

# **Vienna Instruments**

# **Mallets**

## **User Manual**

**Celesta**  
**Glockenspiel**  
**Xylophone**  
**Vibraphone**  
**Marimbaphone**

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## Introduction

Welcome to the Vienna Symphonic Library, and thank you for purchasing one (or all) of the Libraries treated in this manual! This document contains the mapping information for the Single Instrument Libraries Celesta, Glockenspiel, Xylophone, Vibraphone, and Marimbaphone. 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
- 2 Viola
- 3 Cello
- 4 Double bass
- 5 Harp
- 6 Concert flute, piccolo
- 7 Oboe, English horn
- 8 Clarinet, bass clarinet

- 9 Bassoon, contrabassoon
- 10/11 Trumpet
- 12/13 Horn
- 14/15 Trombone
- 16 Tuba
- 17 Timpani
- 18 Drums, cymbals
- 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.

# Celesta

## Patches

### 01 CELESTA

Range: C2–F7

Single notes, sustained and staccato  
Glissandos

#### 01 CELESTA\_sustain

Samples: 264

RAM: 16 MB

Single notes, sustained  
4 velocity layers: 0–55 pp; 56–88 p; 89–108 mf; 109–127 f

#### 02 CELESTA\_sustain-soft

Samples: 264

RAM: 16 MB

Single notes, sustained  
Soft sound  
4 velocity layers: 0–55 pp; 56–88 p; 89–108 mf; 109–127 f

#### 03 CELESTA\_staccato

Samples: 132

RAM: 8 MB

Single notes, staccato  
2 velocity layers: 0–88 p; 89–127 f

#### 04 CELESTA\_glissandi

Range: C3–A6

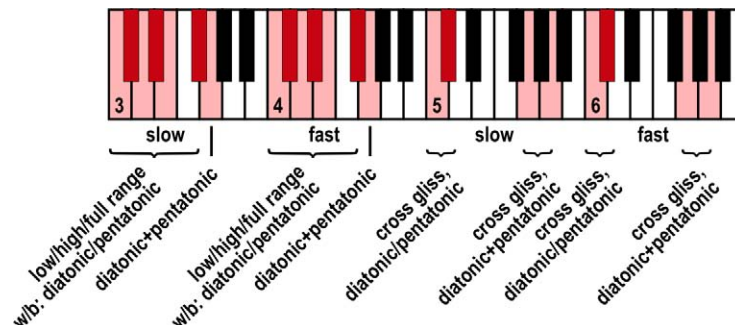
Samples: 36

RAM: 2 MB

Glissandos  
Diatonic and pentatonic  
Slow and fast  
Up and down  
1 velocity layer

#### Mapping:

C3–G3 – slow glissandos  
C4–G4 – fast glissandos  
C–E: diatonic low range/high range/full  
C#–F#: pentatonic low range/high range/full  
G: diatonic and pentatonic, full  
C5–A5 – slow glissandos  
C6–A6 – fast glissandos  
C–C#: cross glissando, diatonic/pentatonic  
G–A: cross glissandos, diatonic and pentatonic, var. 1/2





## Matrices

### Matrix - LEVEL 1

#### L1 01 Celesta

Samples: 264

RAM: 16 MB

Single notes

Sustained, normal and soft

**Matrix switches:** Vertical: Modwheel, 2 zones

	H1
V1	sustained normal
V2	sustained soft

### Matrix - LEVEL 2

#### 01 Celesta all

Samples: 432

RAM: 27 MB

Sustained normal and soft

Staccato

Glissando

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

	C1	C#1	D1	D#1
V1	sustained normal	sustained soft	staccato	glissando

## Presets

#### Celesta VSL Preset

Samples: 432

RAM: 27 MB

Matrix: 01 Celesta all

# Glockenspiel Standard Library

The Glockenspiel is mapped an octave lower than it sounds.

## Patches

### 23D Glockenspiel

Range: F4–D7

Metal and wood mallets: Single hits and rolls

Metal mallets: Glissandos

### 01D Glsp-A\_ME\_Single-Hits

Samples: 204

RAM: 12 MB

Metal mallets: Single notes

3 velocity layers: 0–66 p; 67–108 mf; 109–127 f

2 Alternations

### 02D Glsp-A\_ME\_Roll

Samples: 136

RAM: 8 MB

Metal mallets: Rolls

2 velocity layers: 0–108 p; 109–127 f

Release samples

### 11D Glsp-A\_ME\_Glissandi

Range: C3–D7

Samples: 56

RAM: 3 MB

Metal mallets: Glissandos, fast, up and down

Chromatic and diatonic

Starting notes for chromatic upward glissandos: F#5–G#5, B5, C6, D6, E6, F6, G#6, A6, B6, C7

1 velocity layer: 0–127 f

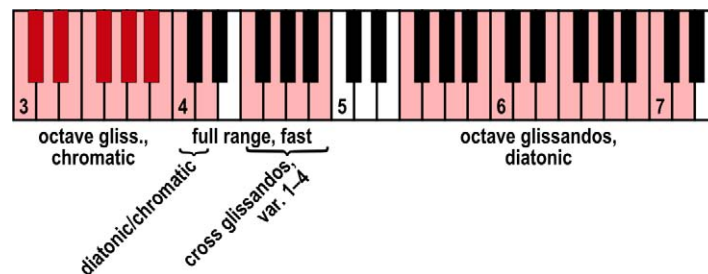
#### Mapping:

C3–B3: octaves, chromatic, up and down

C4–D4: full range, diatonic/chromatic, up and down

F4–B4: cross glissandos, full range, var. 1–4

F5–D7: octaves, diatonic, up and down (C7 and D7 down only)



### 21D Glsp-A\_WO\_Single-Hits

Samples: 204

RAM: 12 MB

Wood mallets: Single notes

3 velocity layers: 0–66 p; 67–108 mf; 109–127 f

2 Alternations

### 22D Glsp-A\_WO\_Roll

Samples: 136

RAM: 8 MB

Wood mallets: Rolls

2 velocity layers: 0–108 p; 109–127 f

Release samples

**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****23D Glockenspiel****DL-Matrix Glockenspiel****Samples: 668****RAM: 41 MB**

The Matrix contains all Glockenspiel Patches.

**Matrix switches:** Horizontal: Keyswitches, C1–D1      Vertical: Modwheel, 2 zones

	<b>C1</b>	<b>C#1</b>	<b>D1</b>
<b>Medium mallets</b>	single hits	rolls	glissandos
<b>Wood mallets</b>	single hits	rolls	glissandos (med. mallets)

**Presets****23D Glockenspiel****Samples: 668****RAM: 41 MB**

Matrix: DL-Matrix Glockenspiel

# Glockenspiel Full Library

Glockenspiel A and B

The Glockenspiel is mapped an octave lower than it sounds.

## Patches

### 02 GLOCKENSPIEL - A

#### 01 Metal Mallet

Range: F4–D7

Single notes

Rolls

Chord alternations

Glissandos

#### 01 Glsp-A\_ME\_Single-Hits

Samples: 204

RAM: 12 MB

Metal mallets: Single notes

3 velocity layers: 0–66 p; 67–108 mf; 109–127 f

2 Alternations

#### 02 Glsp-A\_ME\_Single-Hits\_Vib

Samples: 68

RAM: 4 MB

Metal mallets: Single notes, with vibrato

2 velocity layers: 0–108 mf; 109–127 f

#### 03 Glsp-A\_ME\_Roll

Samples: 136

RAM: 8 MB

Metal mallets: Rolls

2 velocity layers: 0–108 p; 109–127 f

Release samples

#### 04 Glsp-A\_ME\_Roll\_cre

Samples: 34

RAM: 2 MB

Metal mallets: Rolls, crescendo

1 velocity layer

#### 05 Glsp-A\_ME\_Roll\_chords

Samples: 136

RAM: 8 MB

Metal mallets: Rolls for chord or alternating tremolos

2 velocity layers: 0–108 p; 109–127 f

Release samples

**06 Glsp-A\_ME\_Glissandi****Range: C3–D7****Samples: 56****RAM: 3 MB**

Metal mallets: Glissandos, fast, up and down

Chromatic and diatonic

Starting notes for chromatic upward glissandos: F#5–G#5, B5, C6, D6, E6, F6, G#6, A6, B6, C7

1 velocity layer: 0–127 f

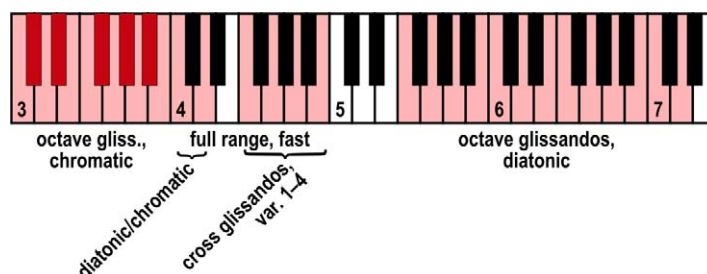
**Mapping:**

C3–B3: octaves, chromatic, up and down

C4–D4: full range, diatonic/chromatic, up and down

F4–B4: cross glissandos, full range, var. 1–4

F5–D7: octaves, diatonic, up and down (C7 and D7 down only)

**02 Wood Mallet****Range: F4–D7**

Single hits

Rolls

**01 Glsp-A\_WO\_Single-Hits****Samples: 204****RAM: 12 MB**

Wood mallets: Single notes

3 velocity layers: 0–66 p; 67–108 mf; 109–127 f

2 Alternations

**02 Glsp-A\_WO\_Single-Hits\_Vib****Samples: 68****RAM: 4 MB**

Wood mallets: Single notes, with vibrato

2 velocity layers: 0–108 mf; 109–127 f

**03 Glsp-A\_WO\_Roll****Samples: 136****RAM: 8 MB**

Wood mallets: Rolls

2 velocity layers: 0–108 p; 109–127 f

Release samples

**03 Plastic Mallet****Range: F4–D7**

Single hits

Rolls

Glissandos

**01 Glsp-A\_PL\_Single-Hits****Samples: 204****RAM: 12 MB**

Plastic mallets: Single notes

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

2 Alternations

**02 Glsp-A\_PL\_Single-Hits\_Vib****Samples: 67****RAM: 4 MB**

Plastic mallets: Single notes, with vibrato

2 velocity layers: 0–108 mf; 109–127 f

**03 Glsp-A\_PL\_Roll****Samples: 136****RAM: 8 MB**

Plastic mallets: Rolls  
 2 velocity layers: 0–108 p; 109–127 f  
 Release samples

**04 Glsp-A\_PL\_Roll\_cre****Samples: 34****RAM: 2 MB**

Plastic mallets: Rolls, crescendo  
 1 velocity layer

**05 Glsp-A\_PL\_Glissandi****Range: C4–D7****Samples: 35****RAM: 2 MB**

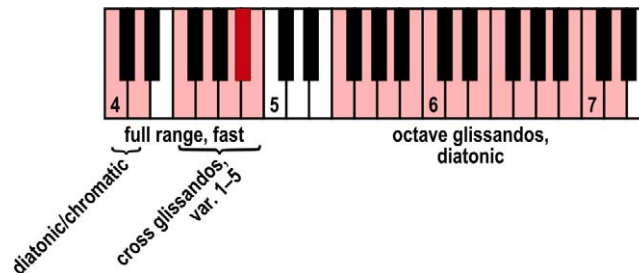
Plastic mallets: Glissandos, fast, up and down, diatonic  
 Cross glissandos, diatonic and chromatic  
 1 velocity layer: 0–127 f

**Mapping:**

C4–D4: full range, diatonic/chromatic, up and down

F4, G4, A4, A#4, B4: cross glissandos, full range, var. 1–5

F5–D7: octaves, diatonic, up and down

**04 Big Metal Mallet****Range: F4–D7**

Single hits  
 Rolls  
 Glissandos

**01 Glsp-A\_bME\_Single-Hits****Samples: 68****RAM: 4 MB**

Large metal mallets: Single notes  
 1 velocity layer: 0–127 f  
 2 Alternations

**02 Glsp-A\_bME\_Single-Hits\_Vib****Samples: 34****RAM: 2 MB**

Large metal mallets: Single notes, with vibrato  
 1 velocity layer: 0–127 f

**03 Glsp-A\_bME\_Roll****Samples: 68****RAM: 4 MB**

Large metal mallets: Rolls  
 1 velocity layer: 0–127 f  
 Release samples

**04 Glsp-A\_bME\_Roll\_cre****Samples: 34****RAM: 2 MB**

Large metal mallets: Rolls, crescendo  
 1 velocity layer

**05 Glsp-A\_bME\_Glissandi****Range: C3–D7****Samples: 56****RAM: 3 MB**

Large metal mallets

Glissandos, fast, up and down

Diatonic and chromatic

1 velocity layer: 0–127 f

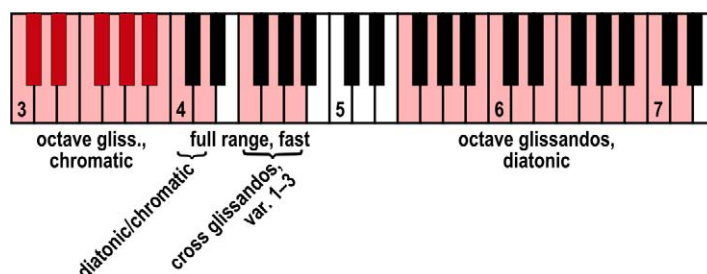
**Mapping:**

C3–B3: octaves, chromatic, up and down

C4–D4: full range, diatonic/chromatic, up and down

F4–A4: cross glissandos, full range, var. 1–3

F5–D7: octaves, diatonic, up and down

**03 GLOCKENSPIEL - B****01 Metal Mallet****Range: F4–C7**

Single hits

Rolls

Glissandos fast and slow

**01 Glsp-B\_ME\_Single-Hits****Samples: 120****RAM: 7 MB**

Metal mallets: Single notes

2 velocity layers: 0–88 p; 89–127 f

2 Alternations

**02 Glsp-B\_ME\_Roll****Samples: 120****RAM: 7 MB**

Metal mallets: Rolls

2 velocity layers: 0–88 p; 89–127 f

Release samples

**03 Glsp-B\_ME\_Glissandi\_fa****Range: C4–C7****Samples: 32****RAM: 2 MB**

Metal mallets: Glissandos, fast, up and down

Diatonic, chromatic, and pentatonic

Cross glissandos, var. 1–4

1 velocity layer: 0–127 f

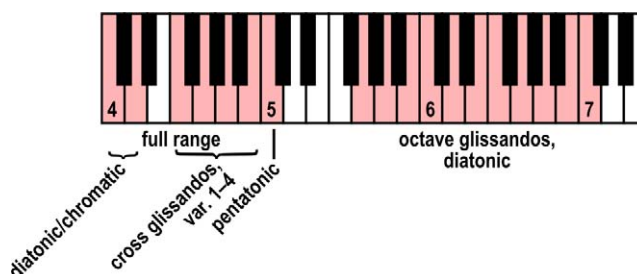
**Mapping:**

C4–D4: full range, diatonic/chromatic, up and down

F4–B4: cross glissandos, full range, var. 1–4

C5: full range, pentatonic, up and down

G5–C7: octaves, diatonic, up and down

**04 Glsp-B\_ME\_Glissandi\_sl****Range: C4–C7****Samples: 26****RAM: 1 MB**

Metal mallets: Glissandos, slow, up and down

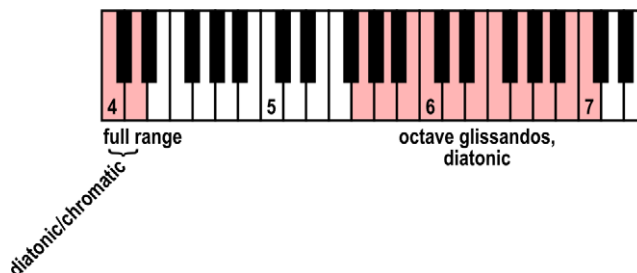
Diatonic and chromatic

1 velocity layer: 0–127 f

**Mapping:**

C4–D4: full range, diatonic/chromatic, up and down

G5–C7: octaves, diatonic, up and down

**02 Wood Mallet**

Single notes

Rolls

**01 Glsp-B\_WO\_Single-Hits****Range: F4–C7****Samples: 120****RAM: 7 MB**

Wood mallets: Single notes

2 velocity layers: 0–88 p; 89–127 f

2 Alternations

**02 Glsp-B\_WO\_Roll****Range: F4–C7****Samples: 120****RAM: 7 MB**

Wood mallets: Rolls

2 velocity layers: 0–88 p; 89–127 f

Release samples



**03 Plastic Mallet**

Single notes  
Rolls

**01 Glsp-B\_PL\_Single-Hits****Range: F4–C7****Samples: 180****RAM: 11 MB**

Plastic mallets: Single notes  
3 velocity layers: 0–55 p; 56–108 mf; 109–127 f  
2 Alternations

**02 Glsp-B\_PL\_Roll****Range: F4–C7****Samples: 149****RAM: 9 MB**

Plastic mallets: Rolls  
2 velocity layers: 0–88 p; 89–127 f  
Release samples

**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 Glockenspiel-A

Samples: 668

RAM: 41 MB

Metal and wood mallets  
Single notes and rolls  
Glissandos

**Matrix switches:** Horizontal: Keyswitches, C1–D1      Vertical: Modwheel, 2 zones

	C1	C#1	D1
metal mallets	single notes	rolls	glissandos
wood mallets	%	%	%

## Matrix - LEVEL 2

### 02 Glockenspiel-A metal all

Samples: 498

RAM: 31 MB

Metal mallet  
Single notes normal and with vibrato  
Rolls normal and crescendo  
Chord tremolo  
Glissando

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

	C1	C#1	D1	D#1
V1	single notes normal	rolls normal	chord tremolo	glissando
V2	single notes vibrato	rolls crescendo	chord tremolo	glissando

### 03 Glockenspiel-A wood all

Samples: 408

RAM: 25 MB

Wood mallet  
Single notes normal and with vibrato  
Rolls

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

	C1	C#1
V1	single notes normal	rolls
V2	single notes vibrato	rolls

### 04 Glockenspiel-A plastic all

Samples: 476

RAM: 29 MB

Plastic mallet  
Single notes normal and with vibrato  
Rolls normal and crescendo  
Glissando

**Matrix switches:** Horizontal: Keyswitches, C1–D1      Vertical: Modwheel, 2 zones

	C1	C#1	D1
V1	single notes normal	rolls normal	glissando
V2	single notes vibrato	rolls crescendo	glissando

**05 Glockenspiel-A big.metal all****Samples: 260****RAM: 16 MB**

Big metal mallet

Single notes normal and with vibrato

Rolls normal and crescendo

Glissando

**Matrix switches:** Horizontal: Keyswitches, C1–D1 Vertical: Modwheel, 2 zones

	<b>C1</b>	<b>C#1</b>	<b>D1</b>
<b>V1</b>	single notes normal	rolls normal	glissando
<b>V2</b>	single notes vibrato	rolls crescendo	glissando

**06 Glockenspiel-B all****Samples: 657****RAM: 41 MB**

Metal, wood, and plastic mallets

Single notes

Rolls

Glissandos, fast and slow

**Matrix switches:** Horizontal: Keyswitches, C1–D#1 Vertical: Modwheel, 3 zones

	<b>C1</b>	<b>C#1</b>	<b>D1</b>	<b>D#1</b>
<b>metal mallets</b>	single notes	rolls	glissandos fast	glissandos slow
<b>wood mallets</b>	%	%	% (metal)	% (metal)
<b>plastic mallets</b>	%	%	% (metal)	% (metal)

**Presets****Glockenspiel VSL Preset Level 1****Samples: 668****RAM: 41 MB**

Matrix: L1 02 Glockenspiel-A

**Glockenspiel VSL Preset Level 2****Samples: 2299****RAM: 143 MB**

02 Glockenspiel-A metal all

03 Glockenspiel-A wood all

04 Glockenspiel-A plastic all

05 Glockenspiel-A big.metal all

06 Glockenspiel-B all

Preset keyswitches: C2–E2

# Xylophone Standard Library

## Patches

The xylophone is mapped an octave lower than it sounds.

### 24D Xylophone

Range: F3–C7

Wood and soft plastic mallets:

Single hits and rolls

Glissandos, fast, medium, and slow

### 01D XYL\_WO\_Single-Hits

Samples: 262

RAM: 16 MB

Wood mallets: Single notes

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

2 Alternations

### 02D XYL\_WO\_Roll

Samples: 264

RAM: 16 MB

Wood mallets: Rolls

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

Release samples

### 11D XYL\_WO\_Glissandi\_fa (me)

Range: C3–C7

Samples: 82

RAM: 5 MB

Wood mallets: Glissandos, fast/medium, up and down

Diatonic and chromatic

Cross glissandos, var. 1–2

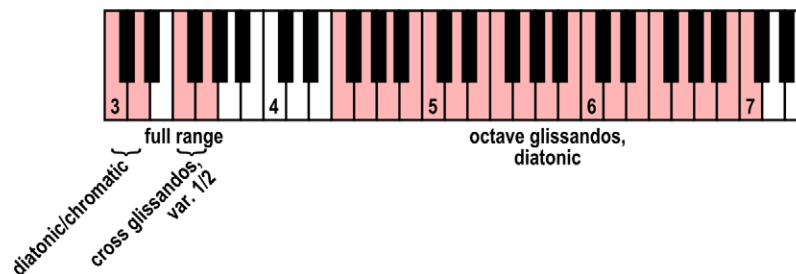
2 velocity layers: Octave gliss: 0–88 p; 89–127 f; others: 0–127 f

#### Mapping:

C3–D3: full range, diatonic/chromatic, up and down

F3–G3: cross glissandos, var. 1–2

F4–C7: octaves, diatonic, up and down



**13D XYL\_WO\_Glissandi\_sl****Range: F4–C7****Samples: 38****RAM: 2 MB**

Wood mallets: Glissandos, slow, up and down

Diatonic

1 velocity layer

**Mapping:**

F4–C7: octaves, diatonic, up and down

**21D XYL\_sPL\_Single-Hits****Samples: 264****RAM: 16 MB**

Soft plastic mallets: Single notes

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

2 Alternations

**22D XYL\_sPL\_Roll****Samples: 264****RAM: 16 MB**

Soft plastic mallets: Rolls

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

Release samples

**32D XYL\_sPL\_Glissandi\_fa (me)****Range: C3–C7****Samples: 82****RAM: 5 MB**

Soft plastic mallets: Glissandos, fast/medium, up and down

Diatonic and chromatic

Cross glissandos, var. 1–2

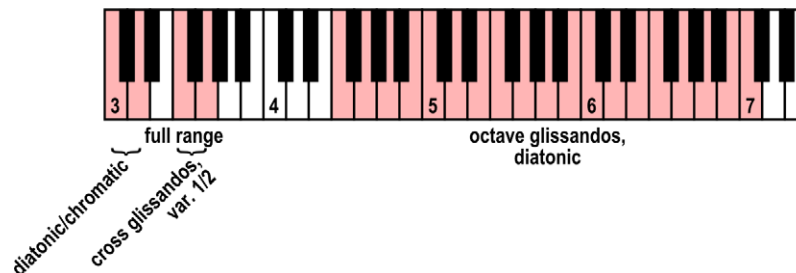
2 velocity layers: Octave gliss: 0–88 p; 89–127 f; others: 0–127 f

**Mapping:**

C3–D3: full range, diatonic/chromatic, up and down

F3–G3: cross glissandos, var. 1–2

F4–C7: octaves, diatonic, up and down

**33D XYL\_sPL\_Glissandi\_sl****Range: F4–C7****Samples: 38****RAM: 2 MB**

Soft plastic mallets

Glissandos, slow, up and down

Diatonic

1 velocity layer

**Mapping:**

F4–C7: octaves, diatonic, up and down



**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****24D Xylophone****DL-Matrix Xylophone****Samples: 1458   RAM: 91 MB**

The Matrix contains all Xylophone Patches.

**Matrix switches:** Horizontal: Keyswitches, C1–E1      Vertical: Modwheel, 3 zones

	<b>C1</b>	<b>C#1</b>	<b>D1</b>	<b>D#1</b>	<b>E1</b>
<b>Wood mallets</b>	single hits	rolls	glissandos fast	glissandos medium	glissandos slow
<b>Plastic mallets</b>	single hits	rolls	glissandos fast	glissandos medium	glissandos slow

**Presets****24D Xylophone**

Matrix: DL-Matrix Xylophone

# Xylophone Full Library

## Patches

### 04 XYLOPHONE

The Xylophone is mapped an octave lower than it sounds.

#### 01 Wood Mallet

Range: F3–C7

Wood mallets  
Single hits  
Rolls normal and dynamics  
Chord tremolos  
Glissandos fast, medium, and slow

#### 01 XYL\_WO\_Single-Hits

Samples: 262

RAM: 16 MB

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

#### 02 XYL\_WO\_Roll

Samples: 264

RAM: 16 MB

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

#### 03 XYL\_WO\_Roll\_dyn\_0'5s

Samples: 88

RAM: 5 MB

Rolls strong dynamics, 0.5 sec.  
1 velocity layer

#### 04 XYL\_WO\_Roll\_dyn\_1s

Samples: 88

RAM: 5 MB

Rolls strong dynamics, 1 sec.  
1 velocity layer

#### 05 XYL\_WO\_Roll\_dyn\_3s

Samples: 88

RAM: 5 MB

Rolls strong dynamics, 3 sec.  
1 velocity layer

#### 06 XYL\_WO\_Roll\_chords

Samples: 86

RAM: 5 MB

Rolls for chord or alternating tremolos  
1 velocity layer: 0–127 f  
Release samples

**07 XYL\_WO\_Glissandi\_fa (me)****Range: C3–C7****Samples: 82****RAM: 5 MB**

Glissandos, fast/medium, up and down

Diatonic and chromatic

Cross glissandos, var. 1–2

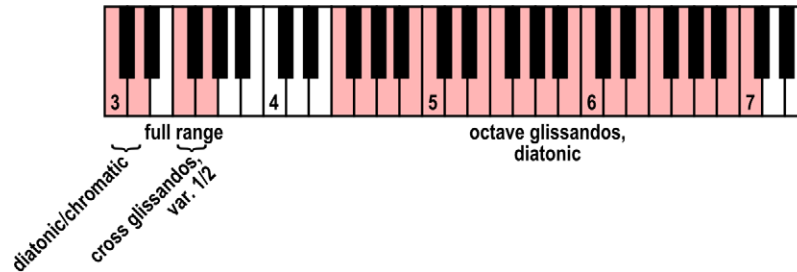
2 velocity layers: Octave gliss: 0–88 p; 89–127 f; others: 0–127 f

**Mapping:**

C3–D3: full range, diatonic/chromatic, up and down

F3–G3: cross glissandos, var. 1–2

F4–C7: octaves, diatonic, up and down

**09 XYL\_WO\_Glissandi\_sl****Range: F4–C7****Samples: 38****RAM: 2 MB**

Glissandos, slow, up and down

Diatonic

1 velocity layer

**Mapping:**

F4–C7: octaves, diatonic, up and down

**02 Soft Plastic Mallet**

Soft plastic mallets

Single hits

Rolls

Glissandos fast, medium, and slow

**01 XYL\_sPL\_Single-Hits****Range: F3–C7****Samples: 264****RAM: 16 MB**

Single notes

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

2 Alternations

**02 XYL\_sPL\_Roll****Range: F3–C7****Samples: 264****RAM: 16 MB**

Rolls

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

Release samples



**03 XYL\_sPL\_Glissandi\_fa (me)****Range: C3–C7****Samples: 82****RAM: 5 MB**

Glissandos, fast/medium, up and down

Diatonic and chromatic

Cross glissandos, var. 1–2

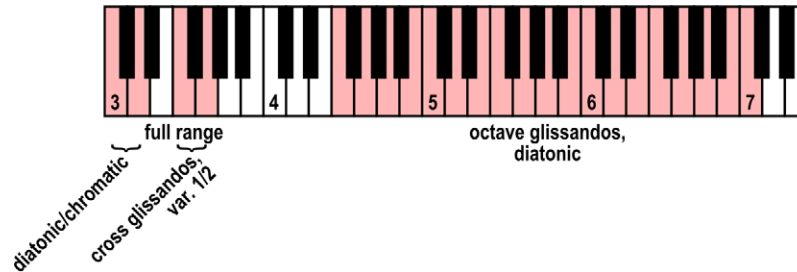
2 velocity layers: Octave gliss: 0–88 p; 89–127 f; others: 0–127 f

**Mapping:**

C3–D3: full range, diatonic/chromatic, up and down

F3–G3: cross glissandos, var. 1–2

F4–C7: octaves, diatonic, up and down

**05 XYL\_sPL\_Glissandi\_sl****Range: F4–C7****Samples: 38****RAM: 2 MB**

Glissandos, slow, up and down

Diatonic

1 velocity layer

**Mapping:**

F4–C7: octaves, diatonic, up and down

**03 Medium Plastic Mallet**

Medium plastic mallets

Single hits

Rolls

Glissandos fast, medium, and slow

**01 XYL\_mPL\_Single-Hits****Range: F3–C7****Samples: 264****RAM: 16 MB**

Single notes

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

2 Alternations

**02 XYL\_mPL\_Roll****Range: F3–C7****Samples: 262****RAM: 16 MB**

Rolls

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

Release samples

### 03 XYL\_mPL\_Glissandi\_fa

Range: C3–C7

Samples: 80

RAM: 5 MB

Glissandos, fast, up and down

Diatonic and chromatic

Cross glissandos, var. 1–3

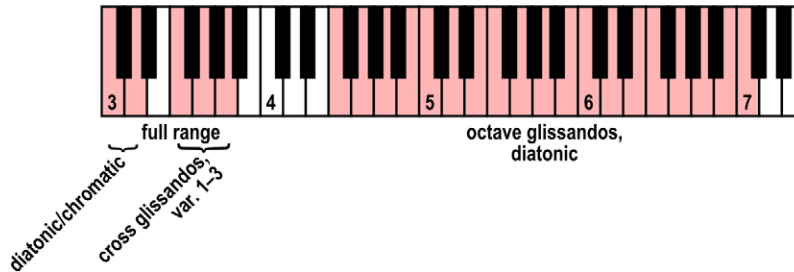
2 velocity layers: Octave gliss: 0–88 p; 89–127 f; others: 0–127 f

#### Mapping:

C3–D3: full range, diatonic/chromatic, up and down

F3–A3: cross glissandos, var. 1–3

F4–C7: octaves, diatonic, up and down



### 04 XYL\_mPL\_Glissandi\_me

Range: C3–C7

Samples: 82

RAM: 5 MB

Glissandos, medium, up and down

Diatonic and chromatic

Cross glissandos, var. 1–2

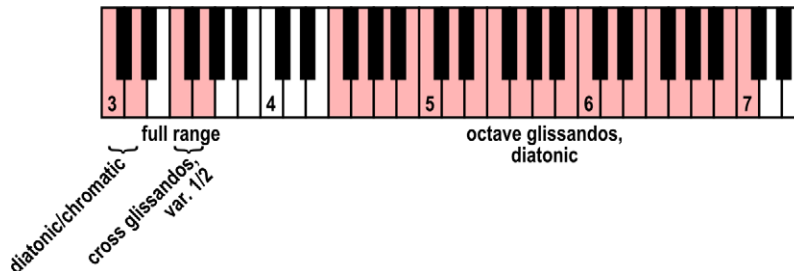
2 velocity layers: Octave gliss: 0–88 p; 89–127 f; others: 0–127 f

#### Mapping:

C3–D3: full range, diatonic/chromatic, up and down

F3–G3: cross glissandos, var. 1–2

F4–C7: octaves, diatonic, up and down



### 05 XYL\_mPL\_Glissandi\_sl

Range: F4–C7

Samples: 38

RAM: 2 MB

Glissandos, slow, up and down

Diatonic

1 velocity layer

#### Mapping:

F4–C7: octaves, diatonic, up and down



## 04 Hard Plastic Mallet

Hard plastic mallets  
Single hits  
Rolls  
Glissandos fast, medium, and slow

### 01 XYL\_hPL\_Single-Hits

Range: F3–C7

Samples: 228

RAM: 14 MB

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

### 02 XYL\_hPL\_Roll

Range: F3–C7

Samples: 264

RAM: 16 MB

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

### 03 XYL\_hPL\_Glissandi\_fa

Range: C3–C7

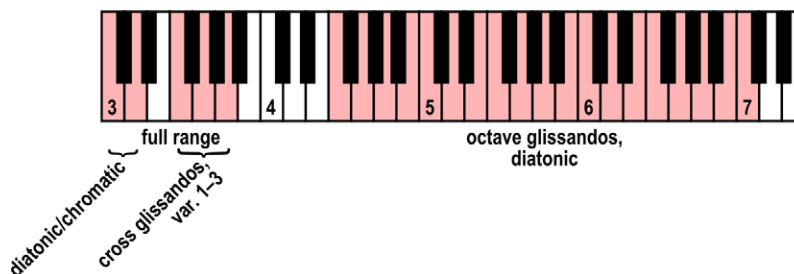
Samples: 45

RAM: 2 MB

Glissandos, fast, up and down  
Diatonic and chromatic  
Cross glissandos, var. 1–3  
1 velocity layer: 0–127 f

#### Mapping:

C3–D3: full range, diatonic/chromatic, up and down  
F3–A3: cross glissandos, var. 1–3  
F4–C7: octaves, diatonic, up and down



### 04 XYL\_hPL\_Glissandi\_me

Range: C3–C7

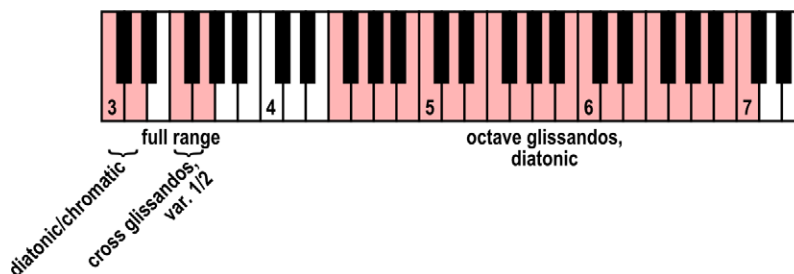
Samples: 82

RAM: 5 MB

Glissandos, medium, up and down  
Diatonic and chromatic  
Cross glissandos, var. 1–2  
2 velocity layers: Octave gliss: 0–88 p; 89–127 f; others: 0–127 f

#### Mapping:

C3–D3: full range, diatonic/chromatic, up and down  
F3–G3: cross glissandos, var. 1–2  
F4–C7: octaves, diatonic, up and down



## 05 XYL\_hPL\_Glissandi\_sl

Range: F4–C7

Samples: 76

RAM: 4 MB

Glissandos, slow, up and down

Diatonic

2 velocity layers: 0–88 p; 89–127 f

### Mapping:

F4–C7: octaves, diatonic, up and down



## 05 Yarn Mallet

Range: F4–C7

Yarn-wound mallets

Single hits

Rolls

## 01 XYL\_YA\_Single-Hits

Samples: 264

RAM: 16 MB

Single notes

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

2 Alternations

## 02 XYL\_YA\_Roll

Samples: 240

RAM: 15 MB

Rolls

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

Release samples

## 06 Cluster Mallet

Cluster mallets

Single hits

Rolls

## 01 XYL\_CLU\_Single-Hits

Range: C2–A6

Samples: 32

RAM: 2 MB

Clusters, diatonic, chromatic, and pentatonic

1 velocity layer

### Mapping:

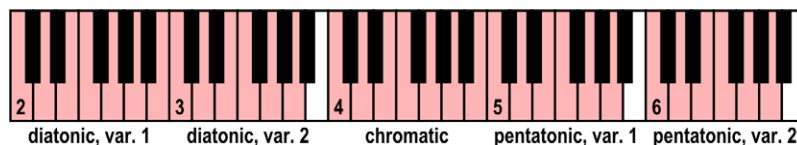
C2–B2: diatonic, var. 1

C3–A3: diatonic, var. 2

C4–B4: chromatic

C5–A5: pentatonic, var. 1

C6–A6: pentatonic, var. 2



**02 XYL\_CLU\_Roll****Range: C2–G6****Samples: 54****RAM: 3 MB**

Cluster tremolo

Diatonic, chromatic, and pentatonic

1 velocity layer

Release samples

**Mapping:**

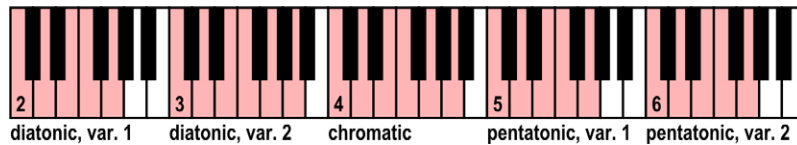
C2–G2: diatonic, var. 1

C3–A3: diatonic, var. 2

C4–A4: chromatic

C5–G5: pentatonic, var. 1

C6–G6: pentatonic, var. 2

**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 03 Xylophone

**Samples: 1458   RAM: 91 MB**

Wood/soft plastic mallets

Single notes and rolls

Glissandos fast, medium, and slow

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

	C1	C#1	D1	D#1	E1
wood mallets	single notes	rolls	glissandos fast	glissandos medium	glissandos slow
soft plastic mallets	%	%	%	%	%

## Matrix - LEVEL 2

### 07 Xylophone wood all

**Samples: 1078   RAM: 67 MB**

Single notes

Rolls, chord tremolo, rolls dynamics 0.5, 1, and 3 sec.

Glissando fast, medium, and slow

**Matrix switches:** Horizontal: Keyswitches, C1–D#1      Vertical: Modwheel, 3 zones

	C1	C#1	D1	D#1
V1	single notes	rolls	rolls dyn. 0.5 sec.	glissandos fast
V2	single notes	chord tremolo	rolls dyn. 1 sec.	glissandos medium
V3	single notes	chord tremolo	rolls dyn. 3 sec.	glissandos slow

### 08 Xylophone addition mallets 1

**Samples: 2151   RAM: 134 MB**

Soft, medium, and hard plastic mallets

Single notes

Rolls

Glissando fast, medium, and slow

**Matrix switches:** Horizontal: Keyswitches, C1–E1      Vertical: Modwheel, 3 zones

	C1	C#1	D1	D#1	E1
soft mallets	single notes	rolls	glissandos fast	glissandos medium	glissandos slow
medium mallets	%	%	%	%	%
hard mallets	%	%	%	%	%

### 09 Xylophone addition mallets 2

**Samples: 590   RAM: 36 MB**

Yarn and cluster mallets

Single hits and rolls

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

	C1	C#1
yarn mallets	single notes	rolls
cluster mallets	single clusters	cluster rolls

## Presets

### Xylophone VSL Preset Level 1

**Samples: 1458   RAM: 91 MB**

Matrix: L1 03 Xylophone

### Xylophone VSL Preset Level 2

**Samples: 3819   RAM: 238 MB**

07 Xylophone wood all

08 Xylophone addition mallets 1

09 Xylophone addition mallets 2

Preset keyswitches: C2–D2

# Vibraphone Standard Library

## Patches

### 21D Vibraphone Range: D#3–G6

Medium and soft mallets: Single hits without, with slow and fast vibrato  
 Medium mallets: Glissandos, fast and slow

#### 01D VIB\_MD\_Hits\_speed-0

Samples: 222

RAM: 13 MB

Medium mallets  
 Single hits, without vibrato  
 3 velocity layers  
 2 Alternations

#### 02D VIB\_MD\_Hits\_speed-sl

Samples: 148

RAM: 9 MB

Medium mallets  
 Single hits, slow vibrato  
 2 velocity layers  
 2 Alternations

#### 03D VIB\_MD\_Hits\_speed-fa

Samples: 148

RAM: 9 MB

Medium mallets  
 Single hits, fast vibrato  
 2 velocity layers  
 2 Alternations

#### 12D VIB\_MD\_Glissandi\_fast (slow)

Range: C2–F7

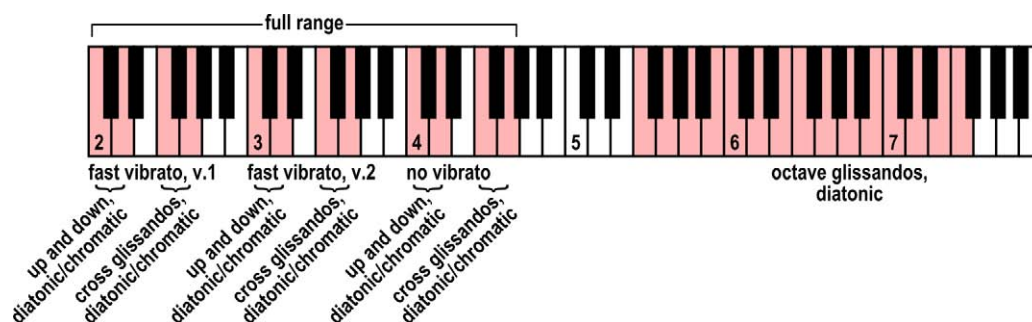
Samples: 48

RAM: 3 MB

Medium mallets  
 Glissandos, fast/slow, up and down  
 Diatonic and chromatic  
 Cross glissandos  
 1 velocity layer

#### Mapping:

C, D – full range, diatonic/chromatic, up and down  
 F, G – cross glissandos, full range, diatonic/chromatic  
 C2–G2: fast vibrato, var. 1  
 C3–G3: fast vibrato, var. 2  
 C4–G4: no vibrato  
 F5–F7: octaves, diatonic, up and down, no vibrato





**21D VIB\_SO\_Hits\_speed-0****Samples: 147****RAM: 9 MB**

Soft mallets  
 Single hits, without vibrato  
 3 velocity layers  
 2 Alternations

**22D VIB\_SO\_Hits\_speed-sl****Samples: 148****RAM: 9 MB**

Soft mallets  
 Single hits, slow vibrato  
 3 velocity layers  
 2 Alternations

**23D VIB\_SO\_Hits\_speed-fa****Samples: 148****RAM: 9 MB**

Soft mallets  
 Single hits, fast vibrato  
 3 velocity layers  
 2 Alternations

## Matrices

### 21D Vibraphone

**DL-Matrix Vibraphone****Samples: 1057****RAM: 66 MB**

The Matrix contains all vibraphone Patches.

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

	C1	C#1	D1	D#1	E1
Medium mallets	motor off	slow vibrato	fast vibrato	glissando fast	glissando slow
Soft mallets	motor off	slow vibrato	fast vibrato	glissando fast (medium mallets)	glissando slow (medium mallets)

## Presets

**21D Vibraphone****Samples: 1057****RAM: 66 MB**

Matrix: DL-Matrix Vibraphone

# Vibraphone Full Library

## Patches

### 05 VIBRAPHONE

#### 01 Medium Mallet

Range: D#3–G6

Medium mallets  
Single hits, without, with slow and fast vibrato, secco  
Rolls normal and dynamics  
Chord tremolos  
Glissandos fast and slow

#### 01 VIB\_MD\_Single-Hits\_speed-0

Samples: 222

RAM: 13 MB

Medium mallets  
Single hits, without vibrato  
3 velocity layers: 0–55 p; 56–107 mf; 108–127 f  
2 Alternations

#### 02 VIB\_MD\_Single-Hits\_speed-sl

Samples: 148

RAM: 9 MB

Medium mallets  
Single hits, slow vibrato  
2 velocity layers: 0–88 p; 89–127 f  
2 Alternations

#### 03 VIB\_MD\_Single-Hits\_speed-fa

Samples: 148

RAM: 9 MB

Medium mallets  
Single hits, fast vibrato  
2 velocity layers: 0–88 p; 89–127 f  
2 Alternations

#### 04 VIB\_MD\_Single-Hits\_secco

Samples: 148

RAM: 9 MB

Medium mallets  
Single hits, secco  
2 velocity layers: 0–88 p; 89–127 f  
2 Alternations

#### 05 VIB\_MD\_Rolls

Samples: 221

RAM: 13 MB

Medium mallets  
Rolls  
3 velocity layers: 0–55 p; 56–108 mf; 109–127 f  
Release samples

#### 06 VIB\_MD\_Rolls\_dyn\_2s

Samples: 74

RAM: 4 MB

Medium mallets  
Rolls, dynamics, 2 sec., without vibrato  
1 velocity layer

**07 VIB\_MD\_Rolls\_dyn\_4s****Samples: 74****RAM: 4 MB**

Medium mallets  
Rolls, dynamics, 4 sec., without vibrato  
1 velocity layer

**08 VIB\_MD\_Roll\_chords****Samples: 148****RAM: 9 MB**

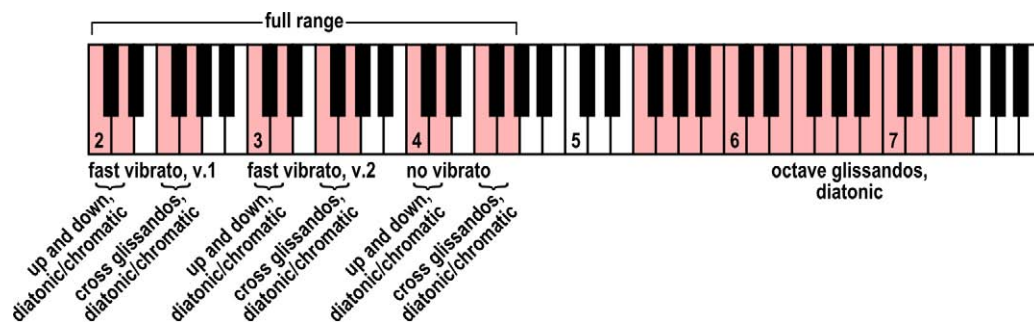
Medium mallets  
Rolls for chord or alternating tremolos  
2 velocity layers: 0–88 p; 89–127 f  
Release samples

**09 VIB\_MD\_Glissandi\_fast (slow)****Range: C2–F7****Samples: 48****RAM: 3 MB**

Medium mallets  
Glissandos, fast/slow, up and down  
Diatonic and chromatic  
Cross glissandos  
1 velocity layer

**Mapping:**

C, D – full range, diatonic/chromatic, up and down  
F, G – cross glissandos, full range, diatonic/chromatic  
C2–G2: fast vibrato, var. 1  
C3–G3: fast vibrato, var. 2  
C4–G4: no vibrato  
F5–F7: octaves, diatonic, up and down, no vibrato

**02 Soft Mallet****Range: D#3–G6**

Soft mallets  
Single hits, without, with slow and fast vibrato  
Rolls normal and dynamics  
Chord tremolos

**01 VIB\_SO\_Single-Hits\_speed-0****Samples: 147****RAM: 9 MB**

Soft mallets  
Single hits, without vibrato  
2 velocity layers: 0–88 p; 89–127 f  
2 Alternations

**02 VIB\_SO\_Single-Hits\_speed-sl****Samples: 148****RAM: 9 MB**

Soft mallets  
Single hits, slow vibrato  
2 velocity layers: 0–88 p; 89–127 f  
2 Alternations

<b>03 VIB_SO_Single-Hits_speed-fa</b>	<b>Samples: 148</b>	<b>RAM: 9 MB</b>
Soft mallets Single hits, fast vibrato 2 velocity layers: 0–88 p; 89–127 f 2 Alternations		
<b>04 VIB_SO_Rolls</b>	<b>Samples: 148</b>	<b>RAM: 9 MB</b>
Soft mallets Rolls 2 velocity layers: 0–88 p; 89–127 f Release samples		
<b>05 VIB_SO_Rolls_dyn_2s</b>	<b>Samples: 74</b>	<b>RAM: 4 MB</b>
Soft mallets Rolls, dynamics, 2 sec., without vibrato 1 velocity layer		
<b>06 VIB_SO_Rolls_dyn_4s</b>	<b>Samples: 74</b>	<b>RAM: 4 MB</b>
Soft mallets Rolls, dynamics, 4 sec., without vibrato 1 velocity layer		
<b>07 VIB_SO_Roll_chords</b>	<b>Samples: 148</b>	<b>RAM: 9 MB</b>
Soft mallets Rolls for chord or alternating tremolos 2 velocity layers: 0–88 p; 89–127 f Release samples		
<b>03 Hard Mallet</b>	<b>Range: D#3–G6</b>	
Hard mallets Single hits, without, with slow and fast vibrato		
<b>01 VIB_HA_Single-Hits_speed-0</b>	<b>Samples: 148</b>	<b>RAM: 9 MB</b>
Hard mallets Single hits, without vibrato 2 velocity layers: 0–88 p; 89–127 f 2 Alternations		
<b>02 VIB_HA_Single-Hits_speed-sl</b>	<b>Samples: 148</b>	<b>RAM: 9 MB</b>
Hard mallets Single hits, slow vibrato 2 velocity layers: 0–88 p; 89–127 f 2 Alternations		
<b>03 VIB_HA_Single-Hits_speed-fa</b>	<b>Samples: 148</b>	<b>RAM: 9 MB</b>
Hard mallets Single hits, fast vibrato 2 velocity layers: 0–88 p; 89–127 f 2 Alternations		

**04 Bowed****Range: D#3–G6**

Bowed

Short notes, without and with fast vibrato

Long notes, without and with fast vibrato

**01 VIB\_Bow-short\_speed-0****Samples: 37****RAM: 2 MB**

Bowed

Short notes, without vibrato

1 velocity layer

2 Alternations

**02 VIB\_Bow-short\_speed-fa****Samples: 37****RAM: 2 MB**

Bowed

Short notes, fast vibrato

1 velocity layer

2 Alternations

**03 VIB\_Bow-long\_speed-0****Samples: 37****RAM: 2 MB**

Bowed

Long notes, without vibrato

1 velocity layer

**04 VIB\_Bow-long\_speed-fa****Samples: 37****RAM: 2 MB**

Bowed

Long notes, fast vibrato

1 velocity layer

**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 04 Vibraphone

Samples: 961

RAM: 60 MB

Medium and soft mallets

Single notes

Without, with slow and with fast vibrato

**Matrix switches:** Horizontal: Keyswitches, C1–D1      Vertical: Modwheel, 2 zones

	C1	C#1	D1
medium mallets	no vibrato	slow vibrato	fast vibrato
soft mallets	%	%	%

## Matrix - LEVEL 2

### 10 Vibraphone medium all

Samples: 1279

RAM: 79 MB

Medium mallets

Single notes, without, with slow and with fast vibrato

Single notes, secco

Rolls normal and dynamics

Chord tremolo

Glissando, fast and slow

**Matrix switches:** Horizontal: Keyswitches, C1–E1      Vertical: Modwheel, 3 zones

	C1	C#1	D1	D#1	E1
V1	single notes no vib.	single notes secco	rolls	chord tremolo	glissandos fast
V2	single notes slow vib.	single notes secco	rolls dyn. 2 sec.	chord tremolo	glissandos medium
V3	single notes fast vib.	single notes secco	rolls dyn. 4 sec.	chord tremolo	glissandos slow

### 11 Vibraphone soft all

Samples: 813

RAM: 50 MB

Soft mallets

Single notes, without, with slow and with fast vibrato

Rolls normal and dynamics

Chord tremolo

**Matrix switches:** Horizontal: Keyswitches, C1–D1      Vertical: Modwheel, 3 zones

	C1	C#1	D1
V1	single notes no vib.	rolls	chord tremolo
V2	single notes slow vib.	rolls dyn. 2 sec.	chord tremolo
V3	single notes fast vib.	rolls dyn. 4 sec.	chord tremolo

### 12 Vibraphone hard all

Samples: 444

RAM: 27 MB

Hard mallets

Single notes, without, with slow and with fast vibrato

**Matrix switches:** Vertical: Modwheel, 3 zones

	H1
V1	single notes no vib.
V2	single notes slow vib.
V3	single notes fast vib.

**13 Vibraphone bow all****Samples: 148****RAM: 9 MB**

Bowed

Short and long notes

Without and with fast vibrato

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

	<b>C1</b>	<b>C#1</b>
<b>no vibrato</b>	short notes	long notes
<b>fast vibrato</b>	%	%

**Presets****Vibraphone VSL Preset Level 1****Samples: 961****RAM: 60 MB**

Matrix: L1 04 Vibraphone

**Vibraphone VSL Preset Level 2****Samples: 2684****RAM: 167 MB**

10 Vibraphone medium all

11 Vibraphone soft all

12 Vibraphone hard all

13 Vibraphone bow all

Preset keyswitches: C2–D#2

# Marimbaphone Standard Library

## Patches

### 22D Marimbaphone

Range: C2–C7

Hard and soft mallets:  
Single hits and rolls  
Glissandos, fast and slow

### 01D MAR\_HA\_Single-Hits

Samples: 366

RAM: 22 MB

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

### 02D MAR\_HA\_Roll

Samples: 244

RAM: 15 MB

Hard mallets  
Rolls  
2 velocity layers: 0–88 p; 89–127 f  
Release samples

### 11D MAR\_HA\_Glissandi\_fast (slow)

Range: C4–B6

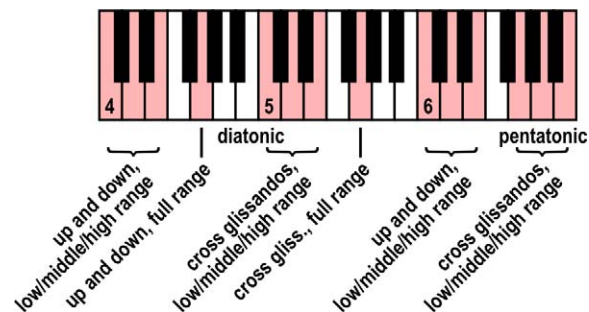
Samples: 21

RAM: 1 MB

Hard mallets  
Glissandos fast/slow, up and down  
Diatonic and pentatonic  
Cross glissandos  
1 velocity layer

#### Mapping:

C4–E4: diatonic, up and down, low/middle/high range  
G5: diatonic, up and down, full range  
C5–E5: cross glissandos, diatonic, low/middle/high range  
G5: cross glissandos, diatonic, full range  
C5–E5: pentatonic, up and down, low/middle/high range  
G6–B6: cross glissandos, pentatonic, low/middle/high range





**21D MAR\_SO\_Single-Hits****Samples: 366****RAM: 22 MB**

Soft mallets

Single hits

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

2 Alternations

**22D MAR\_SO\_Roll****Samples: 244****RAM: 15 MB**

Soft mallets

Rolls

2 velocity layers: 0–88 p; 89–127 f

Release samples

**31D MAR\_SO\_Glissandi\_fast (slow)****Range: C4–B6****Samples: 21****RAM: 1 MB**

Soft mallets

Glissandos fast/slow, up and down

Diatonic and pentatonic

Cross glissandos

1 velocity layer

**Mapping:**

C4–E4: diatonic, up and down, low/middle/high range

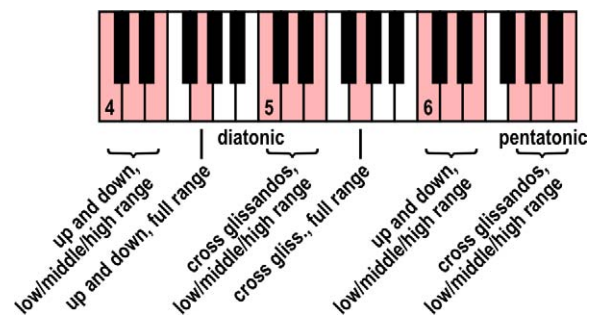
G5: diatonic, up and down, full range

C5–E5: cross glissandos, diatonic, low/middle/high range

G5: cross glissandos, diatonic, full range

C5–E5: pentatonic, up and down, low/middle/high range

G6–B6: cross glissandos, pentatonic, low/middle/high range

**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

### 22D Marimbaphone

#### DL-Matrix Marimbaphone

**Samples: 1303   RAM: 81 MB**

The Matrix contains all marimbaphone Patches.

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

	<b>C1</b>	<b>C#1</b>	<b>D1</b>	<b>D#1</b>
<b>Hard mallets</b>	single hits	rolls	glissandos fast	glissandos slow
<b>Soft mallets</b>	single hits	rolls	glissandos fast	glissandos slow

## Presets

### 22D Marimbaphone

**Samples: 1303   RAM: 81 MB**

Matrix: DL-Matrix Marimbaphone

# Marimbaphone Full Library

## Patches

### 06 MARIMBA

Hard, soft, and additional mallets  
Specials

#### 01 Hard Mallet

Range: C2–C7

Single hits normal and secco  
Rolls normal and dynamics  
Chord alternations  
Glissandos fast and slow

#### 01 MAR\_HA\_Single-Hits

Samples: 366

RAM: 22 MB

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

#### 02 MAR\_HA\_Single-Hits\_secco

Samples: 122

RAM: 7 MB

Hard mallets  
Single hits, secco  
2 velocity layers: 0–88 p; 89–127 f

#### 03 MAR\_HA\_Roll

Samples: 244

RAM: 15 MB

Hard mallets  
Rolls  
2 velocity layers: 0–88 p; 89–127 f  
Release samples

#### 04 MAR\_HA\_Roll\_dyn\_1s

Samples: 122

RAM: 7 MB

Hard mallets  
Rolls, dynamics, 1 sec.  
1 velocity layer

#### 05 MAR\_HA\_Roll\_dyn\_2s

Samples: 122

RAM: 7 MB

Hard mallets  
Rolls, dynamics, 2 sec.  
1 velocity layer

#### 06 MAR\_HA\_Roll\_dyn\_4s

Samples: 122

RAM: 7 MB

Hard mallets  
Rolls, dynamics, 4 sec.  
1 velocity layer

**07 MAR\_HA\_Roll\_chords****Samples: 244****RAM: 15 MB**

Hard mallets

Rolls for chord or alternating tremolos

2 velocity layers: 0–88 p; 89–127 f

Release samples

**08 MAR\_HA\_Glissandi\_fast (slow)****Range: C4–B6****Samples: 21****RAM: 1 MB**

Hard mallets

Glissandos fast/slow, up and down

Diatonic and pentatonic

Cross glissandos

1 velocity layer

**Mapping:**

C4–E4: diatonic, up and down, low/middle/high range

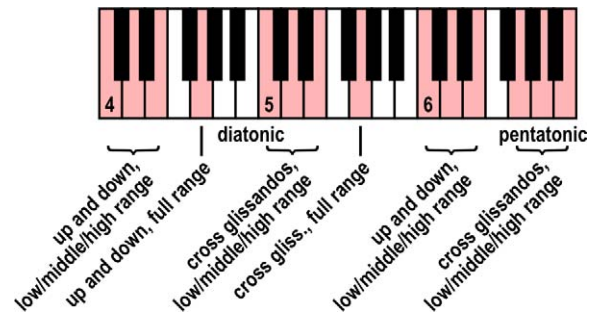
G5: diatonic, up and down, full range

C5–E5: cross glissandos, diatonic, low/middle/high range

G5: cross glissandos, diatonic, full range

C5–E5: pentatonic, up and down, low/middle/high range

G6–B6: cross glissandos, pentatonic, low/middle/high range

**02 Soft Mallet**

Single hits normal and secco

Rolls normal and dynamics

Chord alternations

Glissandos fast and slow

**01 MAR\_SO\_Single-Hits****Range: C2–C7****Samples: 366****RAM: 22 MB**

Soft mallets

Single hits

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

2 Alternations

**02 MAR\_SO\_Single-Hits\_secco****Range: C2–C7****Samples: 183****RAM: 11 MB**

Soft mallets

Single hits, secco

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

**03 MAR\_SO\_Roll****Range: C2–C7****Samples: 244****RAM: 15 MB**

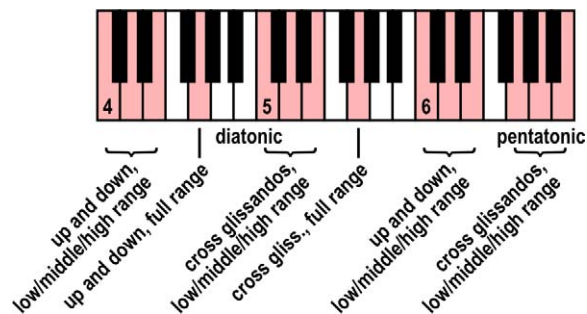
Soft mallets

Rolls

2 velocity layers: 0–88 p; 89–127 f

Release samples

<b>04 MAR_SO_Roll_dyn_1s</b>	<b>Range: C2–C7</b>	<b>Samples: 122</b>	<b>RAM: 7 MB</b>
Soft mallets Rolls, dynamics, 1 sec. 1 velocity layer			
<b>05 MAR_SO_Roll_dyn_2s</b>	<b>Range: C2–C7</b>	<b>Samples: 122</b>	<b>RAM: 7 MB</b>
Soft mallets Rolls, dynamics, 2 sec. 1 velocity layer			
<b>06 MAR_SO_Roll_dyn_4s</b>	<b>Range: C2–C7</b>	<b>Samples: 122</b>	<b>RAM: 7 MB</b>
Soft mallets Rolls, dynamics, 4 sec. 1 velocity layer			
<b>07 MAR_SO_Roll_chords</b>	<b>Range: C2–C7</b>	<b>Samples: 244</b>	<b>RAM: 15 MB</b>
Soft mallets Rolls for chord or alternating tremolos 2 velocity layers: 0–88 p; 89–127 f Release samples			
<b>08 MAR_SO_Glissandi_fast (slow)</b>	<b>Range: C4–B6</b>	<b>Samples: 21</b>	<b>RAM: 1 MB</b>
Soft mallets Glissandos fast/slow, up and down Diatonic and pentatonic Cross glissandos 1 velocity layer			
<b>Mapping:</b> C4–E4: diatonic, up and down, low/middle/high range G5: diatonic, up and down, full range C5–E5: cross glissandos, diatonic, low/middle/high range G5: cross glissandos, diatonic, full range C5–E5: pentatonic, up and down, low/middle/high range G6–B6: cross glissandos, pentatonic, low/middle/high range			



### 03 Additional Mallets

Very soft, medium soft, and extra hard mallets  
Single hits, rolls, chord alternations

<b>01 MAR_SO+_low_Single-Hits</b>	<b>Range: C2–A4</b>	<b>Samples: 128</b>	<b>RAM: 8 MB</b>
Very soft mallets Lower range: Single hits			

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

<b>02 MAR_SO+ _low_Single-Hits_secco</b>	<b>Range: C2–A4</b>	<b>Samples: 68</b>	<b>RAM: 4 MB</b>
Very soft mallets Lower range: Single hits, secco 2 velocity layers: 0–88 p; 89–127 f			
<b>03 MAR_SO+ _low_Roll</b>	<b>Range: C2–D4</b>	<b>Samples: 100</b>	<b>RAM: 6 MB</b>
Very soft mallets Lower range: Rolls 2 velocity layers: 0–88 p; 89–127 f Release samples			
<b>04 MAR_SO-med _low_Single-Hits</b>	<b>Range: C2–C6</b>	<b>Samples: 182</b>	<b>RAM: 11 MB</b>
Medium soft mallets Lower range: Single hits 2 velocity layers: 0–88 p; 89–127 f 2 Alternations			
<b>05 MAR_SO-med _low_Roll</b>	<b>Range: C2–D4</b>	<b>Samples: 100</b>	<b>RAM: 6 MB</b>
Medium soft mallets Lower range: Rolls 2 velocity layers: 0–88 p; 89–127 f Release samples			
<b>06 MAR_SO-med _low_Roll_chords</b>	<b>Range: C2–D5</b>	<b>Samples: 148</b>	<b>RAM: 9 MB</b>
Medium soft mallets Rolls for chord or alternating tremolos 2 velocity layers: 0–88 p; 89–127 f Release samples			
<b>07 MAR_HA-super _high_Single-Hits</b>	<b>Range: A#2–C7</b>	<b>Samples: 196</b>	<b>RAM: 12 MB</b>
Extra hard mallets Higher range: Single hits 2 velocity layers: 0–88 p; 89–127 f 2 Alternations			
<b>08 MAR_HA-super _high_Roll</b>	<b>Range: A#2–C7</b>	<b>Samples: 196</b>	<b>RAM: 12 MB</b>
Extra hard mallets Higher range: Rolls 2 velocity layers: 0–88 p; 89–127 f Release samples			
<b>04 Specials</b>	<b>Range: C2–C7</b>		
Rubber mallets, superball, handle, finger, fingernail, bow Single notes			

<b>01 MAR_Rubber</b>	<b>Samples: 183</b>	<b>RAM: 11 MB</b>
Rubber mallets Single notes 3 velocity layers: 0–55 p; 56–108 mf; 109–127 f		

<b>02 MAR_Superball</b>	<b>Range: C2–D6</b>	<b>Samples: 98</b>	<b>RAM: 6 MB</b>
Superball Lower range: Single notes 2 velocity layers: 0–88 p; 89–127 f			
<b>03 MAR_Handle</b>		<b>Samples: 61</b>	<b>RAM: 3 MB</b>
Handle Single notes 1 velocity layer: 0–127 mf			
<b>04 MAR_Finger</b>		<b>Samples: 61</b>	<b>RAM: 3 MB</b>
Fingers Single notes 1 velocity layer			
<b>05 MAR_Finger-nail</b>		<b>Samples: 61</b>	<b>RAM: 3 MB</b>
Fingernails Single notes 1 velocity layer			
<b>06 MAR_Bow</b>		<b>Samples: 61</b>	<b>RAM: 3 MB</b>
Bowed Single notes 1 velocity layer: 0–127 mf			

## 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 05 Marimbaphone

**Samples: 1303   RAM: 81 MB**

Hard and soft mallets  
Single notes and rolls  
Glissandos fast and slow

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

	C1	C#1	D1	D#1
<b>hard mallets</b>	single notes	rolls	glissandos fast	glissandos slow
<b>soft mallets</b>	%	%	%	%

## Matrix - LEVEL 2

### 14 Marimba hard all

**Samples: 1262   RAM: 78 MB**

Hard mallets  
Single notes normal and secco  
Rolls normal and dynamics  
Chord tremolo  
Glissando fast and slow

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

	C1	C#1	D1	D#1
<b>V1</b>	single notes	rolls	rolls dyn. 1 sec.	glissandos fast
<b>V2</b>	single notes secco	chord tremolo	rolls dyn. 2 sec.	glissandos slow

### 15 Marimba soft all

**Samples: 1322   RAM: 82 MB**

Soft mallets  
Single notes normal and secco  
Rolls normal and dynamics  
Chord tremolo  
Glissando fast and slow

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

	C1	C#1	D1	D#1
<b>V1</b>	single notes	rolls	rolls dyn. 1 sec.	glissandos fast
<b>V2</b>	single notes secco	chord tremolo	rolls dyn. 2 sec.	glissandos slow

### 16 Marimba additional

**Samples: 1118   RAM: 69 MB**

Very soft, medium soft, and extra hard mallets  
Single notes  
Rolls  
Chord tremolo

**Matrix switches:** Horizontal: Keyswitches, C1–D1      Vertical: Modwheel, 3 zones

	C1	C#1	D1
<b>very soft mallets</b>	single notes	single notes, secco	rolls
<b>medium soft mallets</b>	single notes	rolls	chord tremolo
<b>extra hard mallets</b>	single notes	single notes	rolls



**17 Marimba special****Samples: 525    RAM: 32 MB**

Played with rubber mallets, superbball, handle, fingers, fingernails, and bowed  
 Various articulations

**Matrix switches:** Horizontal: Keyswitches, C1–F1

V1	C1	C#1	D1	D#1	E1	F1
	rubber mallet	superball	handle	fingers	fingernails	bowed

## Presets

**Marimbaphone VSL Preset Level 1****Samples: 1303    RAM: 81 MB**

Matrix: L1 05 Marimbaphone

**Marimbaphone VSL Preset Level 2****Samples: 4227    RAM: 264 MB**

14 Marimba hard all  
 15 Marimba soft all  
 16 Marimba additional  
 17 Marimba special  
 Preset keyswitches: G1–A#1