

Vienna Instruments
Exotic Orchestral
Percussion
User Manual

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Introduction

Welcome to the Vienna Symphonic Library, and thank you for purchasing the Single Instruments Library treated in this manual! This document contains the mapping information for the Standard and Full Libraries of the Vienna Instruments Exotic Orchestral Percussion. You will find in it a comprehensive survey of the articulations/Patches content, a listing of abbreviations, and the mapping list proper which gives details for every Patch, Matrix, and Preset.

Patch information

The Patch information includes articulation type, playing range, number of samples used, RAM requirements, the number of velocity layers and alternations, AB switching possibilities, etc., as well as Patch specific information if necessary.

Where the type of articulation requires a special mapping (e.g., percussion Patches), the mapping layout will be shown in a detailed graphic.

The Patch information also lists a Patch's velocity layers in detail. Velocity layer switches generally are the same for patches with the same number of layers but may occasionally be adapted to the instrument's requirements:

Layers	Layer 1	Layer 2	Layer 3	Layer 4	Layer 5	Layer 6
2	1–88	89–127				
3	1–55	56–88	89–127			
4	1–55	56–88	89–108	109–127		
5	1–24	25–55	56–88	89–108	109–127	
6	1–24	25–55	56–88	89–108	109–118	119–127

Matrix information

Each Matrix listing contains information regarding the Patches used for the Matrix, the number of horizontal and vertical dimensions, and switching properties. A mapping table shows the Cell positions for each of the Matrix' Patches.

A/B switching normally is set to A0 for upward/crescendo, and B0 for downward/diminuendo. However, some bass instruments go below that range so that the A/B keys have to be adapted accordingly. For example, the A/B switches for double bass are A0 and A#0 because the instrument's lower range extends to B0.

In order to facilitate working with **MIDI controller switches** like the Modulation wheel, the switching positions are not distributed equally across the controller range if they control more than two Matrix rows or columns; generally, the switching range will be narrower at the extreme positions because they are easy to set, and wider in the middle where it is harder to find the desired setting.

Speed controller switches naturally are adjusted to the Patches involved, and have been tested carefully as to their playability. However, if you find that they do not fit your playing, or want to try out other settings, you can change this as well as any other controller's settings at the **Control edit** page, and save the result in your Custom Matrix folder.

Preset information

The Preset information lists the Matrices used in the Preset as well as its keyswitches. All other information can be gathered from the Matrix and Patch listings, so there's not really much to say here. Please note that the Matrices of a Preset can also be switched with MIDI Program Changes (VI: 101–112; VI PRO: 1–127) instead of keyboard notes, and if you like to keep your keyboard free for playing instead of switching, you can disable Preset keyswitching and only use MIDI Program Changes. Vienna Instruments PRO also allows you to define a MIDI Control for Preset keyswitching.

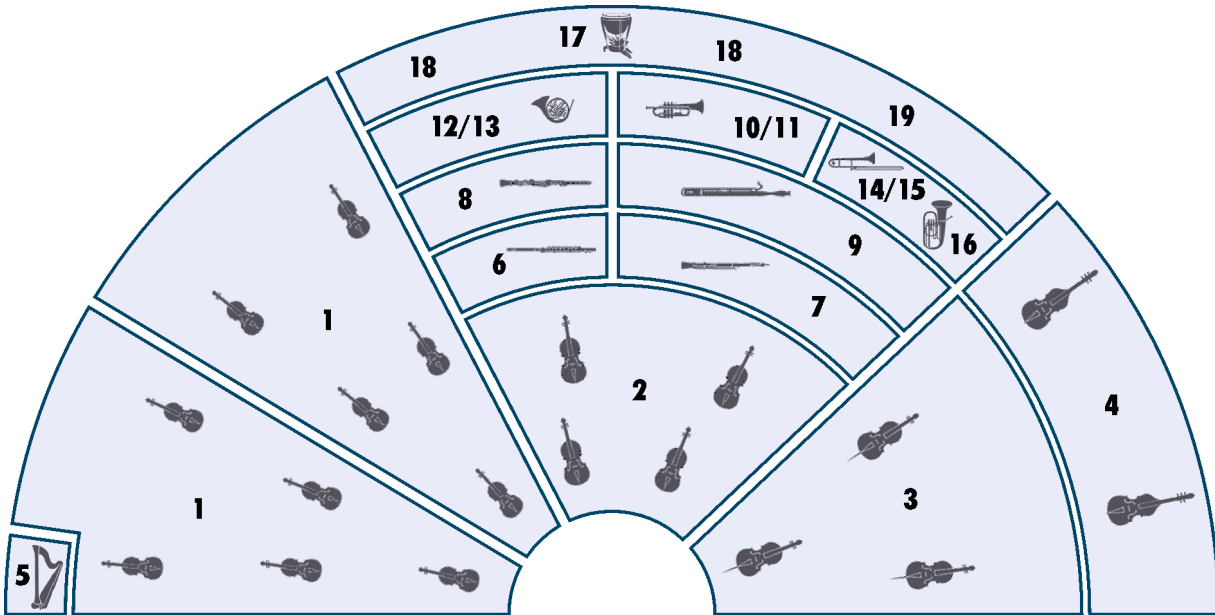
Abbreviations

Here's a list of abbreviations in Patch names, which will help you to determine a Patch's content even without the help of the Vienna Instruments browser. Please note that not all of the abbreviations may occur in the manual on hand.

Abbreviation	Meaning	Abbreviation	Meaning
+	faster articulation (runs and arpeggios)	li	light
150, 160, ...	150, 160, ... BPM (beats per minute)	lo	long
1s, 2s, ...	tone length 1 sec., 2 sec., ...	ma	major
acc	accelerando	me	medium
all	combination of all Patches of a category	mi	minor
arp	arpeggio	mord	mordent
cre	crescendo	nA	normal attack
dim	diminuendo	noVib	without vibrato
dm	diminished (arpeggios)	perf-rep	repetition performance
dyn	dynamics (crescendo and diminuendo)	por	portato
dyn5, dyn9	dynamics, 5/9 repetitions	run	octave run
fa	fast	sA	soft attack
faT	fast triplets	sl	slow
fA	fast attack	sta, stac	staccato
fA_auto	attack automation (normal/fast attack)	str	strong
fast-rep	fast repetitions	sus	sustained
flutter	flutter tonguing	T	triplets
fx	effect – flute: tongue-ram staccato	UB	upbeat
hA	hard attack	UB-a1, -a2	1, 2 upbeats
leg	legato	v1, v2 ...	1st, 2nd, ... variation
		Vib	with (medium) vibrato
		Vib-progr	progressive vibrato
		XF	Cell crossfade Matrix

The orchestra

There are several ways of setting up an orchestra, depending on the era of the piece played, the type of the piece and the instruments it requires, and even on the preference of the conductor. The figure below shows one of the more common setups, which can be taken as a guideline for mixing a composition, properly positioning the instruments in the stereo field and adding reverb according to the size of the concert hall you want your piece to be played in.



- | | |
|---------------------------|---------------------------------|
| 1 1st and 2nd violin | 9 Bassoon, contrabassoon |
| 2 Viola | 10/11 Trumpet |
| 3 Cello | 12/13 Horn |
| 4 Double bass | 14/15 Trombone |
| 5 Harp | 16 Tuba |
| 6 Concert flute, piccolo | 17 Timpani |
| 7 Oboe, English horn | 18 Drums, cymbals |
| 8 Clarinet, bass clarinet | 19 other percussion instruments |

Pitch

For designating pitch, the Vienna Symphonic Library uses International Pitch Notation (IPN), which was agreed upon internationally under the auspices of the Acoustical Society of America. In this system the international standard of A=440 Hz is called A4 and middle C is C4. All pitches are written as capital letters, their respective octave being indicated by a number next to it. The lowest C on the piano is C1 (the A below that is A0), etc.

You can tune your Vienna Instruments to other players, or adjust it to tunings of earlier musical periods by setting the Perform page's Master Tune option within a range of 420 to 460 Hz.

Exotic Orchestral Percussion Standard Library

Patches

Crotales
Japanese singing bowls
Thunder sheet
Rails
Castanets

Car honks
Glass chimes
Log drum hard and soft
Windmachine
Ocean drum

Whip
Hammer
Ratchets
Spring drum

33D Exotic Orchestral Percussion

Range: A#4–F#7

01D Crotales_Metal

Samples: 60

RAM: 3 MB

Metal mallet
Single notes
2 velocity layers: 0–108 p; 109–127 f

02D Japanese-Bowls_Wood

Range: B4–D6

Samples: 13

RAM: 1 MB

Wood mallet
Single notes
1 velocity layer

03D Japanese-Bowls_Rubber

Range: B4–D6

Samples: 13

RAM: 1 MB

Rubber mallet
Single notes
1 velocity layer

04D Thunder-Sheet_A

Range: C2–E5

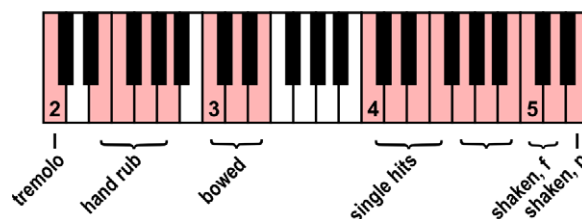
Samples: 21

RAM: 1 MB

Various techniques
Single hits, tremolo, rubs, bowed, and shaken
1 velocity layer
Release samples

Mapping:

C2: tremolo
E2–A2: rubbed with the hand, var. 1–4
C3–E3: bowed, var. 1–3
C4–F4: single hits, var. 1–4
G4–B4: metal chain, var. 1–3
C5–D5: shaken, forte
E5: shaken, piano



05D Rails**Range: C1–A#7****Samples: 147****RAM: 9 MB**

Railway rails 1–7

Single hits (2 alternations)

Tremolo normal and crescendo

1–3 upbeats

3 velocity layers: Single hits: 0–55 p; 56–108 mf; 109–127 f

Release samples

2 Alternations

Mapping:

C1–A#1 – rail 1

C2–A#2 – rail 2

C3–A#3 – rail 3

C4–A#4 – rail 4

C5–A#5 – rail 5

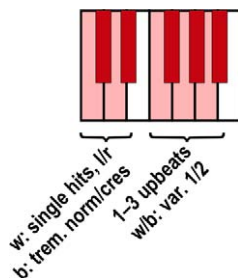
C6–A#6 – rail 6

C7–A#7 – rail 7

C, D: single hits, left/right (2 alternations)

C#, D#: tremolo normal/crescendo

F–A#: 1–3 upbeats, var. 1/2 (2nd variants on black keys)

**06D Castanets****Range: C4–D6****Samples: 28****RAM: 1 MB**

Single strokes (2 alternations)

1–4 upbeats

Tremolo, 1 and 8 sec.

Performance repetitions, variations 1 and 2

1 velocity layer

Release samples

2 Alternations

Mapping:

C4–D4: single strokes, left/right

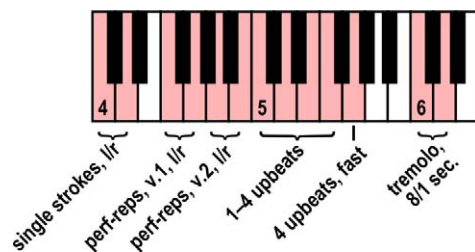
Performance repetitions, 80 BPM (8 reps., strokes alternating on lower and higher keys)

F4–G4: var. 1; A4–B4: var. 2

C5–F5: 1–4 upbeats

G5: 4 upbeats, fast

C6–D6: tremolo 8/1 sec.



07D Car-Honks**Range: A#3–E7****Samples: 60****RAM: 3 MB**

Car horns

Single notes, open and muted

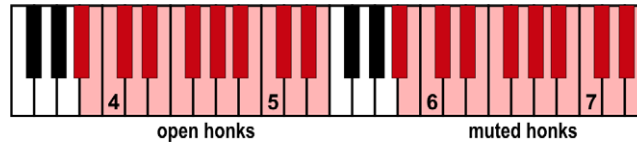
1 velocity layer

2 Alternations

Mapping:

A#3–E5: open honks

A#5–E7: muted honks

**08D Glass-Chimes****Range: C2–F5****Samples: 14****RAM: 1 MB**

Single strokes, slow and fast

Double strokes

Up and down

1 velocity layer

Mapping:

C2–F3 – variation 1

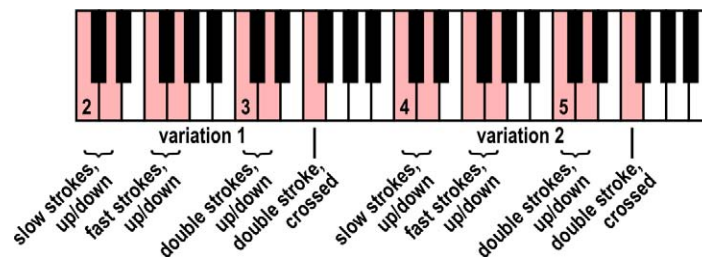
C4–F5 – variation 2

C–D: slow strokes, up/down

F–G: fast strokes, up/down

C'–D': double strokes, up/down

F': double crossed stroke

**09D Log-Drum_Hard (Soft)****Range: F#3–G#6****Samples: 48****RAM: 3 MB**

01 Hard/02 Medium/03 Soft/04 Wood mallets

Single hits

Rolls

Attention: Hard and soft mallets are Standard, medium and wood mallets Extended content.

3 velocity layers: 0–55 p; 56–108 mf; 109–127 f

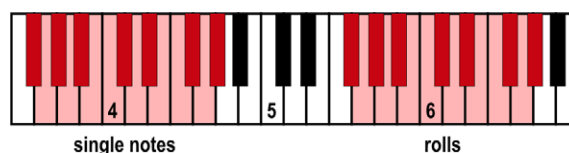
Release samples

2 Alternations

Mapping:

F#3–G#4: single notes

F#5–G#6: rolls



11D Windmachine**Range: C4–B4****Samples: 7****RAM: 1 MB**

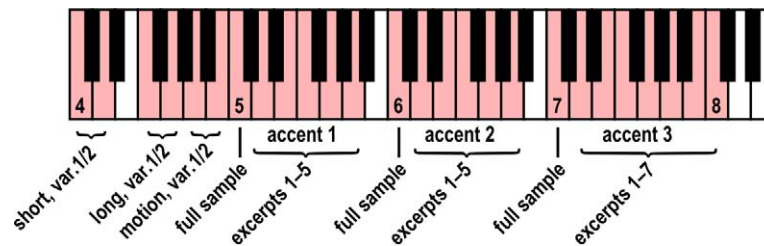
7 sound variations (white keys only)
1 velocity layer

12D Ocean_drum-A**Range: C4–C8****Samples: 26****RAM: 1 MB**

Short and long sounds
Motion sounds
Accents, 3 sets with full samples and excerpts
1 velocity layer

Mapping:

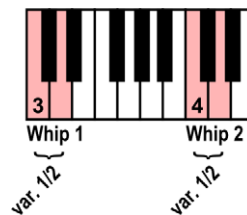
C4–D4: short sounds
F4–G4: long sounds
A4–B4: motion sounds
Accent 1:
C5: full sample
D5–A5: excerpts 1–5
Accent 2:
C6: full sample
D5–A5: excerpts 1–5
Accent 3:
C7: full sample
D7–C8: excerpts 1–7

**13D Whip****Range: C3–D4****Samples: 8****RAM: 1 MB**

2 whips with 2 sound variations each
2 velocity layers: 0–88 p; 89–127 f

Mapping:

C3–D3: Whip 1, var. 1/2
C4–D4: Whip 2, var. 1/2



14D Hammer**Range:** C3–E5**Samples:** 20**RAM:** 1 MB

Hammer beats on wood blocks, boards, and crates

1 velocity layer

Mapping:

C3–G#3: blocks

C4–F4: wood boards

C5–E5: wood crates

**15D Ratchets****Range:** C2–F6**Samples:** 25**RAM:** 1 MB

Ratchets 1–5

Staccato

Short, medium, and long tones (with release samples)

1 velocity layer

Release samples

Mapping:

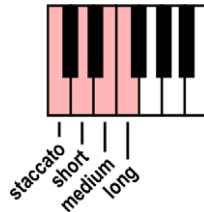
Ratchet 1: C2–F2; Ratchet 2: C3–F3; Ratchet 3: C4–F4; Ratchet 4: C5–F5; Ratchet 5: C6–F6

C: staccato

D: short tone

E: medium tone

F: long tone



16D Spring_drum**Range: C2–F#6****Samples: 40****RAM: 2 MB**

2 spring drums

Pizzicato, finger slides and snips, rotation, and pulses

1 velocity layer

Release samples

Mapping:

Spring Drum 1:

C2–D2: pizzicato, p–mf–ff

D#2: finger snip

E2–F2: finger slide, slow and fast

A2–B2: rotation, p, f, and stereo

E3–F3: pulse, single strokes

F#3–A3: pulse, slow, medium, and fast 1–2

Spring Drum 2:

C4–D#4: pizzicato, p–mf–f–ff

C5–D5: finger snips

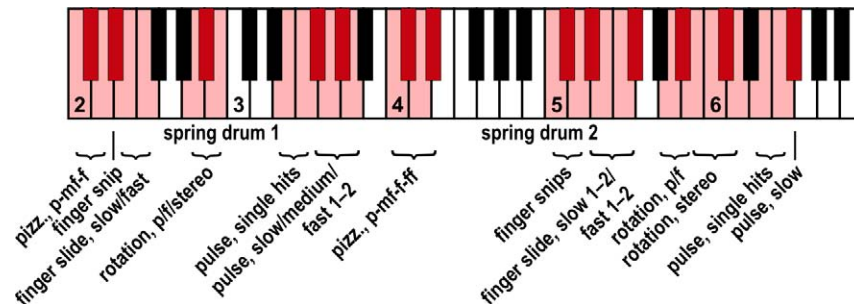
D#5–F#5: finger slide, slow 1–2 and fast 1–2

A5–A#5: rotation, p and f

B5–D6: stereo rotation 1–4

E6–F6: pulse, single strokes

F#6: slow pulse

**99 RELEASE**

This section contains release samples for various patches of the other sections. Please do not try to load them into a Vienna Instruments matrix – you will not be able to hear anything when you try to play them.

Matrices

33D Exotic Orchestral Percussion

DL-Matrix Car honks

Patch: 07D Car-Honks

Samples: 60

RAM: 3 MB

DL-Matrix Castanets

Patch: 06D Castanets

Samples: 28

RAM: 1 MB

DL-Matrix Crotales

Patch: 01D Crotales_Metal

Samples: 60

RAM: 3 MB

DL-Matrix Glass chimes

Patch: 08D Glass-Chimes

Samples: 14

RAM: 1 MB

DL-Matrix Log drum

09D Log-Drum_Hard

10D Log-Drum_Soft

Samples: 96

RAM: 6 MB

Matrix switches: Vertical: Modwheel, 2 zones

	H1
V1	Log drum hard
V2	Log drum soft

DL-Matrix Misc percussion

11D Windmachine

13D Whip

14D Hammer

15D Ratchets

16D Spring_drum

12D Ocean_drum-A

Samples: 121

RAM: 7 MB

Matrix switches: Horizontal: Keyswitches, C1–F1

V1	C1	C#1	D1	D#1	E1	F1
	Windmachine	Whip	Hammer	Ratchets	Spring drum	Oceandrum

DL-Matrix Rails

Patch: 05D Rails

Samples: 147

RAM: 9 MB

DL-Matrix Thundersheet

Patch: 04D Thunder-Sheet_A

Samples: 21

RAM: 1 MB

Exotic Orchestral Percussion Full Library

Crotales
Japanese singing bowls
Thundersheets
Steel
Castanets
Car and bicycle honks

Glass, metal, and bamboo chimes
Anklung
Shaker
Caxixi
Guiro

Claves
Log drum hard and soft
Boobams
Jingle ring
Miscellaneous percussion

Patches

02 CROTALES

Range: A#4–F#7

Metal mallets, triangle beaters, bowed
Single notes
The crotales are mapped an octave lower than they sound.

01 Crotales_Metal

Samples: 60

RAM: 3 MB

Metal mallet
Single notes
2 velocity layers: 0–108 p; 109–127 f

02 Crotales_Tri

Samples: 60

RAM: 3 MB

Triangle beater
Single notes
2 velocity layers: 0–108 p; 109–127 f

03 Crotales_Bow

Samples: 30

RAM: 1 MB

Bowed
Single notes
1 velocity layer

03 JAP SINGING BOWLS

Range: B4–D6

Wood and rubber mallets
Single notes
Secco (damped) notes

01 J-Bowls_Wood

Samples: 13

RAM: 1 MB

Wood mallet
Single notes
1 velocity layer

02 J-Bowls_Rubber

Samples: 13

RAM: 1 MB

Rubber mallet
Single notes
1 velocity layer

02 J-Bowls_secco**Samples: 13****RAM: 1 MB**

Single notes, secco (damped)
1 velocity layer

04 THUNDERSHEET**Range: C2–E5**

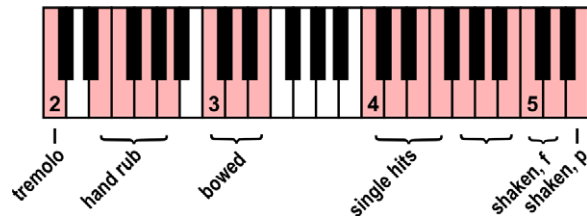
Thundersheet A, B, C, D, E
Various techniques

01 Thunder-Sheet_A**Samples: 21****RAM: 1 MB**

Various techniques
Single hits, tremolo, rubs, bowed, and shaken
1 velocity layer
Release samples

Mapping:

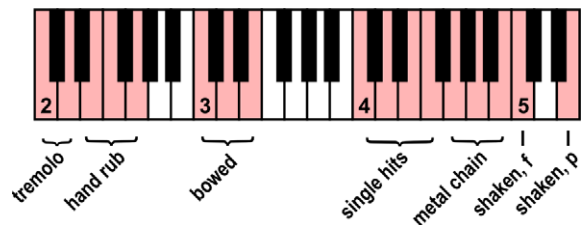
C2: tremolo
E2–A2: rubbed with the hand, var. 1–4
C3–E3: bowed, var. 1–3
C4–F4: single hits, var. 1–4
G4–B4: metal chain, var. 1–3
C5–D5: shaken, forte
E5: shaken, piano

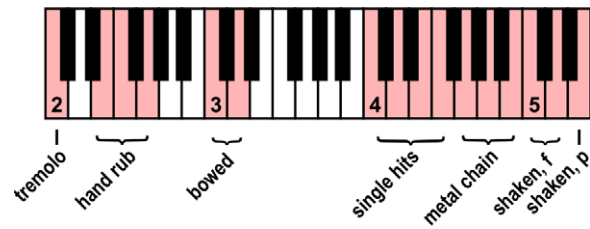
**02 Thunder-Sheet_B****Samples: 21****RAM: 1 MB**

Various techniques
Single hits, tremolo, rubs, bowed, and shaken
1 velocity layer
Release samples

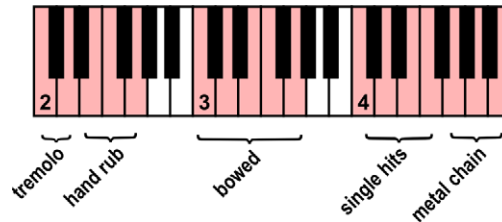
Mapping:

C2–D2: tremolo, var. 1–2
E2–G2: rubbed with the hand, var. 1–3
C3–E3: bowed, var. 1–3
C4–F4: single hits, var. 1–4
G4–B4: metal chain, var. 1–3
C5: shaken, forte
E5: shaken, piano





RAM: 1 MB



05 Thunder-Sheet_E**Range: C4–D5****Samples: 9****RAM: 1 MB**

Thundersheet with studs
 Single hits, multi-hit, and shaken
 1 velocity layer
 Release samples

Mapping:

C4–E4: single hits, var. 1–3

G4: multi-hit

C5–D5: shaken, var. 1–2

**05 STEEL**

Rails
 Brakes
 Springs

01 Rails**Range: C1–A#7****Samples: 147****RAM: 9 MB**

Railway rails 1–7
 Single hits (2 alternations)
 Tremolo normal and crescendo
 1–3 upbeats
 3 velocity layers: Single hits: 0–55 p; 56–108 mf; 109–127 f
 Release samples
 2 Alternations

Mapping:

C1–A#1 – rail 1

C2–A#2 – rail 2

C3–A#3 – rail 3

C4–A#4 – rail 4

C5–A#5 – rail 5

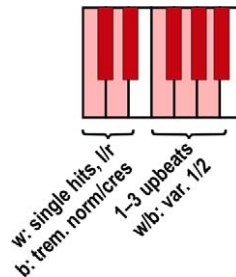
C6–A#6 – rail 6

C7–A#7 – rail 7

C, D: single hits, left/right (2 alternations)

C#, D#: tremolo normal/crescendo

F–A#: 1–3 upbeats, var. 1/2 (2nd variants on black keys)



02 Brakes**Range: C3–G6****Samples: 16****RAM: 1 MB**

Set of 8 brake disks

Single hits, variations 1 and 2

1 velocity layer

Mapping:

C3–D3: Brake disk 1

F3–G3: Brake disk 2

C4–D4: Brake disk 3

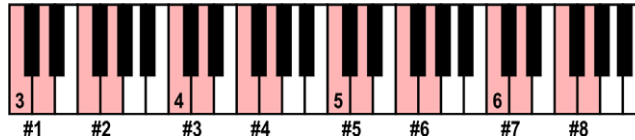
F4–G4: Brake disk 4

C5–D5: Brake disk 5

F5–G5: Brake disk 6

C6–D6: Brake disk 7

F6–G6: Brake disk 8

**03 Springs****Range: C3–G5****Samples: 16****RAM: 1 MB**

2 springs

Single hits

Glissandos slow and fast

2 velocity layers: Single hits: 0–88 p; 89–127 f

Mapping:

C3–D3: single strokes, spring 1 (p–f)

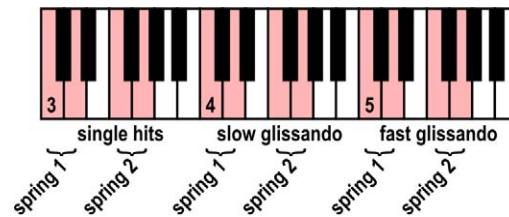
F3–G3: single strokes, spring 2 (p–f)

C4–D4: slow glissandos, spring 1

F4–G4: slow glissandos, spring 2

C5–D5: fast glissandos, spring 1

F5–G5: fast glissandos, spring 2



06 CASTANETS**Range: C4–D6****01 Castanets****Samples: 28****RAM: 1 MB**

Single strokes (2 alternations)

1–4 upbeats

Tremolo, 1 and 8 sec.

Performance repetitions, variations 1 and 2

1 velocity layer

Release samples

2 Alternations

Mapping:

C4–D4: single strokes, left/right

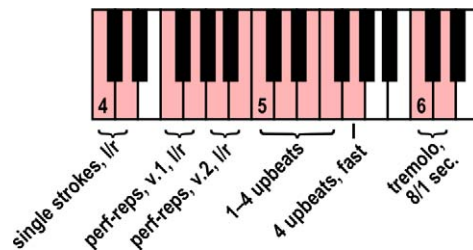
Performance repetitions, 80 BPM (8 reps., strokes alternating on lower and higher keys)

F4–G4: var. 1; A4–B4: var. 2

C5–F5: 1–4 upbeats

G5: 4 upbeats, fast

C6–D6: tremolo 8/1 sec.

**07 HONKS**

Car and bicycle horns

Single notes, open and muted

01 Car-Honks**Range: A#3–E7****Samples: 60****RAM: 3 MB**

Car horns

Single notes, open and muted

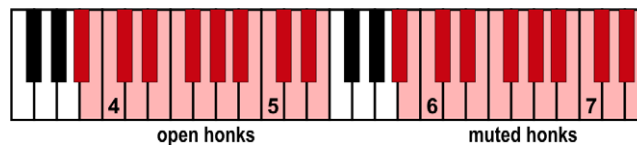
1 velocity layer

2 Alternations

Mapping:

A#3–E5: open honks

A#5–E7: muted honks



02 Bike-Honks

Range: C4–E5

Samples: 10

RAM: 1 MB

Bicycle horns

Single notes, low, high, and changing note

Open and muted

1 velocity layer

2 Alternations

Mapping:

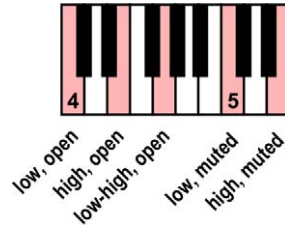
C4: low honk, open

E4: high honk, open

G4: low-high honk, open

C5: low honk, muted

E5: high honk, muted

**08 CHIMES**

Glass, metal, and bamboo chimes

Various articulations

01 Glass-Chimes

Range: C2–F5

Samples: 14

RAM: 1 MB

Single strokes, slow and fast

Double strokes

Up and down

1 velocity layer

Mapping:

C2–F3 – variation 1

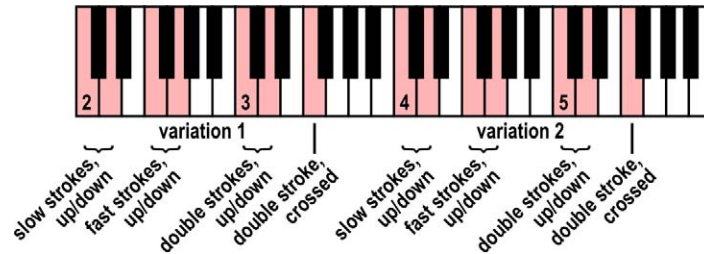
C4–F5 – variation 2

C–D: slow strokes, up/down

F–G: fast strokes, up/down

C'–D': double strokes, up/down

F': double crossed stroke

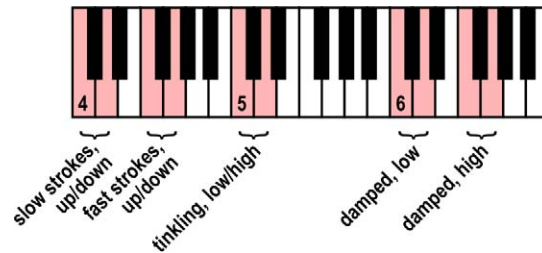


02 Metal-Chimes**Range: C4–G6****Samples: 10****RAM: 1 MB**

Single strokes, slow and fast, up and down
 Low and high tinkling
 Damped strokes
 1 velocity layer

Mapping:

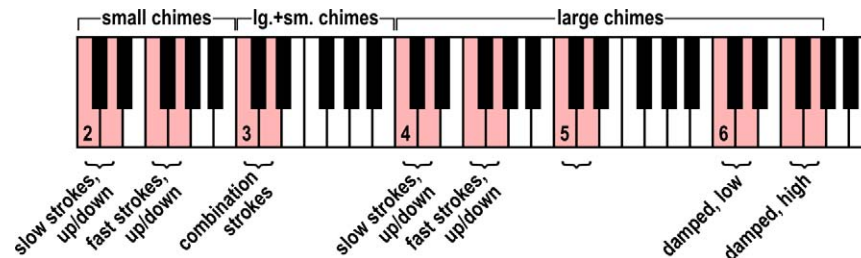
C4–D4: slow strokes, up/down
 F4–G4: fast strokes, up/down
 C5–D5: tinkling, low/high
 C6–D6: damped strokes, low
 F6–G6: damped strokes, high

**03 Bamboo-Chimes****Range: C2–G6****Samples: 16****RAM: 1 MB**

Small and large chimes
 Single strokes
 Tinkling
 Damped strokes
 1 velocity layer

Mapping:

Small chimes:
 C2–D2: slow strokes, up and down
 F2–G2: fast strokes, up and down
 Large and small chimes:
 C3–D3: combination strokes
 Large chimes:
 C4–D4: slow strokes, up and down
 F4–G4: fast strokes, up and down
 C5–D5: tinkling, low and high
 C6–D6: damped hits, low
 F6–G6: damped hits, high



09 ANKLUNG**Range: F3–D6**

Single notes, short, medium, and long

01 Anklung_short**Samples: 30****RAM: 1 MB**Single notes, short
1 velocity layer**02 Anklung_medium****Samples: 30****RAM: 1 MB**Single notes, medium
1 velocity layer**03 Anklung_long****Samples: 30****RAM: 1 MB**Single notes, long
1 velocity layer**11 SHAKER****Range: C4–A#6**Bamboo, chrome, and kiwi-shaped plastic shaker
Various articulations**01 Shaker_Bamboo (Chrome)****Samples: 46****RAM: 2 MB**

01 Bamboo/02 Chrome Shaker

Single shakes

1–2 upbeats

Performance repetitions

Tremolo normal and dynamics, accelerando and ritardando (AB switch acc./rit.)

2 velocity layers: Tremolo: 0–88 p; 89–127 f

Release samples

Mapping:

C4, D4: single shakes, var. 1/2

C#4, D#4: 1–2 upbeats

Performance repetitions, 88 BPM (8 reps., strokes alternating on lower and higher key)

F4–G4: pattern 1

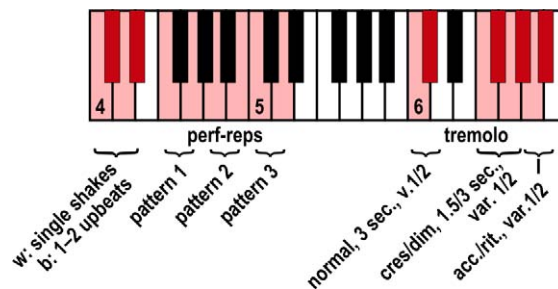
A4–B4: pattern 2

C5–D5: pattern 3

C6–C#6: tremolo, normal, 3 sec., var. 1/2

F6–G#6: tremolo dynamics, 1.5 and 3 sec., var. 1/2 (2nd variants on black keys)

A6–A#6: tremolo, accelerando and ritardando, var. 1/2



03 Shaker_Kiwi**Samples: 34****RAM: 2 MB**

Single shakes

1–2 upbeats

Performance repetitions

Tremolo normal, accelerando and ritardando

1 velocity layer

Mapping:

C4, D4: single shakes, var.1/2

C#4, D#4: 1–2 upbeats

Performance repetitions, 88 BPM (8 reps., strokes alternating on lower and higher key)

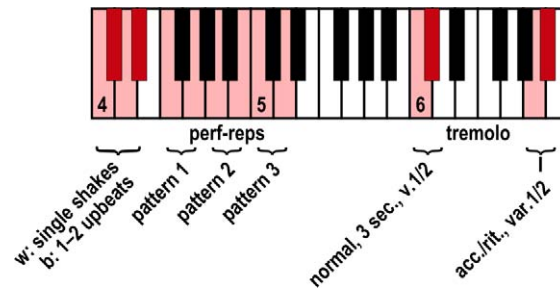
F4–G4: pattern 1

A4–B4: pattern 2

C5–D5: pattern 3

C6–C#6: tremolo, normal, 3 sec., var. 1/2

A6–A#6: tremolo, accelerando and ritardando, var. 1/2



12 CAXIXI**Range: C2–B7**

Single strokes
 Slow and fast upbeats
 Performance repetitions, slow and fast

Caxixi**Samples: 104****RAM: 6 MB**

Single strokes
 Slow and fast upbeats
 Performance repetitions, slow and fast
 1 velocity layer

Mapping:

Low caxixi:

C2: single stroke; C#2, D#2: slow/fast upbeat

Performance repetitions, p/f (8 reps., strokes alternating on lower and higher key)

F2–B2: 80 BPM, F3–B3: 120 BPM

High caxixi:

C4: single stroke; C#4: upbeat

Performance repetitions, p/f (8 reps., strokes alternating on lower and higher key)

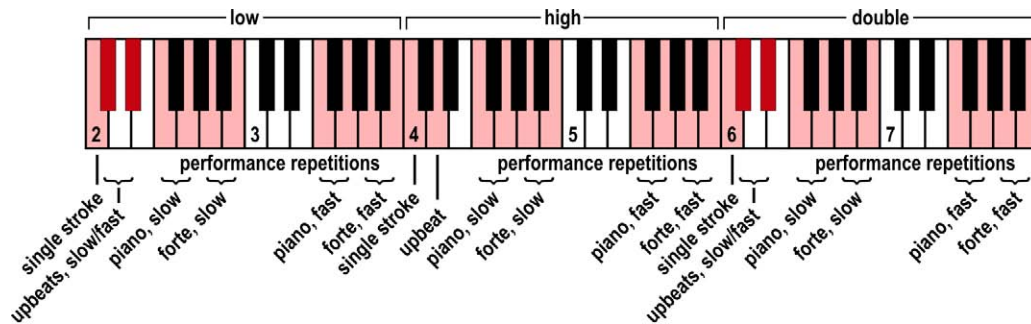
F4–B4: 80 BPM, F5–B5: 120 BPM

Double caxixi:

C6: single stroke; C#6, D#6: slow/fast upbeat

Performance repetitions, p/f (8 reps., strokes alternating on lower and higher key)

F6–B6: 80 BPM, F7–B7: 120 BPM



13 GUIRO**Range: C3–G#6**

Wood and gourd guiros
 Single strokes
 Performance repetitions

01 Guiro_Wood (Gourd)**Samples: 108****RAM: 6 MB**

01 Wood/02 Gourd Guiro

Single strokes: Short, medium, long, and accelerating

Up and down, open and muted attack

Performance repetitions, 4 patterns (pattern 1+2: 12 repetitions; 3+4: 8 repetitions)

1 velocity layer

2 Alternations

Mapping:

C3–D#3 – short strokes, up/down, open and muted (muted on black keys)

F3–G#3 – medium strokes, up/down, open and muted (muted on black keys)

C4–D4 – long strokes, up/down, open

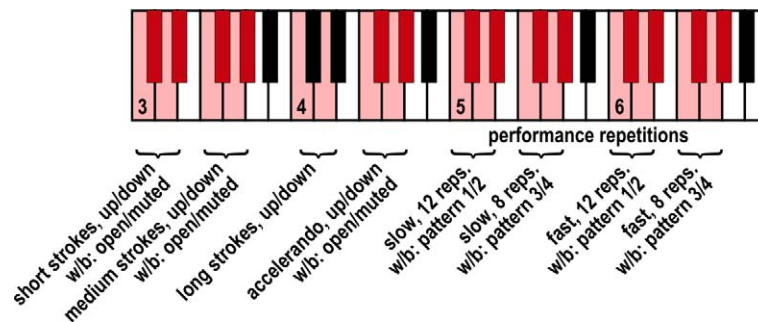
F4–D#4 – accelerando, up/down, open and muted (muted on black keys)

Performance repetitions (alternating on two keys):

C5–G#5 – slow (67 BPM)

C6–G#6 – medium (84 BPM)

C–D: pattern 1; C#–D#: pattern 2; F–G: pattern 3; F#–G#: pattern 4



14 CLAVES**Range: C3–A6****01 Claves****Samples: 20****RAM: 1 MB**

Fiber and wood claves, low and high

Single strokes

1–3 upbeats

1 velocity layer

Mapping:

C3–A3 – fiber claves, low

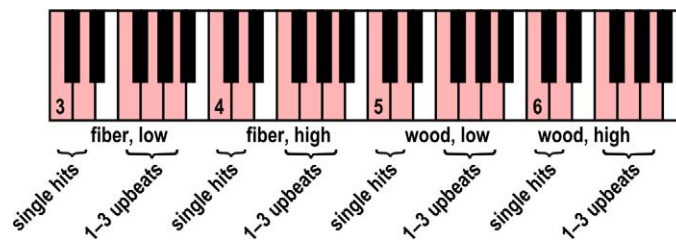
C4–A4 – fiber claves, high

C5–A5 – wood claves, low

C6–A6 – wood claves, high

C–D: single strokes

F–A: 1–3 upbeats

**15 LOG DRUM**

Hard, medium, soft, and wood mallets

Single hits and rolls

01 Log-Drum_Hard (Medium/Soft/Wood)**Range: F#3–G#6****Samples: 48****RAM: 3 MB**

01 Hard/02 Medium/03 Soft/04 Wood mallets

Single hits

Rolls

3 velocity layers: 0–55 p; 56–108 mf; 109–127 f

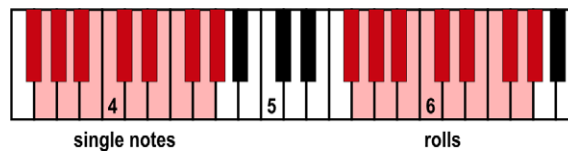
Release samples

2 Alternations

Mapping:

F#3–G#4: single notes

F#5–G#6: rolls



16 BOOBAMS

Wood sticks and yarn mallets
Single hits, upbeats, rebounds, rolls, and rim hits

01 Stick**Range: A#2–D6****01 Boo_Stick_Single-Hits****Samples: 222****RAM: 13 MB**

Wood sticks
Single hits
3 velocity layers: 0–55 p; 56–108 mf; 109–127 f
2 Alternations

02 Boo_Stick_UB-a1**Samples: 72****RAM: 4 MB**

Wood sticks
1 upbeat
2 velocity layers: 0–88 p; 89–127 f

03 Boo_Stick_UB-a2**Samples: 144****RAM: 9 MB**

Wood sticks
2 upbeats, classical and open
2 velocity layers: 0–88 p; 89–127 f

04 Boo_Stick_UB-a3**Samples: 144****RAM: 9 MB**

Wood sticks
3 upbeats, classical and open
2 velocity layers: 0–88 p; 89–127 f

05 Boo_Stick_UB-a4**Samples: 144****RAM: 9 MB**

Wood sticks
4 upbeats, classical and open
2 velocity layers: 0–88 p; 89–127 f

06 Boo_Stick_Rebounds**Samples: 144****RAM: 9 MB**

Wood sticks
Rebounds, fast and slow
2 velocity layers: 0–88 p; 89–127 f

07 Boo_Stick_Roll**Samples: 222****RAM: 13 MB**

Wood sticks
Rolls, variations 1 and 2
2 velocity layers: 0–88 p; 89–127 f
Release samples

08 Boo_Stick_Rim**Samples: 37****RAM: 2 MB**

Wood sticks
Rim hits
1 velocity layer

02 Yarn Mallet		Range: A#2–D6	
01 Boo_Yarn_Single-Hits		Samples: 222	RAM: 13 MB
Yarn mallets Single hits 3 velocity layers: 0–55 p; 56–108 mf; 109–127 f 2 Alternations			
02 Boo_Yarn_UB-a1		Samples: 72	RAM: 4 MB
Yarn mallets 1 upbeat 2 velocity layers: 0–88 p; 89–127 f			
03 Boo_Yarn_UB-a2		Samples: 72	RAM: 4 MB
Yarn mallets 2 upbeats 2 velocity layers: 0–88 p; 89–127 f			
04 Boo_Yarn_UB-a3		Samples: 72	RAM: 4 MB
Yarn mallets 3 upbeats 2 velocity layers: 0–88 p; 89–127 f			
05 Boo_Yarn_UB-a4		Samples: 72	RAM: 4 MB
Yarn mallets 4 upbeats 2 velocity layers: 0–88 p; 89–127 f			
06 Boo_Yarn_Rebounds	Range: C3–B5	Samples: 144	RAM: 9 MB
Yarn mallets Rebounds, fast and slow 2 velocity layers: 0–88 p; 89–127 f			
07 Boo_Yarn_Roll		Samples: 148	RAM: 9 MB
Yarn mallets Rolls 2 velocity layers: 0–88 p; 89–127 f Release samples			

17 JINGLE RING**Range: C4-F7**

Jingle rings A, B, C
Single strokes and rolls

01 Jingle-Ring_A (B/C)**Samples: 85****RAM: 5 MB**

Jingle Rings A/B/C
Single strokes
Rolls
Performance repetitions, pattern 1 (8 repetitions) and 2 (16 repetitions)
Tremolo normal and dynamics
1 velocity layer
Release samples

Mapping:

C4-D#4: single strokes, normal/without attack (w/o attack on black keys)

F4-G4: rolls, var. 1/2

Performance repetitions, pattern 1 (8 reps., strokes alternating on lower and higher key):

C5-D5: 80 BPM; F5-G5: 100 BPM; A5-B5: 120 BPM

Performance repetitions, pattern 2 (16 reps., strokes alternating on lower and higher key):

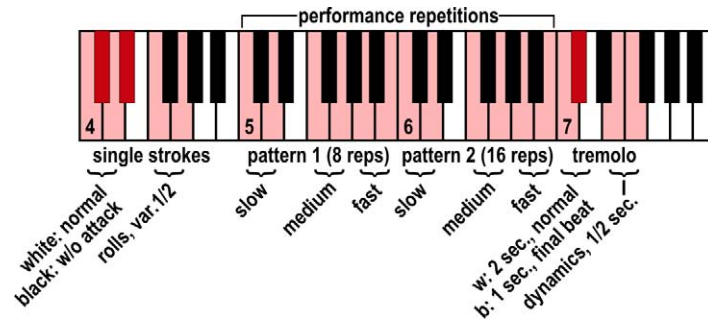
C6-D6: 80 BPM; F6-G6: 100 BPM; A6-B6: 120 BPM

Tremolo:

C7: normal, 2 sec.

C#7: 1 sec., with final beat

E7-F7: dynamics, 1 and 2 sec.



50 MISC PERCUSSION

Windmachine
Rainmaker
Ocean drums
Shots

Whip
Hammer
Ratchets
Sirens

Bullroarer
Spring drum
Vibratone
Flexatone

01 Windmachine

Range: C4–B4

01 Windmachine

Samples: 7

RAM: 1 MB

7 sound variations
1 velocity layer

02 Rainmaker

Range: C3–B6

3 Rainmakers
Slow, fast, shaking sounds
Patterns (rainmaker 3)

01 Rainmaker

Samples: 15

RAM: 1 MB

Slow, fast, and shaking sounds from three rainmakers. Rainmaker 3 also has 2 patterns at different speeds.
1 velocity layer

Mapping:

Rainmaker 1:

C3–E3: slow, fast, shaken

Rainmaker 2:

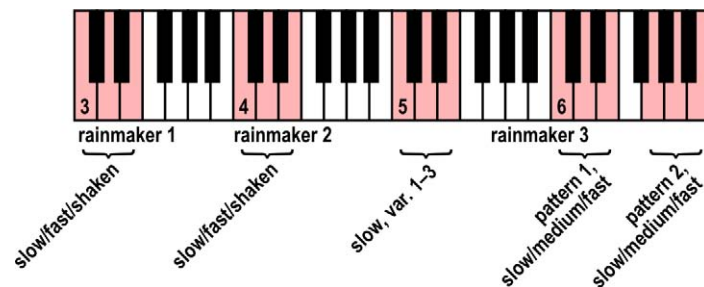
C4–E4: slow, fast, shaken

Rainmaker 3

C5–E5: slow, var. 1–3

C6–E6: pattern 1, BPM 90, 104, 134

G6–B6: pattern 2, BPM 86, 96, 126



03 Ocean-Drums

Ocean drum A and B

Short and long sounds, motion sounds, accents

01 Ocean_drum-A

Range: C4–C8

Samples: 26

RAM: 1 MB

Short and long sounds

Motion sounds

Accents, 3 sets with full samples and excerpts

1 velocity layer

Mapping:

C4–D4: short sounds

F4–G4: long sounds

A4–B4: motion sounds

Accent 1:

C5: full sample

D5–A5: excerpts 1–5

Accent 2:

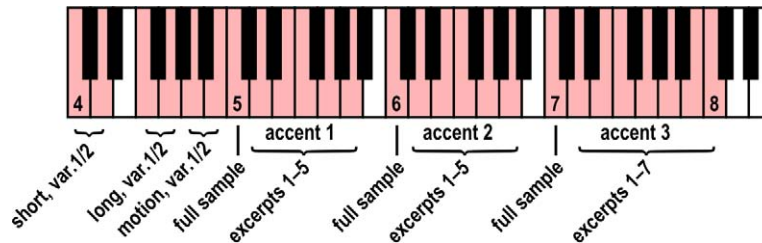
C6: full sample

D5–A5: excerpts 1–5

Accent 3:

C7: full sample

D7–C8: excerpts 1–7



02 Ocean_drum-B

Range: C4–B6

Samples: 22

RAM: 1 MB

Slow short and long sounds

Motion sounds

Accents, 3 sets with full samples and excerpts

1 velocity layer

Mapping:

C4–D4: slow, short, var. 1/2

F4–G4: slow, long, var. 1–3

A4–B4: motion sounds, var. 1–3

Accent 1:

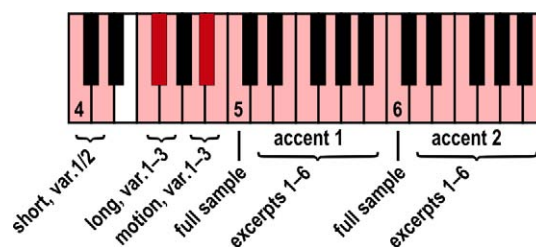
C5: full sample

D5–B5: excerpts 1–6

Accent 2:

C6: full sample

D6–B6: excerpts 1–6



04 Gun shots

6mm pistol, 6 and 9 mm revolvers
Single and double shots

01 Shots

Range: C2–C5

Samples: 14

RAM: 1 MB

6mm pistol, 6 and 9 mm revolvers
Single and double shots
Wet and dry variations
1 velocity layer

Mapping:

Pistol, 6mm:

C2–F2: single shots, wet (with reverb)

G2: double shot, wet

Revolver, 6mm:

C3–E3: single shots, wet

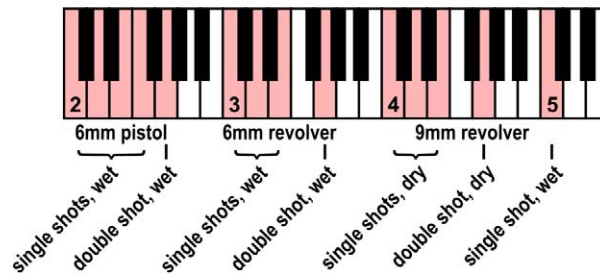
G3: double shot, wet

Revolver, 9mm:

C4–E4: single shots, dry (no reverb)

G4: double shot, dry

C5: single shot, wet



05 Whip

2 whips
2 sound variations

01 Whip

Range: C3–D4

Samples: 8

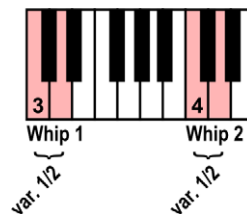
RAM: 1 MB

2 whips with 2 sound variations each
2 velocity layers: 0–88 p; 89–127 f

Mapping:

C3–D3: Whip 1, var. 1/2

C4–D4: Whip 2, var. 1/2



06 Hammer

Hammer beats on wood blocks, boards, and crates

01 Hammer

Range: C3–E5

Samples: 20

RAM: 1 MB

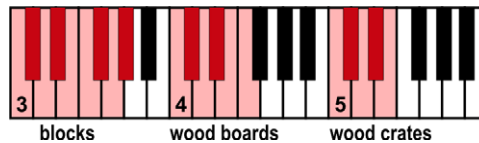
Hammer beats on wood blocks, boards, and crates
1 velocity layer

Mapping:

C3–G#3: blocks

C4–F4: wood boards

C5–E5: wood crates



07 Ratchet

Ratchets 1–5

Staccato

Short, medium, and long tones

01 Ratchets

Range: C2–F6

Samples: 25

RAM: 1 MB

Ratchets 1–5

Staccato

Short, medium, and long tones (with release samples)

1 velocity layer

Release samples

Mapping:

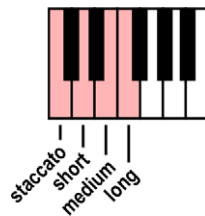
Ratchet 1: C2–F2; Ratchet 2: C3–F3; Ratchet 3: C4–F4; Ratchet 4: C5–F5; Ratchet 5: C6–F6

C: staccato

D: short tone

E: medium tone

F: long tone



08 Sirens

3 sirens
dry and wet tones

01 Sirens**Range: C2–G5****Samples: 18****RAM: 1 MB**

Siren 1: 3 dry and 3 wet tones
Siren 2: 7 dry tones
Siren 3: 5 dry tones
Various durations
1 velocity layer

Mapping:

Siren 1:

C2–E2: dry, 27, 31, 45 sec.

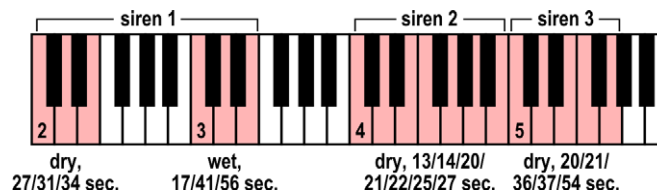
C3–E3: wet, 17, 41, 56 sec.

Siren 2:

C4–B4: dry, 13, 14, 20, 21, 22, 25, 27 sec.

Siren 3:

C5–G5: dry, 20, 21, 36, 37, 54 sec.

**09 Bull roarer**

6 sound variations

01 Bull_roarer**Range: C2–B7****Samples: 39****RAM: 2 MB**

6 bullroarer sounds
Full samples with 3 to 8 excerpts each
1 velocity layer

Mapping:

14 sec. – C2: full sample; D2–G2: excerpts 1–4

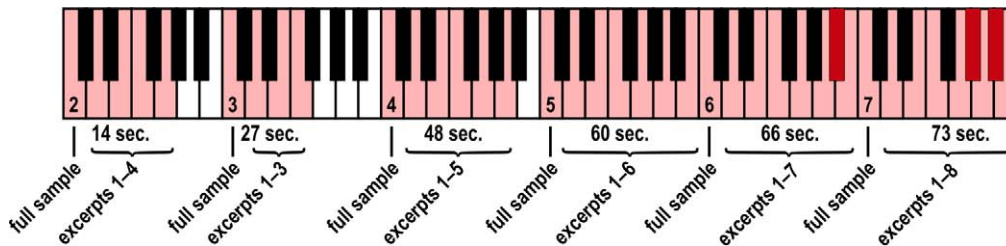
27 sec. – C3: full sample; D3–F3: excerpts 1–3

48 sec. – C4: full sample; D4–A4: excerpts 1–5

60 sec. – C5: full sample; D5–B5: excerpts 1–6

66 sec. – C6: full sample; D6–A6, A#6, B6: excerpts 1–7

73 sec. – C7: full sample; D7–B7: excerpts 1–8 (samples on G#7 and A#7)



10 Spring drum

2 spring drums

Pizzicato, finger slides and snips, rotation, and pulses

Spr-Drum

Range: C2-F#6

Samples: 40

RAM: 2 MB

2 spring drums

Pizzicato, finger slides and snips, rotation, and pulses

1 velocity layer

Release samples

Mapping:

Spring Drum 1:

C2-D2: pizzicato, p-mf-ff

D#2: finger snip

E2-F2: finger slide, slow and fast

A2-B2: rotation, p, f, and stereo

E3-F3: pulse, single strokes

F#3-A3: pulse, slow, medium, and fast 1-2

Spring Drum 2:

C4-D#4: pizzicato, p-mf-f-ff

C5-D5: finger snips

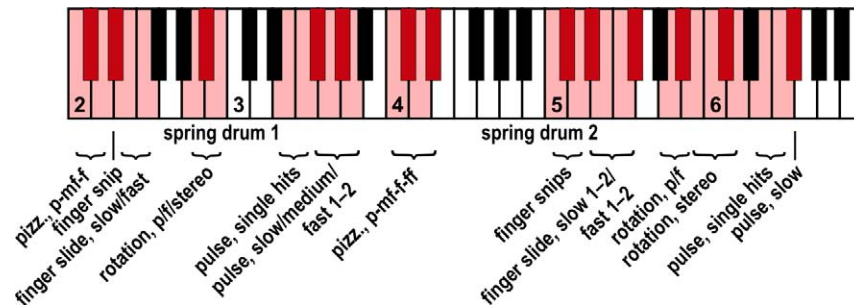
D#5-F#5: finger slide, slow 1-2 and fast 1-2

A5-A#5: rotation, p and f

B5-D6: stereo rotation 1-4

E6-F6: pulse, single strokes

F#6: slow pulse



11 Vibratone**Range: C4–E5**

Low/high Vibratone

Single strokes, pitch changes, tremolo

Vibratone_1 (2)**Samples: 10****RAM: 1 MB**

Low/high Vibratone

Single strokes

1–4 Pitch changes

Tremolo accelerando and ritardando

1 velocity layer

Mapping:

C4: no pitch change

D4–E4: single pitch change, up/down

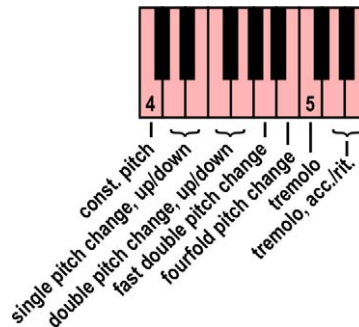
F4–G4: double pitch change, up/down

A4: fast double pitch change

B4: fourfold pitch change

C5: tremolo, normal

D5–E5: tremolo, accelerando/ritardando

**12 Flexatone**

Flexatone A and B

Static notes, glissandos, FX

01 Flexatone-A_static**Range: G#2–C6****Samples: 14****RAM: 1 MB**

Static tones, 2 and 4 sec. tone length

1 velocity layer

Mapping:

G#2–C4: 4 sec. tones

G#4–C6: 2 sec. tones



02 Flexatone-A_glissandi**Range: C2–A6****Samples: 24****RAM: 1 MB**

Glissandos, up and down

2 and 4 sec.

Various intervals and starting notes

1 velocity layer

Mapping:

Up, 2 sec.:

C2: D5, minor 3rd; D2: E5, dim. 5th; E2: F5, 4th

G2–B2: A#4, major 3rd, dim. 5th, octave

Up, 4 sec.:

C3–E3: A#4, major 3rd, dim. 5th, octave

F3: D5, minor 3rd; G3: E5, dim. 5th; A3: F5, 4th

Down, 2 sec.:

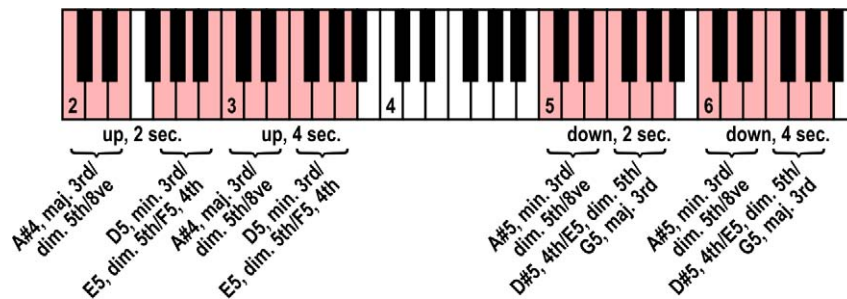
C5–E5: A#5, minor 3rd, dim. 5th, octave

F5: D#5, 4th; G5: E5, dim. 5th; A5: G5, major 3rd

Down, 4 sec.:

C6–E6: A#5, minor 3rd, dim. 5th, octave

F6: D#5, 4th; G6: E5, dim. 5th; A6: G5, major 3rd

**03 Flexatone-A_FX****Range: C4–B5****Samples: 12****RAM: 1 MB**

2 sets of effects

Full samples with 4 and 6 excerpts

1 velocity layer

Mapping:

Set 1:

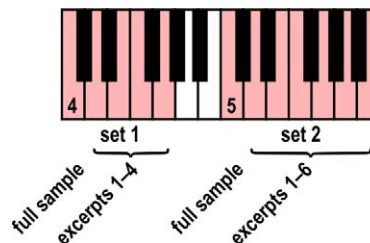
C4: full sample

D4–G4: excerpts 1–4

Set 2:

C5: full sample

D5–B5: excerpts 1–6



04 Flexatone-B_glissandi**Range: C3-G4****Samples: 8****RAM: 1 MB**

Glissandos, up and down

2 and 4 sec.

Various intervals and starting notes

1 velocity layer

Mapping:

Up, 2 sec.:

C3: E5, 5th; D3: B5, 4th

Up, 4 sec.:

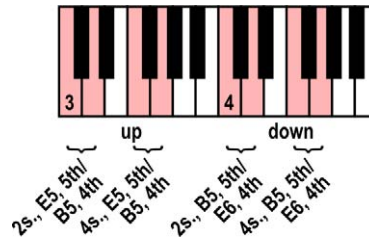
F3: E5, 5th; G3: B5, 4th

Down, 2 sec.:

C4: B5, 5th; D4: E6, 4th

Down, 4 sec.:

F4: B5, 5th; G4: E6, 4th

**05 Flexatone-B_FX****Range: C3-A4****Samples: 11****RAM: 1 MB**

2 sets of effects

Full samples with 4 and 5 excerpts

1 velocity layer

Mapping:

Set 1:

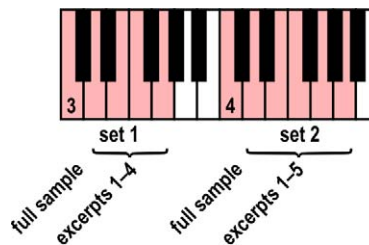
C3: full sample

D3-G3: excerpts 1-4

Set 2:

C4: full sample

D4-A4: excerpts 1-5



13 Cuica

Cuica 1–3

Short, medium, and long tones, piano and forte

FX sounds

Cuica_1

Range: C2–D6

Samples: 18

RAM: 1 MB

Short, medium, and long tones, piano and forte

2 effect sounds

1 velocity layer

Mapping:

C2–D2: short tones, piano

F2–A2: medium tones, piano

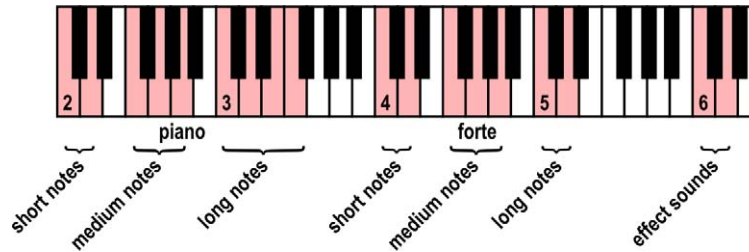
C3–F3: long tones, piano

C4–D4: short tones, forte

F4–A4: medium tones, forte

C5–D5: long tones, forte

C6–D6: effect sounds



Cuica_2

Range: C2–D6

Samples: 13

RAM: 1 MB

Short, medium, and long tones, piano and forte

2 effect sounds

1 velocity layer

Mapping:

C2–D2: short notes, piano

C3–E3: long notes, piano

C4–E4: short notes, forte

C5–E5: medium notes, forte

C6–D6: effect sounds

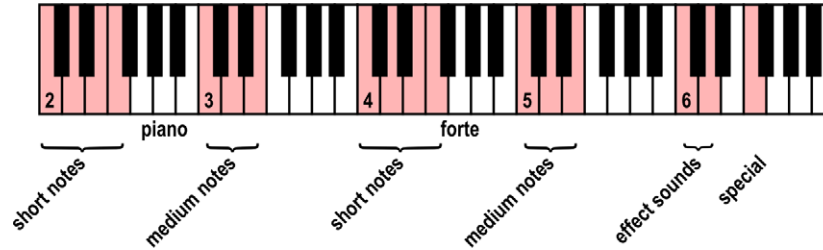


Cuica_3**Range: C2–F6****Samples: 17****RAM: 1 MB**

Short, medium, and long tones, piano and forte
 2 effect sounds
 1 special sound
 1 velocity layer

Mapping:

C2–F2: short notes, piano
 C3–E3: medium notes, piano
 C4–F4: short notes, forte
 C5–E5: medium notes, forte
 C6–D6: effect sounds
 F6: special

**14 Waldteufel**

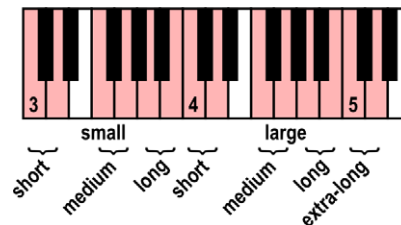
Small and large waldteufel
 Short, medium, long, and extra-long sounds

Waldteufel**Range: C3–D5****Samples: 14****RAM: 1 MB**

Small and large waldteufel
 Short, medium, long, and extra-long sounds
 1 velocity layer

Mapping:

Small waldteufel:
 C3–D3: short
 F3–G3: medium
 A3–B3: long
 Large waldteufel:
 C4–D4: short
 F4–G4: medium
 A4–B4: long
 C5–D5: extra long



15 Lion roar

Short, medium, and long tones with variations
Tremolos

Lion_roar**Range: C3–G5****Samples: 14****RAM: 1 MB**

Short, medium, and long tones with variations
Tremolos

1 velocity layer

Mapping:

C3: short tone

D3: medium tone

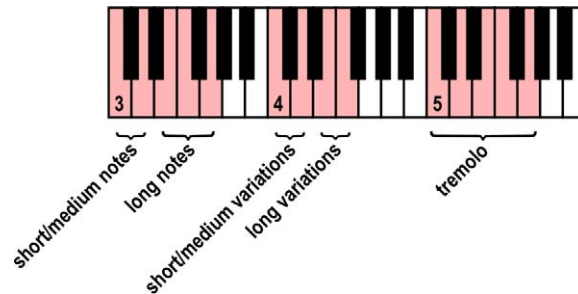
E3–G3: long tones

C4: variation, short tone

D4: variation, medium tone

E4–F4: variations, long tones

C5–G5: tremolos

**99 RELEASE**

This section contains release samples for various patches of the other sections. Please do not try to load them into a Vienna Instruments matrix – you will not be able to hear anything when you try to play them.

Matrices**Matrix - LEVEL 1****L1 02 Crotales**

Patch: 01 Crotales_Metal

Samples: 60**RAM: 3 MB****L1 03 Thundersheet**

Patch: 01 Thunder-Sheet_A

Samples: 21**RAM: 1 MB****L1 04 Rails**

Patch: 01 Rails

Samples: 147**RAM: 9 MB****L1 05 Castanets**

Patch: 01 Castanets

Samples: 28**RAM: 1 MB**

L1 07 Log drum**Samples: 96****RAM: 6 MB**

Patches:

01 Log-Drum_Hard

03 Log-Drum_Soft

Matrix switches: Vertical: Modwheel, 2 zones

	H1
V1	01 Log-Drum_Hard
V2	03 Log-Drum_Soft

L1 08 Misc percussion**Samples: 100****RAM: 6 MB**

Miscellaneous percussion

Wind machine, whip, hammer, ratchets, and spring drum

Matrix switches: Horizontal: Keyswitches, C1–E1

	C1	C#1	D1	D#1	E1
V1	01 Windmachine	01 Whip	01 Hammer	01 Ratchets	Spr-Drum

Matrix - LEVEL 2**03 Crotales****Samples: 150****RAM: 9 MB**

Patches:

01 Crotales_Metal

02 Crotales_Tri

03 Crotales_Bow

Matrix switches: Horizontal: Keyswitches, C1–D1

	C1	C#1	D1
V1	01 Crotales_Metal	02 Crotales_Tri	03 Crotales_Bow

04 Japanese Singing Bowls**Samples: 39****RAM: 2 MB**

Patches:

01 J-Bowls_Wood

02 J-Bowls_Rubber

03 J-Bowls_Secco

Matrix switches: Horizontal: Keyswitches, C1–D1

	C1	C#1	D1
V1	01 J-Bowls_Wood	02 J-Bowls_Rubber	03 J-Bowls_Secco

05 Thundersheets**Samples: 90****RAM: 5 MB**

Thundersheets A–E

Matrix switches: Horizontal: Keyswitches, C1–E1

	C1	C#1	D1	D#1	E1
V1	thundersheet A	thundersheet B	thundersheet C	thundersheet D	thundersheet E

06 Steel**Samples: 179 RAM: 11 MB**

Patches:

01 Rails

02 Brakes

03 Springs

Matrix switches: Horizontal: Keyswitches, C1–D1

V1	C1	C#1	D1
	01 Rails	02 Brakes	03 Springs

07 Castanets**Samples: 28 RAM: 1 MB**

Patch: 01 Castanets

08 Honks**Samples: 70 RAM: 4 MB**

Patches:

01 Car-Honks

02 Bike-Honks

Matrix switches: Horizontal: Keyswitches, C1–C#1

V1	C1	C#1
	01 Car-Honks	02 Bike-Honks

09 Chimes**Samples: 40 RAM: 2 MB**

Patches:

01 Glass-Chimes

02 Metal-Chimes

03 Bamboo-Chimes

Matrix switches: Horizontal: Keyswitches, C1–D1

V1	C1	C#1	D1
	01 Glass-Chimes	02 Metal-Chimes	03 Bamboo-Chimes

10 Angklung**Samples: 90 RAM: 5 MB**

Patches:

01 Angklung_short

02 Angklung_medium

03 Angklung_long

Matrix switches: Horizontal: Keyswitches, C1–D1

V1	C1	C#1	D1
	01 Angklung_short	02 Angklung_medium	03 Angklung_long

12 Rhythm Percussion**Samples: 590 RAM: 36 MB**

Bamboo and kiwi shakers

Caxixi

Wood and gourd guiros

Jingle rings A and B

Claves

Matrix switches: Horizontal: Keyswitches, C1–E1 Vertical: Modwheel, 2 zones

V1	C1	C#1	D1	D#1	E1
V1	01 Shaker_Bamboo	Caxixi	01 Guiro_Wood	01 Jingle-Ring_A	01 Claves
V1	03 Shaker_Kiwi	Caxixi	01 Guiro_Gourd	02 Jingle-Ring_B	01 Claves

13 Log drums**Samples: 192 RAM: 12 MB**

Wood, hard, medium, and soft mallets

Matrix switches: Horizontal: Keyswitches, C1–D#1

	C1	C#1	D1	D#1
V1	wood mallets	hard mallets	medium mallets	soft mallets

14 Boobams stick**Samples: 1055 RAM: 65 MB**

Wood stick

Single hits, rim hits, rolls, rebounds, 1–4 upbeats

Matrix switches: Horizontal: Keyswitches, C1–D#1 Vertical: Modwheel, 2 zones

	C1	C#1	D1	D#1
V1	single hits	rolls	1 upbeat	3 upbeats
V2	rim hits	rebounds	2 upbeats	4 upbeats

15 Boobams yarn**Samples: 728 RAM: 45 MB**

Yarn-wound mallets

Single hits, rolls, rebounds, 1–4 upbeats

Matrix switches: Horizontal: Keyswitches, C1–D#1 Vertical: Modwheel, 2 zones

	C1	C#1	D1	D#1
V1	single hits	rolls	1 upbeat	3 upbeats
V2	single hits	rebounds	2 upbeats	4 upbeats

16 Misc Percussion**Samples: 146 RAM: 9 MB**

Miscellaneous percussion

Wind machine, shots, hammer, sirens, rainmaker, whip, ratchets, and bullroarer

Matrix switches: Horizontal: Keyswitches, C1–D#1 Vertical: Modwheel, 2 zones

	C1	C#1	D1	D#1
V1	wind machine	shots	hammer	sirens
V2	rainmaker	whip	ratchets	bullroarer