

## 23 - User Patches Part 5

### Saving on computer resources

I want to load different sounds inside a software instrument. And put them all in different tracks. Instead of creating one instrument track per sound, you should create only one software instrument and load all your sounds inside of it.

Route every sound to different midi channels. You have 16 available.

We want to create one track per sound loaded. Select midi channel 1 for the instrument track. Then create a New Track with Next Channel under the Track menu. This creates a New Track with Same Instrument, but with the next midi channel of the list of 16 available. A New Track with Next Channel does not create a new software instrument, so these tracks are a great way to save on computer processing power.

After you pack all these tracks into one Summing Stack, you can save it as a patch.

So, in conclusion, when creating your track stack to save as a user patch, don't load a bunch of instrument tracks. Use instead one instrument track, load all the sounds into different midi channels inside that one instrument, and create duplicates of that track assigned to the corresponding midi channels.

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