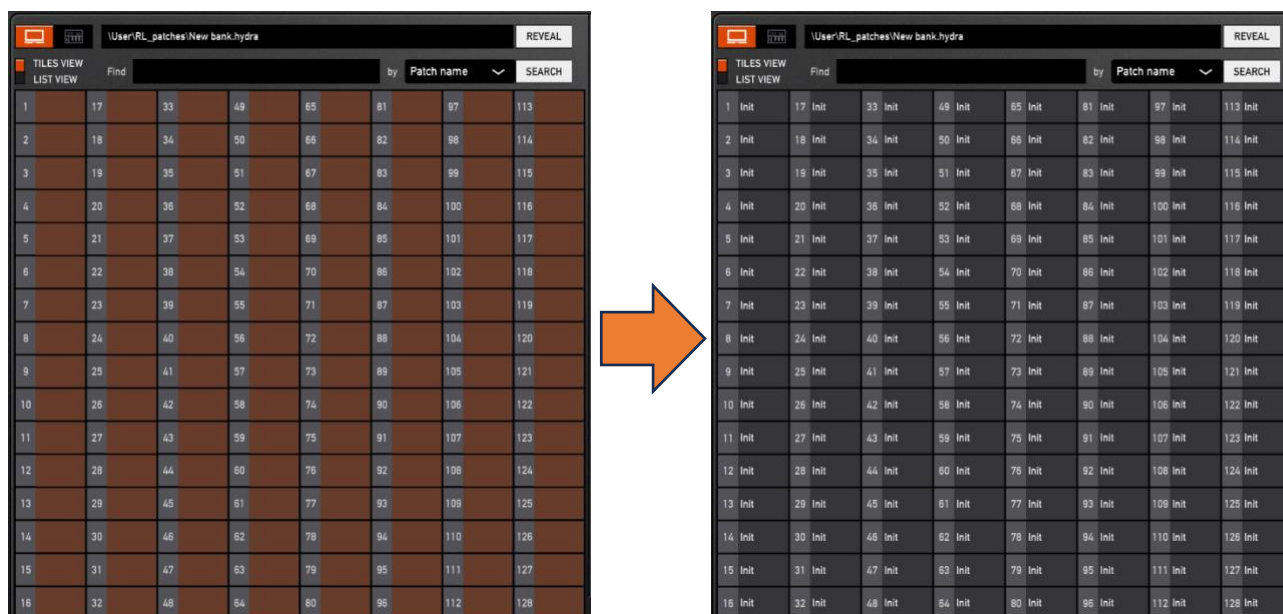
Import a Bank

- To import a new bank into the **Packs** folder, press **Import**, browse to the location of the bank you would like to import, select the bank, and press **Open**.



Make an INIT Bank

- To create a custom version of an Init bank quickly, browse to the bank with your Init patch, select and copy it, then select all empty slots into a newly created bank and paste. Yours in a flash: 128 blank slates.

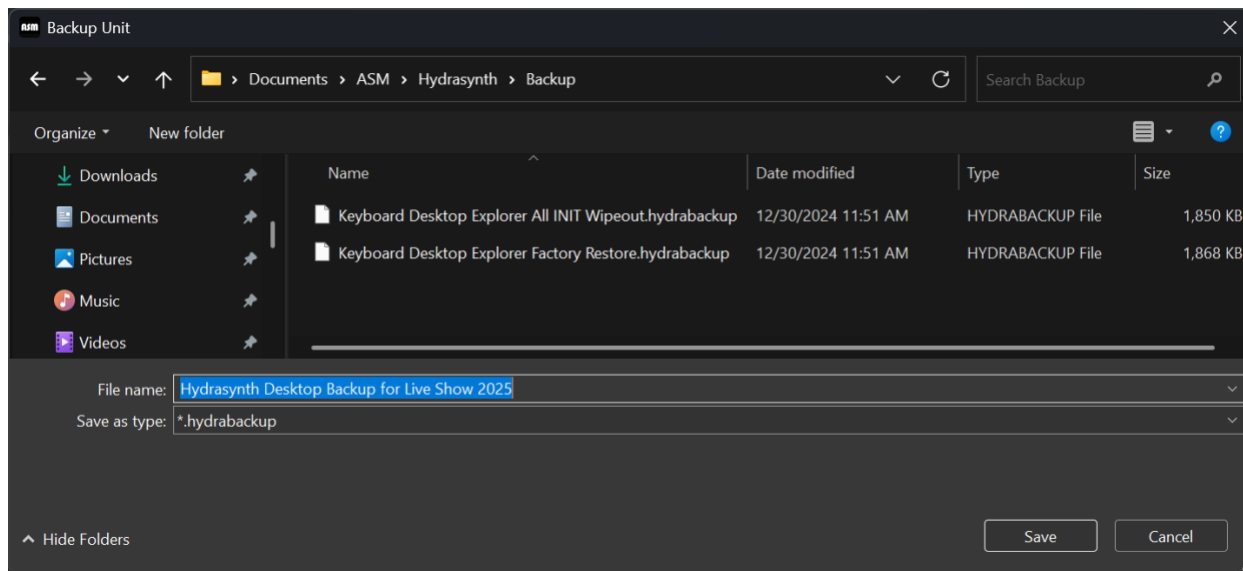


When you're creating new sounds, another potential scenario for the Paste feature described above is to use one patch as a template for multiple patches of a similar category. It's faster than saving the same patch repeatedly inside the unit.

Backup and Restore

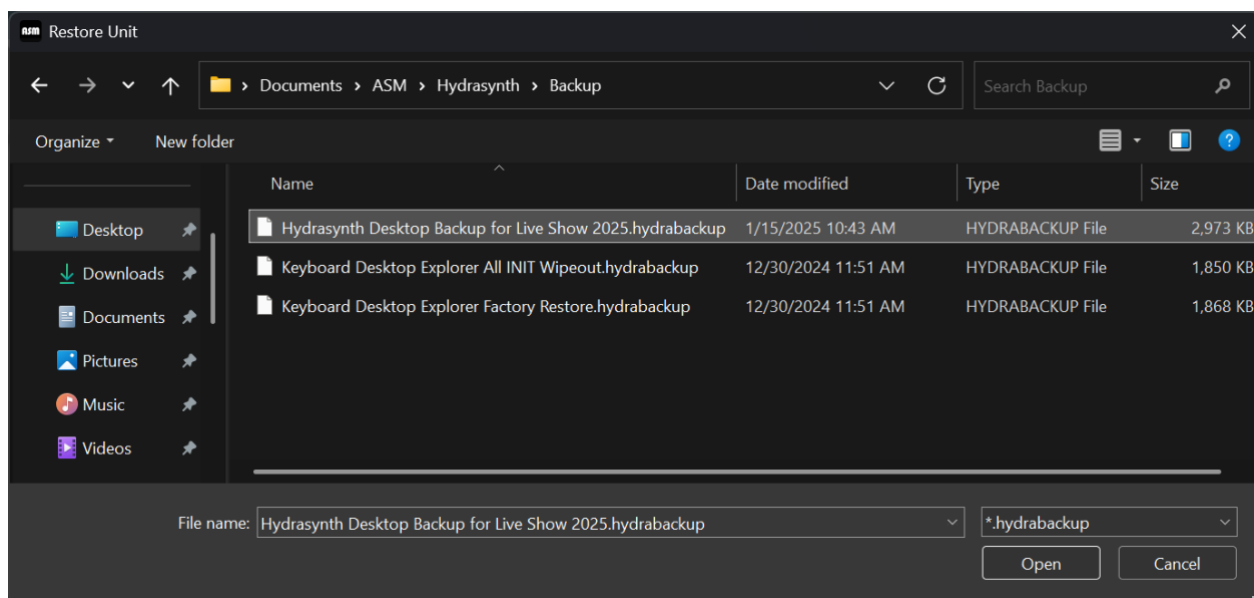
- To back up the entire memory of your Leviasynth / Hydrasynth, press **Backup Unit**, enter the backup name, and press **Save**. The backup also includes the Favorites and the microtuning scales.

Note: This takes several minutes to do on a Hydrasynth. The Hydrasynth Deluxe takes longer because it has more patches. It's best not to let your computer go to sleep during this process.



- To restore the entire memory of your device, press **Restore Unit**, select the backup file, and press **Open**.

Warning: This will replace **ALL BANKS** inside the device, as well as the Favorites and microtuning scales.



Note: This takes several minutes to do on a Hydrasynth. The Hydrasynth Deluxe takes longer because it has more patches. It's best not to let your computer go to sleep during this process.

Keyboard Shortcuts

Windows	macOS	Function
Up arrow	Up arrow	Move cursor up.
Down arrow	Down arrow	Move cursor down.
Left arrow	Left arrow	Move cursor left.
Right arrow	Right arrow	Move cursor right.
Ctrl + R / Enter	Cmd + R / Enter	Rename selected patch.
Ctrl + A	Cmd + A	Select all.
Ctrl + X	Cmd + X	Cut
Ctrl + C	Cmd + C	Copy
Ctrl + V	Cmd + V	Paste
Delete	Delete	Delete
Shift	Shift	Hold Shift while clicking another patch to select all patches between the first clicked and last selection.
Ctrl + click	Cmd + click	Hold Ctrl + click / Cmd + click to select non-adjacent patches.

Update the Firmware: Hydrasynth

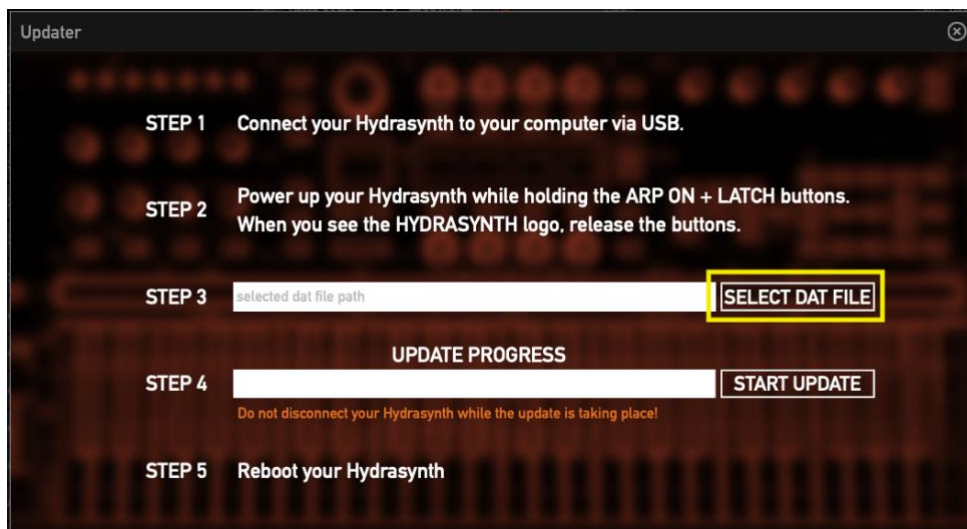
Always back up your patches with the latest version of ASM Manager before you update your device. Please refer to the descriptions of the [Backup and Restore](#) procedures before updating your unit.

Getting Started

Download the new firmware for your Hydrasynth from <http://www.ashunsoundmachines.com/downloads>. You'll find it on the Software / Firmware tab. Then, unzip the file and follow the instructions in the next section.

Firmware Upgrade Procedure

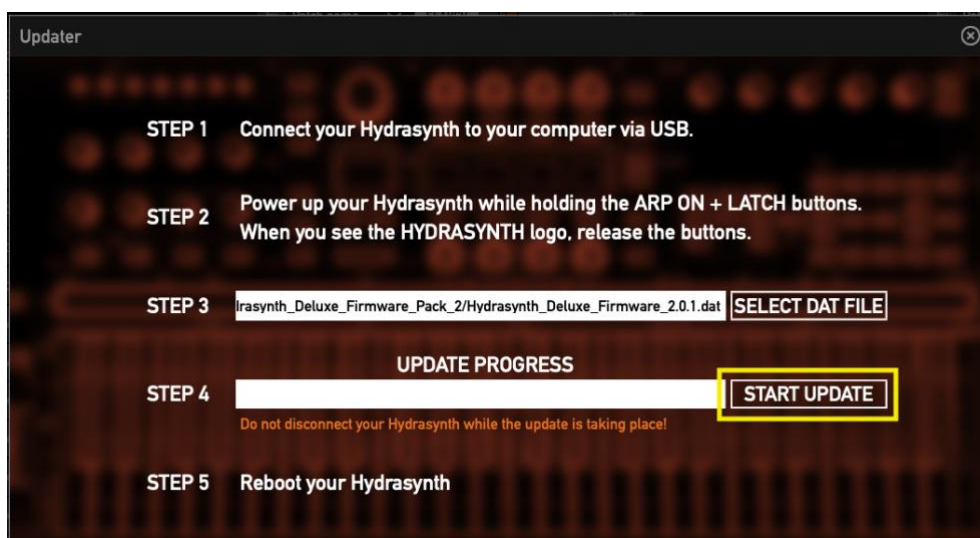
1. Power up the Hydrasynth while holding the [ARP ON] and [LATCH] buttons.
2. Wait until the Hydrasynth logo stabilizes in the Left display on your unit.
3. Click UPDATE DEVICE in the tool bar to begin the process.
4. Click the SELECT DAT FILE button in the Updater window.



5. Navigate to the new firmware file on your computer.

To update the Hydrasynth Keyboard you must confirm you selected the correct version of firmware during the next step.

6. Click START UPDATE and let the progress bar move through all pages. This could take up to 30 seconds.



DO NOT interrupt this process. Please let it run until it is complete.

7. When the update is finished click OK, quit the app, and read the next section.

After an update you should...

1. **Reboot** the Hydrasynth.
2. Press [SYSTEM SETUP].
3. **Confirm the OS:** Hold [SHIFT] and press the Page Down arrow to jump to the OS page.
Verify that the OS version matches the number shown in the firmware update file name.
4. **Reset the unit:** Press the Page Up arrow and then press Control button 2 to perform a Factory Reset.
This will not erase your patches, but it will reset all System settings to their default values.
5. **Recalibrate** your [pitch/mod wheels or pitch/mod strips](#), [ribbon controller](#), and [expression pedal](#) as described in those sections.

Update the Firmware: Leviasynth

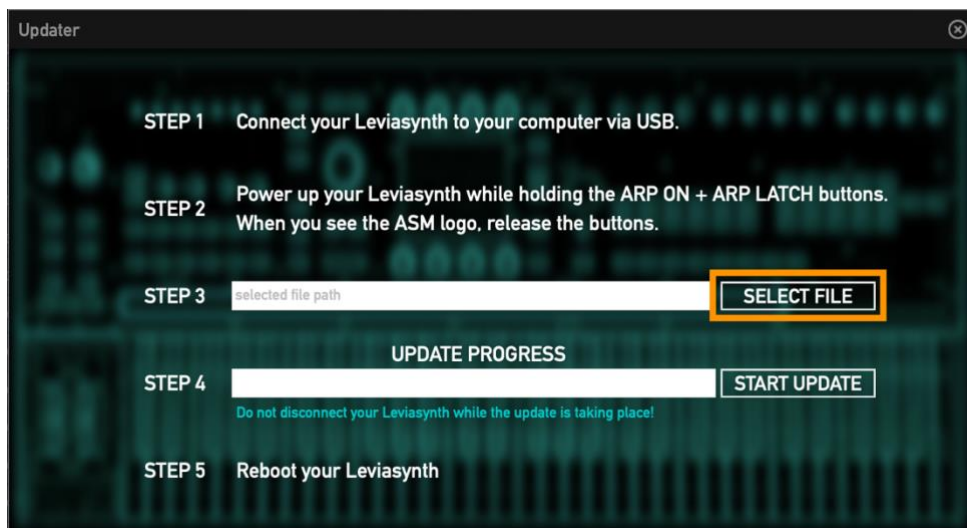
Always back up your patches with the latest version of ASM Manager before you update your device. Please refer to the descriptions of the [Backup and Restore](#) procedures before updating your unit.

Getting Started

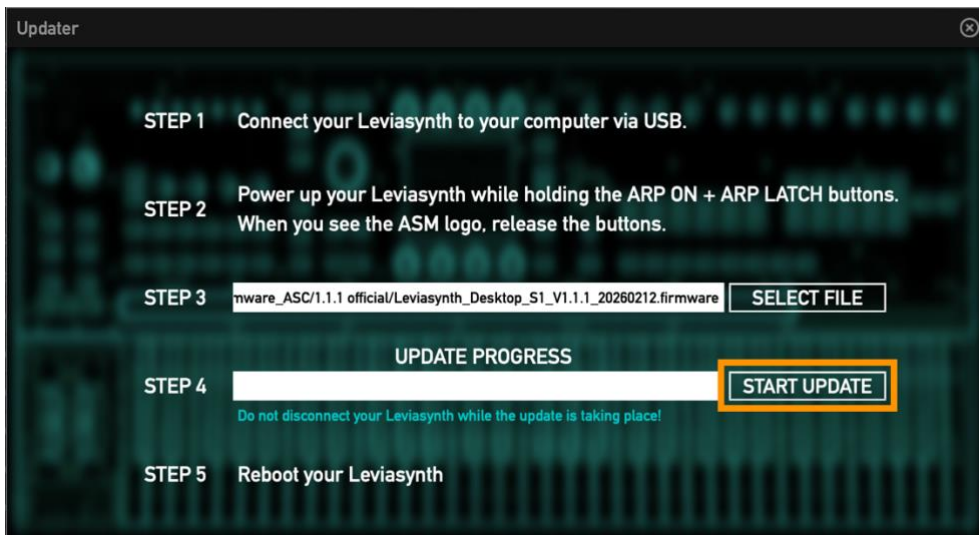
Download the new firmware for your Leviasynth from <http://www.ashunsoundmachines.com/downloads>. You'll find it on the Software / Firmware tab. Then, unzip the file and follow the instructions in the next section.

Firmware Upgrade Procedure

1. Power up the Leviasynth while holding the [ARP ON] and [ARP LATCH] buttons.
2. Wait until the ASM logo stabilizes in the large display on your unit.
3. Click UPDATE DEVICE in the tool bar to begin the process.
4. Click the SELECT DAT FILE button in the Updater window.



5. Navigate to the new firmware file on your computer.
6. Click START UPDATE and let the progress bar move through all pages. This could take up to 30 seconds.



DO NOT interrupt this process. Please let it run until it is complete.

7. When the update is finished click OK, quit the app, and read the next section.

After an update you should...

1. **Reboot** the Levi synth.
2. Press [SYSTEM].
3. Select **System Services** in the display.
4. **Confirm the OS:** It is listed on the lower line of the display in field 6.

Verify that the OS version matches the number shown in the firmware update file name.

5. **Reset the unit:** Press the button 4 in the display to perform a Factory Reset.

This will not erase your patches, but it will reset all System settings to their default values.

6. **Recalibrate** your [pitch/mod wheels or pitch/mod strips](#), [ribbon controller](#), and [expression pedal](#) as described in those sections.

Recalibration: Wheels and Strips

Leviasynth Keyboard, Hydrasynth, Hydrasynth Explorer, and Hydrasynth Deluxe

1. Press the Page Up arrow again to reach the System Calibration page. (The page number is different for each unit.)
2. Press the Control button to enter this page, then move each wheel through its full range.
3. For the Hydrasynth Explorer, touch the pitch/mod strips and move your finger from top to bottom on each strip.
4. The Min/Max range for each of the controls should be as follows:
 - a. Hydrasynth / Hydrasynth Explorer: 0-127
 - b. Hydrasynth Deluxe: Other values are typical (7-123, 5-119, etc.).
5. Press [EXIT] to return to the System Calibration page.

Recalibration: Ribbon controller

Leviasynth Keyboard, Hydrasynth, Hydrasynth Deluxe

1. Navigate to the System Calibration page, if you're not still there. (The page number is different for each unit.)
2. Starting on the left side, touch the ribbon above the lowest C until the display says OK.
3. Touch the ribbon above the next four C keys until the display says OK.

Be sure not to slide your finger or touch any points between the C keys.



1. After all points have been calibrated the Hydrasynth will exit automatically to the System Calibration page.
2. Press [EXIT] to return to the Home page.

Recalibration: Expression Pedal

Leviasynth Keyboard, Hydrasynth, Hydrasynth Desktop, and Hydrasynth Deluxe

1. Press [SYSTEM SETUP]
2. Press the Page Up arrow to reach page 4 (the System MIDI page)
3. Press Control button 7 to enter the ExpPedal Set page.
4. Move the expression pedal through its full range.
5. Press [EXIT] to return to the previous page.

If needed, try the ExpCurve settings to see which works best for you.

6. Press [EXIT] again to return to the Home page.

You're done!