# Vienna
# Dimension Brass II

**Trumpets (muted), Player 1–4**
**Horns (muted), Player 1–4**
**Trombones (muted), Player 1–4**
**Wagner tubas, Player 1–4**

# Contents

# Introduction

Welcome to the Vienna Symphonic Library, and thank you for purchasing one of our Vienna Instruments! This document contains the mapping information for the Vienna Dimension Brass II Collection. You will find in it a comprehensive survey of the articulations/Patches content 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. Here's an overview of the articulations/Patches contained in this Collection:

### Level 1:
**Single notes:** Staccato, portato, sustained normal and "blared" (Wagner tubas), flutter tonguing normal and crescendo
**Dynamics:** Crescendo and diminuendo (2, 3, 4 seconds); fortepiano, sforzato, sforzatissimo
**Interval performances:** Legato, trills
**Repetition performances:** Legato, portato, staccato, normal and crescendo
**Fast repetitions:** 16ths at 140 to 180, and 200 BPM

### Level 2:
**Single notes:** portato long, medium sustains piano and forte
**Dynamics:** Crescendo and diminuendo light (3 durations)
**Interval performances:** glissando

The 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. The Patch information also lists the velocity layers in detail.

As the Patches in this Collection are the same for all the players of a group, only the first set is listed in this manual in lieu of all.

## Interval performances

Interval performances are one of the outstanding features of our Vienna Instruments. They allow you to play authentic legato without any programming tricks. In our Silent Stage, all intervals from minor second to the octave were recorded for every instrument – up and down, of course; that makes 24 interval samples per note for one velocity alone! When you load an interval performance Patch and play a line on your keyboard, the software automatically joins the right samples with their interval transitions again, and you hear a perfect legato. By the way, this technique is not only used for legato but also for other articulations like trills, marcato, and other articulations.

Interval performances contain at least two legato repetitions for every note which alternate automatically whenever you repeat a keystroke. There also are preconfigured thresholds for legato and repetition notes: The legato threshold – i.e., the maximum break between notes where legato is played – is 50 ms. Otherwise, a sustained starting note will sound so that you can easily start a new phrase without leaving the legato Patch. For note repetitions, the threshold is 200 ms: a break up to that duration will yield a legato repetition; if the break is longer, a new starting note. But of course, it's mingling legato with other articulations which makes a piece really come alive.

Due to their nature, all interval performances are monophonic; otherwise, the software would have to be able to decide which source note belongs to which target note. To circumvent this, you can open two VI instances of the same instrument on separate MIDI tracks without any additional strain on your RAM. Note: the Vienna Instruments PRO player software also allows you to play polyphonic Interval performances.

# Matrix and Preset 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.

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. VI PRO also allows you to define a MIDI Control for Preset keyswitching.

## Vienna Instruments (VI) and Vienna Instruments PRO (VI PRO) Matrices and Presets

**This Collection contains different Matrices and Presets for the free Vienna Instruments Player software and for Vienna Instruments PRO, which features powerful functions for enhancing the "human" sound of your compositions, distributing voices, etc. While Matrices and Presets of the same name contain the same Patches and samples, the PRO versions make use of these functions to create divisi setups, clusters on the same note by applying microtuning, chords with voices distributed among different instruments, etc.**

**Please note that Vienna Instruments PRO Matrices and Presets do not appear in the "standard" Vienna Instruments' file browser.**

**When using the Vienna Instruments PRO player, we strongly recommend loading the VI PRO Matrices and Presets, since only they make full use of the features of Vienna Instruments PRO.**

# Vienna Dimension Brass II and Vienna Instruments PRO

Vienna Dimension Brass II is optimized for Vienna Instruments PRO, allowing you to make full use of the software's powerful features. Here's a few tips to facilitate your workflow.

### Panning

All the samples of this Collection are mono. In Vienna Instrument PRO's Mixer panel (Advanced View), this is shown by a single fader handle instead of the two handles of a stereo instrument. The Matrices of single instruments are set to center by default; in combined Matrices the first instrument is panned far left, the second half left, the third half right and the fourth one far right.

If you use combined Matrices/Presets in Vienna MIR, the stereo width will automatically be adapted to the width defined for the repective instrument on MIR's stage. Of course, you can also use single instrument Matrices and Presets to place each instrument in a dedicated position on your MIR venue.

With the Vienna Instruments PRO VST plug-in, you can use the instrument channel's stereo pan (or other panning devices, e.g. Vienna Suite's PowerPan) to define the stereo position and width of your combined Matrices and Presets. The same of course goes for Vienna Ensemble and Vienna Ensemble PRO.

In case you want to have special mixer settings for the instruments of a combined Matrix, you can define them in Vienna Instruments PRO and save the result as a custom Matrix – A tedious job made easier by the fact that Vienna Instruments PRO allows you to copy and paste mixer settings by right-clicking on a mixer channel!

### Volume

Naturally, you can also set the volume of individual instruments within a combined Matrix to work out the special sound of one player or achieve special effects. Please note that Player #1 of each group always is the most precise one and therefore easier to handle as a soloist or predominant voice, while the other players' Humanize settings deviate more from playing exactly on the beat.

### Humanize

In a Dimension Brass II PRO Matrix, each instrument has its own Humanize settings, thus creating that slight deviation from hard sequencing that is so pleasant to our ears and further enhancing the "real instrument" effect. If you want to create your own Matrices, please make sure that the players have different Humanize settings for the same articulations – otherwise, the effect will be lost. Here, too, you can use copy and paste to transfer an existing instrument's Humanize settings to another one.

**Single instruments and Divisi**

As mentioned before, single instrument Matrices and Presets can be used whenever you want dedicated positions for every player, e.g., on a Vienna MIR stage. However, we also recommend employing them whenever there is complex polyphony involved, because it gives you more control over the individual players' voices. The predefined auto-divisi Matrices work best for chords without rhythmic differences between the players. For other purposes, you can also use the "all-compact PRO" Matrices' fixed divisi settings which contain sets of two players (1/2 and 3/4).

Please note that the auto-divisi Matrices do not contain any legato Patches because the voice assignments would not work properly with Interval performances.

---

# 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.

# 02 Dimension Trumpets mute

## Patches

### 01 Trumpets mute Player 1

**Range: E3–C6**

**Level 1:**
Single notes: staccato, portato, sustained, flutter tonguing normal and crescendo
Dynamics: crescendo and diminuendo (2, 3, 4 seconds); fortepiano, sforzato, sforzatissimo
Interval performances: legato, trills
Repetition performances: legato, portato, staccato, normal and crescendo
Fast repetitions: 16ths at 140 to 180, and 200 BPM

**Level 2:**
Single notes: portato long, medium sustains piano and forte
Dynamics: Crescendo and diminuendo light (1, 2, 3 seconds)
Interval performances: glissando

---

**01 Tr-mu-P1_staccato**     **Samples: 304**   **RAM: 19 MB**   **L1**

Staccato
4 velocity layers: 0–55 p; 56–88 mp; 89–108 mf; 109–127 f

---

**02 Tr-mu-P1_portato**     **Samples: 304**   **RAM: 19 MB**   **L1**

Portato
4 velocity layers: 0–55 p; 56–88 mp; 89–108 mf; 109–127 f

---

**02 Tr-mu-P1_portato-long**     **Samples: 304**   **RAM: 9 MB**   **L2**

Single notes: Portato, long
4 velocity layers: 0–55 p; 56–88 mp; 89–108 mf; 109–127 ff
4 Alternations

---

**03 Tr-mu-P1_sus**     **Samples: 352**   **RAM: 22 MB**   **L1**

Sustained
4 velocity layers: 0–55 p; 56–88 mp; 89–108 mf; 109–127 f
Release samples

---

**06 Tr-mu-P1_sus-medium_p**     **Samples: 334**   **RAM: 10 MB**   **L2**

Single notes: Medium sustains, soft
3 velocity layers: 0–55 pp; 56–108 p; 109–127 mp
Release samples
3 Alternations

---

**07 Tr-mu-P1_sus-medium_f**     **Samples: 334**   **RAM: 10 MB**   **L2**

Single notes: Medium sustains, loud
3 velocity layers: 0–55 mf; 56–108 f; 109–127 ff
Release samples
3 Alternations

---

| **11 Tr-mu-P1_dyn_2s** | **Samples: 38** | **RAM: 2 MB** | **L1** |
|---|---|---|---|

Crescendo and diminuendo, 2 sec.
1 velocity layer
AB switch: crescendo/diminuendo

| **12 Tr-mu-P1_dyn_3s** | **Samples: 38** | **RAM: 2 MB** | **L1** |
|---|---|---|---|

Crescendo and diminuendo, 3 sec.
1 velocity layer
AB switch: crescendo/diminuendo

| **13 Tr-mu-P1_dyn_4s** | **Samples: 38** | **RAM: 2 MB** | **L1** |
|---|---|---|---|

Crescendo and diminuendo, 4 sec.
1 velocity layer
AB switch: crescendo/diminuendo

| **14 Tr-mu-P1_dyn-light_1s/2s/3s** | **Samples: 38** | **RAM: 1 MB** | **L2** |
|---|---|---|---|

Dynamics: Light crescendo and diminuendo, 1/2/3 sec.
3 velocity layers: 0–55 mp/f; 56–108 mf/mf; 109–127 f/mp
AB switch: crescendo/diminuendo

| **20 Tr-mu-P1_fp** | **Samples: 57** | **RAM: 3 MB** | **L1** |
|---|---|---|---|

Fortepiano
1 velocity layer

| **21 Tr-mu-P1_sfz** | **Samples: 57** | **RAM: 3 MB** | **L1** |
|---|---|---|---|

Sforzato
1 velocity layer

| **22 Tr-mu-P1_sffz** | **Samples: 57** | **RAM: 3 MB** | **L1** |
|---|---|---|---|

Sforzatissimo
1 velocity layer

| **30 Tr-mu-P1_flatter** | **Samples: 38** | **RAM: 2 MB** | **L1** |
|---|---|---|---|

Flutter tonguing
1 velocity layer
Release samples

| **31 Tr-mu-P1_flatter_cre** | **Samples: 19** | **RAM: 1 MB** | **L1** |
|---|---|---|---|

Flutter tonguing, crescendo
1 velocity layer

| **40 Tr-mu-P1_perf-legato** | **Samples: 1072** | **RAM: 67 MB** | **L1** |
|---|---|---|---|

Legato
4 velocity layers: 0–55 p; 56–88 mp; 89–108 mf; 109–127 f
Release samples

| **42 Tr-mu-P1_perf-gliss** | **Samples: 334** | **RAM: 10 MB** | **L2** |
|---|---|---|---|

Interval performances: Glissando
2 velocity layers: 0–88 p; 89–127 f
Release samples

**42 Tr-mu-P1_perf-trill**                    **Samples: 1672**   **RAM: 104 MB**   **L1**

Performance trills, minor and major 2nd (all other intervals legato)
1 velocity layer
Release samples

---

**50 Tr-mu-P1_perf-rep_leg**                  **Samples: 285**    **RAM: 17 MB**    **L1**

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

---

**51 Tr-mu-P1_perf-rep_leg-cre**              **Samples: 95**     **RAM: 5 MB**     **L1**

Legato repetitions, crescendo
1 velocity layer

---

**52 Tr-mu-P1_perf-rep_por**                  **Samples: 513**    **RAM: 32 MB**    **L1**

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

---

**53 Tr-mu-P1_perf-rep_por-cre**              **Samples: 171**    **RAM: 10 MB**    **L1**

Portato repetitions, crescendo
1 velocity layer

---

**54 Tr-mu-P1_perf-rep_sta**                  **Samples: 513**    **RAM: 32 MB**    **L1**

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

---

**55 Tr-mu-P1_perf-rep_sta-cre**              **Samples: 171**    **RAM: 10 MB**    **L1**

Staccato repetitions, crescendo
1 velocity layer

---

**60 Tr-mu-P1_fast-rep_140 (150/160/170/180/200)**   **Samples: 126**   **RAM: 7 MB**   **L1**

Staccato repetitions, 16ths at 140–180, and 200 BPM
3 velocity layers: 0–55 p; 56–108 mf; 109–127 f
Release samples

---

# Matrices

## VI Matrix files

**11 Tr-mu-P1 compact (P2/P3/P4)**            **Samples: 3060**   **RAM: 191 MB**   **L1**

Compact Matrix layout
Single notes: staccato, portato, sustained
Interval performances: legato
Dynamics: fortepiano, sforzato, crescendo and diminuendo 2 and 4 sec.
Repetition performances: portato and staccato,
Fast repetitions at 160 BPM
Flutter tonguing

**Matrix switches:**   Horizontal: Keyswitches, C1–B1

|     | C1       | C#1     | D1        | D#1    | E1  | F1  | F#1              | G1               | G#1            | A1              | A#1                    | B1                  |
|-----|----------|---------|-----------|--------|-----|-----|------------------|------------------|----------------|-----------------|------------------------|---------------------|
| V1  | staccato | portato | sustained | legato | fp  | sfz | dynamics 2 sec. | dynamics 4 sec. | portato reps. | staccato reps. | fast reps. 160 BPM | flutter tonguing |

## 21 Tr-mu-P1 enhanced (P2/P3/P4)   Samples: 4868   RAM: 304 MB   L1

Enhanced Matrix layout
Full set of articulations

**Matrix switches:**   Horizontal: Keyswitches, C1–A1   Vertical: Keyswitches, C2–E2

|     | C1 | C#1 | D1 | D#1 | E1 | F1 | F#1 | G1 | G#1 | A1 |
|-----|----|-----|----|-----|----|----|-----|----|-----|----|
| C2 | staccato | sustained | legato | fp | dynamics 2 sec. | legato reps. | portato reps. | staccato reps. | fast reps. 140 BPM | flutter tonguing |
| C#2 | portato | | trills | sfz | dynamics 3 sec. | legato reps. cresc | portato reps. cresc | staccato reps. cresc | fast reps. 150 BPM | flutter tongue cresc |
| D2 | | | | sffz | dynamics 4 sec. | | | | fast reps. 160 BPM | |
| D#2 | | | | | | | | | fast reps. 180 BPM | |
| E2 | | | | | | | | | fast reps. 200 BPM | |

## 31 Tr-mu-P1 Full (P2/P3/P4)   Samples: 7204   RAM: 226 MB   L2

Trumpet, player #1–#4
All articulations

**Matrix switches:**   Horizontal: Keyswitches, C1–A#1   Vertical: Keyswitches, C2–E2

|     | C1 | C#1 | D1 | D#1 | E1 | F1 | F#1 | G1 | G#1 | A1 | A#1 |
|-----|----|-----|----|-----|----|----|-----|----|-----|----|-----|
| C2 | staccato | sustained | legato | fp | dyn. 2 sec. | legato reps. | portato reps. | staccato reps. | fast reps. 140 BPM | flutter tonguing | dyn. light 1 sec. |
| C#2 | portato | sustained | perf. trills | sfz | dyn. 3 sec. | legato reps. cres | portato reps. cres | staccato reps. cres | fast reps. 150 BPM | flutter tongue cresc | dyn. light 2 sec. |
| D2 | portato long | med. sus, soft | perf. glissando | sffz | dyn. 4sec. | – | – | – | fast reps. 160 BPM | – | dyn. light 3 sec. |
| D#2 | – | med. sus, loud | – | – | – | – | – | – | fast reps. 180 BPM | – | – |
| E2 | – | – | – | – | – | – | – | – | fast reps. 200 BPM | – | – |

## VI PRO Matrix files

## O1 Tr-mu-all_compact PRO   Samples: 12240  RAM: 765 MB   L1

Compact Matrix layout
Mixer settings: P1 far left, P2 mid left, P3 mid right, P4 far right
The vertical keyswitches change the number of players: C2 – all players; C#2 – player 1, 2, 3; D2 – player 1 and 2; D#2 – player 3 and 4; E2 – player 1

**Matrix switches:**   Horizontal: Keyswitches, C1–B1   Vertical: Keyswitches, C2–E2

|     | C1 | C#1 | D1 | D#1 | E1 | F1 | F#1 | G1 | G#1 | A1 | A#1 | B1 |
|-----|----|-----|----|-----|----|----|-----|----|-----|----|-----|----|
| V1 | staccato | portato | sustained | legato | fp | sfz | dynamics 2 sec. | dynamics 4 sec. | portato reps. | staccato reps. | fast reps. 160 BPM | flutter tonguing |

## O2 Tr-mu-all_enhanced PRO          Samples: 19472   RAM: 1217 MB     L1

Enhanced Matrix layout
All players
Full set of articulations

**Matrix switches:**   Horizontal: Keyswitches, C1–A1          Vertical: Keyswitches, C2–E2

|      | C1 | C#1 | D1 | D#1 | E1 | F1 | F#1 | G1 | G#1 | A1 |
|------|------|----------|--------|------|------------------|------------------|--------------------|---------------------|---------------------|----------------------|
| C2 | staccato | sustained | legato | fp | dynamics 2 sec. | legato reps. | portato reps. | staccato reps. | fast reps. 140 BPM | flutter tonguing |
| C#2 | portato | | trills | sfz | dynamics 3 sec. | legato reps. cresc | portato reps. cres | staccato reps. cres | fast reps. 150 BPM | flutter tongue cres |
| D2 | | | | sffz | dynamics 4 sec. | | | | fast reps. 160 BPM | |
| D#2 | | | | | | | | | fast reps. 180 BPM | |
| E2 | | | | | | | | | fast reps. 200 BPM | |

## O3 Tr-mu-all_auto-divisi PRO          Samples: 9360    RAM: 585 MB     L1

Compact Matrix layout (without legato)
Mixer settings: P1 far left, P2 mid left, P3 mid right, P4 far right
Voices are automatically split between players
Patches have various Humanize settings
Vertical Keyswitches determine Voice assignments:
C2: 1st and 5th note P1, 2nd and 6th note P2,  3rd and 2th note P3, 4th and 8th note P4
C#2: 1st, 3rd and 5th note P1 and P2, 2nd, 4th and 6th note P3 and P4
D2: 1st note P1–P3, 2nd note P2–P4, 3rd note P1, P3 and P4, 4th note P1, P2 and P4
D#2 – no divisi

**Matrix switches:**   Horizontal: Keyswitches, C1–B1          Vertical: Keyswitches, C2–D#2

|      | C1 | C#1 | D1 | D#1 | E1 | F1 | F#1 | G1 | G#1 | A1 | A#1 | B1 |
|------|----------|---------|-----------|-----|----|-----|------------------|------------------|----------------|----------------|--------------------|------------------|
| C2 | staccato | portato | sustained | | fp | sfz | dynamics 2 sec. | dynamics 4 sec. | portato reps. | staccato reps. | fast reps. 160 BPM | flutter tonguing |
| C#2 | % | % | % | % | % | % | % | % | % | % | % | % |
| D2 | % | % | % | % | % | % | % | % | % | % | % | % |
| D#2 | % | % | % | % | % | % | % | % | % | % | % | % |

## O3 Tr-mu-all Full PRO          Samples: 28816   RAM: 901 MB     L2

All articulations, all players
Patches have various Humanize settings

**Matrix switches:**   Horizontal: Keyswitches, C1–A#1          Vertical: Keyswitches, C2–E2

|      | C1 | C#1 | D1 | D#1 | E1 | F1 | F#1 | G1 | G#1 | A1 | A#1 |
|------|--------------|-----------------|------------------|------|-------------|------------------|--------------------|--------------------|---------------------|----------------------|------------------|
| C2 | staccato | sustained | legato | fp | dyn. 2 sec. | legato reps. | portato reps. | staccato reps. | fast reps. 140 BPM | flutter tonguing | dyn. light 1 sec. |
| C#2 | portato | sustained | perf. trills | sfz | dyn. 3 sec. | legato reps. cres | portato reps. cres | staccato reps. cres | fast reps. 150 BPM | flutter tongue cresc | dyn. light 2 sec. |
| D2 | portato long | med. sus, soft | perf. glissando | sffz | dyn. 4sec. | – | – | – | fast reps. 160 BPM | – | dyn. light 3 sec. |
| D#2 | – | med. sus, loud | – | – | – | – | – | – | fast reps. 180 BPM | – | – |
| E2 | – | – | – | – | – | – | – | – | fast reps. 200 BPM | – | – |

**04 Tr-mu-all_cluster PRO**      **Samples: 12240**   **RAM: 765 MB**   **L1**

Compact Matrix layout
Mixer settings: P1 far left, P2 mid left, P3 mid right, P4 far right
Vertical Keyswitches determine Humanize settings:
C2: Cluster static (each voice detuned); C#2: To Cluster (detuning after tuned attack); D2: From Cluster (tuning in from detuned attack)

**Matrix switches:**    Horizontal: Keyswitches, C1–B1      Vertical: Keyswitches, C2–D2

|     | C1 | C#1 | D1 | D#1 | E1 | F1 | F#1 | G1 | G#1 | A1 | A#1 | B1 |
|-----|----|-----|----|-----|----|----|-----|----|-----|----|-----|----|
| V1 | staccato | portato | sustained |  | fp | sfz | dynamics 2 sec. | dynamics 4 sec. | portato reps. | staccato reps. | fast reps. 160 BPM | flutter tonguing |

**11 Tr-mu-P1 compact PRO (P2/P3/P4)**      **Samples: 3060**   **RAM: 191 MB**   **L1**

Same as corresponding VI Matrix file
Patches have various Humanize settings

**21 Tr-mu-P1 enhanced PRO (P2/P3/P4)**      **Samples: 4868**   **RAM: 304 MB**   **L1**

Same as corresponding VI Matrix file
Patches have various Humanize settings

**31 Tr-mu-P1 Full PRO (P2/P3/P4)**      **Samples: 7204**   **RAM: 226 MB**   **L2**

Same as corresponding VI Matrix files
Patches have various Humanize settings

# Presets

## VI Presets

**11P Tr-mu-P1 compact (P2/P3/P4)**      **Samples: 3060**   **RAM: 191 MB**   **L1**

Matrix: 11 Tr-mu-P1 compact

**21P Tr-mu-P1 enhanced (P2/P3/P4)**      **Samples: 4868**   **RAM: 304 MB**   **L1**

Matrix: 21 Tr-mu-P1 enhanced

**31P Tr-mu-P1 Full (P2/P3/P4)**      **Samples: 7204**   **RAM: 226 MB**   **L2**

Matrix: 31 Tr-mu-P1 Full

## VI PRO Presets

**01P Tr-mu-all Universal PRO**      **Samples: 12240**   **RAM: 765 MB**   **L1**

PRO Matrices: 01 compact
03 divisi, 04 cluster,
P1-P4 compact
Matrix keyswitches: C1–F#1

**02P Tr-mu-all enhanced PRO**      **Samples: 19472**   **RAM: 1217 MB**   **L1**

Matrix: 02 Tr-mu-all enhanced PRO

| **03P Tr-all_Full PRO** | **Samples: 28816** | **RAM: 901 MB** | **L2** |
|---|---|---|---|
| Matrix: 03 Tr-mu-all_Full PRO | | | |

| **11P Tr-mu-P1 compact PRO (P2/P3/P4)** | **Samples: 3060** | **RAM: 191 MB** | **L1** |
|---|---|---|---|
| Matrix: 11 Tr-mu-P1 compact PRO | | | |

| **21P Tr-mu-P1 enhanced PRO (P2/P3/P4)** | **Samples: 4868** | **RAM: 304 MB** | **L1** |
|---|---|---|---|
| Matrix: 21 Tr-mu-P1 enhanced PRO | | | |

| **31P Tr-mu-P1 Full PRO (P2/P3/P4)** | **Samples: 7204** | **RAM: 226 MB** | **L2** |
|---|---|---|---|
| Matrix: 31 Tr-mu-P1 Full PRO | | | |

# 06 Dimension Horns mute

## Patches

### 01  Horns mute Player 1

**Range: A#2–D5**

**Level 1:**
Single notes: staccato, portato, sustained, flutter tonguing normal and crescendo
Dynamics: crescendo and diminuendo (2, 3, 4 seconds); fortepiano, sforzato, sforzatissimo
Interval performances: legato, trills
Repetition performances: legato, portato, staccato, normal and crescendo
Fast repetitions: 16ths at 140 to 180, and 200 BPM

**Level 2:**
Single notes: portato long, medium sustains piano and forte
Dynamics: Crescendo and diminuendo light (1, 2, 3 seconds)
Interval performances: glissando

| | | | |
|---|---|---|---|
| **01 Ho-mu-P1_staccato** | **Samples: 368** | **RAM: 11 MB** | **L1** |

Staccato
4 velocity layers: 0–55 p; 56–88 mp; 89–108 mf; 109–127 f

| | | | |
|---|---|---|---|
| **02 Ho-mu-P1_portato** | **Samples: 368** | **RAM: 11 MB** | **L1** |

Portato
4 velocity layers: 0–55 p; 56–88 mp; 89–108 mf; 109–127 f

| | | | |
|---|---|---|---|
| **02 Ho-mu-P1_portato-long** | **Samples: 384** | **RAM: 12 MB** | **L2** |

Single notes: Portato, long
4 velocity layers: 0–55 p; 56–88 mp; 89–108 mf; 109–127 ff
4 Alternations

| | | | |
|---|---|---|---|
| **03 Ho-mu-P1_sus** | **Samples: 432** | **RAM: 13 MB** | **L1** |

Sustained
4 velocity layers: 0–55 p; 56–88 mp; 89–108 mf; 109–127 f
Release samples

| | | | |
|---|---|---|---|
| **06 Ho-mu-P1_sus-medium_p** | **Samples: 288** | **RAM: 9 MB** | **L2** |

Single notes: Medium sustains, soft
3 velocity layers: 0–55 pp; 56–108 p; 109–127 mp
Release samples
3 Alternations

| | | | |
|---|---|---|---|
| **07 Ho-mu-P1_sus-medium_f** | **Samples: 288** | **RAM: 9 MB** | **L2** |

Single notes: Medium sustains, loud
3 velocity layers: 0–55 mf; 56–108 f; 109–127 ff
Release samples
3 Alternations

| **11 Ho-mu-P1_dyn_2s** | **Samples: 92** | **RAM: 2 MB** | **L1** |
|---|---|---|---|

Crescendo and diminuendo, 2 sec.
1 velocity layer
AB switch: crescendo/diminuendo

| **12 Ho-mu-P1_dyn_3s** | **Samples: 92** | **RAM: 2 MB** | **L1** |
|---|---|---|---|

Crescendo and diminuendo, 3 sec.
1 velocity layer
AB switch: crescendo/diminuendo

| **13 Ho-mu-P1_dyn_4s** | **Samples: 46** | **RAM: 1 MB** | **L1** |
|---|---|---|---|

Crescendo and diminuendo, 4 sec.
1 velocity layer
AB switch: crescendo/diminuendo

| **14 Ho-mu-P1_dyn-light_1s/2s/3s** | **Samples: 144** | **RAM: 5 MB** | **L2** |
|---|---|---|---|

Dynamics: Light crescendo and diminuendo, 1/2/3 sec.
3 velocity layers: 0–55 mp/f; 56–108 mf/mf; 109–127 f/mp
AB switch: crescendo/diminuendo

| **20 Ho-mu-P1_fp** | **Samples: 69** | **RAM: 2 MB** | **L1** |
|---|---|---|---|

Fortepiano
1 velocity layer

| **21 Ho-mu-P1_sfz** | **Samples: 69** | **RAM: 2 MB** | **L1** |
|---|---|---|---|

Sforzato
1 velocity layer

| **22 Ho-mu-P1_sffz** | **Samples: 69** | **RAM: 2 MB** | **L1** |
|---|---|---|---|

Sforzatissimo
1 velocity layer

| **30 Ho-mu-P1_flatter** | **Samples: 46** | **RAM: 1 MB** | **L1** |
|---|---|---|---|

Flutter tonguing
1 velocity layer
Release samples

| **31 Ho-mu-P1_flatter_cre** | **Samples: 23** | **RAM: 1 MB** | **L1** |
|---|---|---|---|

Flutter tonguing, crescendo
1 velocity layer

| **40 Ho-mu-P1_perf-legato** | **Samples: 1404** | **RAM: 43 MB** | **L1** |
|---|---|---|---|

Legato
4 velocity layers: 0–55 p; 56–88 mp; 89–108 mf; 109–127 f
Release samples

| **42 Ho-mu-P1_perf-gliss** | **Samples: 1172** | **RAM: 36 MB** | **L2** |
|---|---|---|---|

Interval performances: Glissando
2 velocity layers: 0–88 p; 89–127 f
Release samples

**42 Ho-mu-P1_perf-trill**　　　　　　　　　　　**Samples: 2652**　　**RAM: 82 MB**　　**L1**

Performance trills, minor and major 2nd (all other intervals legato)
1 velocity layer
Release samples

---

**50 Ho-mu-P1_perf-rep_leg**　　　　　　　　　　**Samples: 345**　　**RAM: 10 MB**　　**L1**

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

---

**51 Ho-mu-P1_perf-rep_leg-cre**　　　　　　　　**Samples: 115**　　**RAM: 3 MB**　　**L1**

Legato repetitions, crescendo
1 velocity layer

---

**52 Ho-mu-P1_perf-rep_por**　　　　　　　　　　**Samples: 621**　　**RAM: 19 MB**　　**L1**

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

---

**53 Ho-mu-P1_perf-rep_por-cre**　　　　　　　　**Samples: 207**　　**RAM: 6 MB**　　**L1**

Portato repetitions, crescendo
1 velocity layer

---

**54 Ho-mu-P1_perf-rep_sta**　　　　　　　　　　**Samples: 621**　　**RAM: 19 MB**　　**L1**

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

---

**55 Ho-mu-P1_perf-rep_sta-cre**　　　　　　　　**Samples: 207**　　**RAM: 6 MB**　　**L1**

Staccato repetitions, crescendo
1 velocity layer

---

**60 Ho-mu-P1_fast-rep_140 (150/160/170/180/200)**　　**Samples: 94**　　**RAM: 2 MB**　　**L1**

Staccato repetitions, 16ths at 140–180, and 200 BPM
3 velocity layers: 0–55 p; 56–108 mf; 109–127 f
Release samples

---

# Matrices

## VI Matrix files

**11 Ho-mu-P1 compact (P2/P3/P4)**　　　　　　**Samples: 3798**　**RAM: 118 MB**　　**L1**

Compact Matrix layout
Single notes: staccato, portato, sustained
Interval performances: legato
Dynamics: fortepiano, sforzato, crescendo and diminuendo 2 and 4 sec.
Repetition performances: portato and staccato,
Fast repetitions at 160 BPM
Flutter tonguing

**Matrix switches:**　　Horizontal: Keyswitches, C6–B6

| | C6 | C#6 | D6 | D#6 | E6 | F6 | F#6 | G6 | G#6 | A6 | A#6 | B6 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| V1 | staccato | portato | sustained | legato | fp | sfz | dynamics 2 sec. | dynamics 4 sec. | portato reps. | staccato reps. | fast reps. 160 BPM | flutter tonguing |

## 21 Ho-mu-P1 enhanced (P2/P3/P4)                    Samples: 6452    RAM: 201 MB    L1

Enhanced Matrix layout
Full set of articulations

**Matrix switches:**    Horizontal: Keyswitches, C6–A6          Vertical: Keyswitches, C7–E7

|      | C6 | C#6 | D6 | D#6 | E6 | F6 | F#6 | G6 | G#6 | A6 |
|------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| C7 | staccato | sustained | legato | fp | dynamics 2 sec. | legato reps. | portato reps. | staccato reps. | fast reps. 140 BPM | flutter tonguing |
| C#7 | portato | | trills | sfz | dynamics 3 sec. | legato reps. cresc | portato reps. cresc | staccato reps. cresc | fast reps. 150 BPM | flutter tongue cresc |
| D7 | | | | sffz | dynamics 4 sec. | | | | fast reps. 160 BPM | |
| D#7 | | | | | | | | | fast reps. 180 BPM | |
| E7 | | | | | | | | | fast reps. 200 BPM | |

## 31 Ho-mu-P1 Full (P2/P3/P4)                    Samples: 9526    RAM: 298 MB    L2

Horn, player #1–#4
All articulations

**Matrix switches:**    Horizontal: Keyswitches, C6–A#6          Vertical: Keyswitches, C7–E7

|      | C6 | C#6 | D6 | D#6 | E6 | F6 | F#6 | G6 | G#6 | A6 | A#6 |
|------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| C7 | staccato | sustained | legato | fp | dyn. 2 sec. | legato reps. | portato reps. | staccato reps. | fast reps. 140 BPM | flutter tonguing | dyn. light 1 sec. |
| C#7 | portato | sustained | perf. trills | sfz | dyn. 3 sec. | legato reps. cres | portato reps. cres | staccato reps. cres | fast reps. 150 BPM | flutter tongue cresc | dyn. light 2 sec. |
| D7 | portato long | med. sus, soft | perf. glissando | sffz | dyn. 4sec. | – | – | – | fast reps. 160 BPM | – | dyn. light 3 sec. |
| D#7 | – | med. sus, loud | – | – | – | – | – | – | fast reps. 180 BPM | – | – |
| E7 | – | – | – | – | – | – | – | – | fast reps. 200 BPM | – | – |

## VI PRO Matrix files

## 01 Ho-mu-all_compact PRO                    Samples: 15192  RAM: 474 MB    L1

Compact Matrix layout
Mixer settings: P1 far left, P2 mid left, P3 mid right, P4 far right
The vertical keyswitches change the number of players: C7 – all players; C#7 – player 1, 2, 3; D7 – player 1 and 2; D#7 – player 3 and 4; E7 – player 1

**Matrix switches:**    Horizontal: Keyswitches, C6–B6          Vertical: Keyswitches, C7–E7

|      | C6 | C#6 | D6 | D#6 | E6 | F6 | F#6 | G6 | G#6 | A6 | A#6 | B6 |
|------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| V1 | staccato | portato | sustained | legato | fp | sfz | dynamics 2 sec. | dynamics 4 sec. | portato reps. | staccato reps. | fast reps. 160 BPM | flutter tonguing |

## 02 Ho-mu-all_enhanced PRO                    Samples: 25808   RAM: 806 MB    L1

Enhanced Matrix layout
All players
Full set of articulations

**Matrix switches:**   Horizontal: Keyswitches, C6–A6        Vertical: Keyswitches, C7–E7

|      | C6       | C#6      | D6      | D#6  | E6                | F6                 | F#6                 | G6                    | G#6                   | A6                    |
|------|----------|----------|---------|------|-------------------|--------------------|---------------------|-----------------------|-----------------------|-----------------------|
| C7   | staccato | sustained | legato  | fp   | dynamics 2 sec.   | legato reps.       | portato reps.       | staccato reps.        | fast reps. 140 BPM    | flutter tonguing      |
| C#7  | portato  |          | trills  | sfz  | dynamics 3 sec.   | legato reps. cresc | portato reps. cres  | staccato reps. cres   | fast reps. 150 BPM    | flutter tongue cres   |
| D7   |          |          |         | sffz | dynamics 4 sec.   |                    |                     |                       | fast reps. 160 BPM    |                       |
| D#7  |          |          |         |      |                   |                    |                     |                       | fast reps. 180 BPM    |                       |
| E7   |          |          |         |      |                   |                    |                     |                       | fast reps. 200 BPM    |                       |

## 03 Ho-mu-all_auto-divisi PRO                Samples: 11304   RAM: 353 MB    L1

Compact Matrix layout (without legato)
Mixer settings: P1 far left, P2 mid left, P3 mid right, P4 far right
Voices are automatically split between players
Patches have various Humanize settings
Vertical Keyswitches determine Voice assignments:
C2: 1st and 5th note P1, 2nd and 6th note P2,  3rd and 2th note P3, 4th and 8th note P4
C#2: 1st, 3rd and 5th note P1 and P2, 2nd, 4th and 6th note P3 and P4
D2: 1st note P1–P3, 2nd note P2–P4, 3rd note P1, P3 and P4, 4th note P1, P2 and P4
D#2 – no divisi

**Matrix switches:**   Horizontal: Keyswitches, C6–B6        Vertical: Keyswitches, C7–D#7

|      | C6       | C#6     | D6        | D#6 | E6  | F6  | F#6              | G6               | G#6            | A6             | A#6                | B6               |
|------|----------|---------|-----------|-----|-----|-----|------------------|------------------|----------------|----------------|--------------------|------------------|
| C7   | staccato | portato | sustained |     | fp  | sfz | dynamics 2 sec.  | dynamics 4 sec.  | portato reps.  | staccato reps. | fast reps. 160 BPM | flutter tonguing |
| C#7  | %        | %       | %         | %   | %   | %   | %                | %                | %              | %              | %                  | %                |
| D7   | %        | %       | %         | %   | %   | %   | %                | %                | %              | %              | %                  | %                |
| D#7  | %        | %       | %         | %   | %   | %   | %                | %                | %              | %              | %                  | %                |

## 03 Ho-mu-all Full PRO                        Samples: 38104   RAM: 1190 MB    L2

All articulations, all players
Patches have various Humanize settings

**Matrix switches:**   Horizontal: Keyswitches, C6–A#6        Vertical: Keyswitches, C7–E7

|      | C6           | C#6             | D6               | D#6  | E6          | F6                 | F#6                 | G6                  | G#6                | A6                    | A#6                |
|------|--------------|-----------------|------------------|------|-------------|--------------------|---------------------|---------------------|--------------------|-----------------------|--------------------|
| C7   | staccato     | sustained       | legato           | fp   | dyn. 2 sec. | legato reps.       | portato reps.       | staccato reps.      | fast reps. 140 BPM | flutter tonguing      | dyn. light 1 sec.  |
| C#7  | portato      | sustained       | perf. trills     | sfz  | dyn. 3 sec. | legato reps. cres  | portato reps. cres  | staccato reps. cres | fast reps. 150 BPM | flutter tongue cresc  | dyn. light 2 sec.  |
| D7   | portato long | med. sus, soft  | perf. glissando  | sffz | dyn. 4sec.  | –                  | –                   | –                   | fast reps. 160 BPM | –                     | dyn. light 3 sec.  |
| D#7  | –            | med. sus, loud  | –                | –    | –           | –                  | –                   | –                   | fast reps. 180 BPM | –                     | –                  |
| E7   | –            | –               | –                | –    | –           | –                  | –                   | –                   | fast reps. 200 BPM | –                     | –                  |

**04 Ho-mu-all_cluster PRO**                    **Samples: 15192  RAM: 474 MB**   **L1**

Compact Matrix layout
Mixer settings: P1 far left, P2 mid left, P3 mid right, P4 far right
Vertical Keyswitches determine Humanize settings:
C7: Cluster static (each voice detuned); C#7: To Cluster (detuning after tuned attack); D7: From Cluster (tuning in from detuned attack)

**Matrix switches:**  Horizontal: Keyswitches, C6–B6      Vertical: Keyswitches, C7–D7

|     | C6 | C#6 | D6 | D#6 | E6 | F6 | F#6 | G6 | G#6 | A6 | A#6 | B6 |
|-----|----|----|----|----|----|----|----|----|----|----|----|----|
| V1 | staccato | portato | sustained | | fp | sfz | dynamics 2 sec. | dynamics 4 sec. | portato reps. | staccato reps. | fast reps. 160 BPM | flutter tonguing |

**11 Ho-mu-P1 compact PRO (P2/P3/P4)**          **Samples: 3798   RAM: 118 MB**   **L1**

Same as corresponding VI Matrix file
Patches have various Humanize settings

**21 Ho-mu-P1 enhanced PRO (P2/P3/P4)**         **Samples: 6452   RAM: 201 MB**   **L1**

Same as corresponding VI Matrix file
Patches have various Humanize settings

**31 Ho-mu-P1 Full PRO (P2/P3/P4)**             **Samples: 9526   RAM: 298 MB**   **L2**

Same as corresponding VI Matrix files
Patches have various Humanize settings

# Presets

## VI Presets

**11P Ho-mu-P1 compact (P2/P3/P4)**             **Samples: 3798   RAM: 118 MB**   **L1**

Matrix: 11 Ho-mu-P1 compact

**21P Ho-mu-P1 enhanced (P2/P3/P4)**            **Samples: 6452   RAM: 201 MB**   **L1**

Matrix: 21 Ho-mu-P1 enhanced

**31P Ho-mu-P1 Full (P2/P3/P4)**                **Samples: 9526   RAM: 298 MB**   **L2**

Matrix: 31 Ho-mu-P1 Full

## VI PRO Presets

**01P Ho-mu-all Universal PRO**                 **Samples: 15192  RAM: 474 MB**   **L1**

PRO Matrices: 01 compact
03 divisi, 04 cluster,
P1-P4 compact
Matrix keyswitches: C1–F#1

**02P Ho-mu-all enhanced PRO**                  **Samples: 25808  RAM: 806 MB**   **L1**

Matrix: 02 Ho-mu-all enhanced PRO

**03P Ho-mu-all_Full PRO**                                        Samples: 38104   RAM: 1190 MB        **L2**

Matrix: 03 Ho-mu-all_Full PRO

---

**11P Ho-mu-P1 compact PRO (P2/P3/P4)**                          Samples: 3798    RAM: 118 MB         **L1**

Matrix: 11 Ho-mu-P1 compact PRO

---

**21P Ho-mu-P1 enhanced PRO (P2/P3/P4)**                         Samples: 6452    RAM: 201 MB         **L1**

Matrix: 21 Ho-mu-P1 enhanced PRO

---

**31P Ho-mu-P1 Full PRO (P2/P3/P4)**                             Samples: 9526    RAM: 298 MB         **L2**

Matrix: 31 Ho-mu-P1 Full PRO

# 07 Dimension Wagner Tubas

# Patches

## 01 Wagner Tubas Player 1

**Range: F1–C5**

**Level 1:**
Single notes: staccato, portato, sustained normal and blared, flutter tonguing normal and crescendo
Dynamics: crescendo and diminuendo (2, 3, 4 seconds); fortepiano, sforzato, sforzatissimo
Interval performances: legato normal and blared, trills normal and blared
Repetition performances: legato, portato, staccato, normal and crescendo
Fast repetitions: 16ths at 140 to 180, and 200 BPM

| | | | |
|---|---|---|---|
| **01 WT-P1_staccato** | **Samples: 416** | **RAM: 26 MB** | **L1** |

Staccato
4 velocity layers: 0–55 p; 56–88 mp; 89–108 mf; 109–127 f

| | | | |
|---|---|---|---|
| **02 WT-P1_portato** | **Samples: 416** | **RAM: 26 MB** | **L1** |

Portato
4 velocity layers: 0–55 p; 56–88 mp; 89–108 mf; 109–127 f

| | | | |
|---|---|---|---|
| **03 WT-P1_sus** | **Samples: 488** | **RAM: 30 MB** | **L1** |

Sustained
4 velocity layers: 0–55 p; 56–88 mp; 89–108 mf; 109–127 f
Release samples

| | | | |
|---|---|---|---|
| **04 WT-P1_sus_blare** | **Samples: 122** | **RAM: 7 MB** | **L1** |

Sustained, blared
1 velocity layer
Release samples

| | | | |
|---|---|---|---|
| **11 WT-P1_dyn_2s** | **Samples: 52** | **RAM: 3 MB** | **L1** |

Crescendo and diminuendo, 2 sec.
1 velocity layer
AB switch: crescendo/diminuendo

| | | | |
|---|---|---|---|
| **12 WT-P1_dyn_3s** | **Samples: 52** | **RAM: 3 MB** | **L1** |

Crescendo and diminuendo, 3 sec.
1 velocity layer
AB switch: crescendo/diminuendo

| | | | |
|---|---|---|---|
| **13 WT-P1_dyn_4s** | **Samples: 52** | **RAM: 3 MB** | **L1** |

Crescendo and diminuendo, 4 sec.
1 velocity layer
AB switch: crescendo/diminuendo

| **20 WT-P1_fp** | **Samples: 78** | **RAM: 4 MB** | **L1** |
|---|---|---|---|

Fortepiano
1 velocity layer

| **21 WT-P1_sfz** | **Samples: 78** | **RAM: 4 MB** | **L1** |
|---|---|---|---|

Sforzato
1 velocity layer

| **22 WT-P1_sffz** | **Samples: 78** | **RAM: 4 MB** | **L1** |
|---|---|---|---|

Sforzatissimo
1 velocity layer

| **30 WT-P1_flatter** | **Samples: 52** | **RAM: 3 MB** | **L1** |
|---|---|---|---|

Flutter tonguing
1 velocity layer
Release samples

| **31 WT-P1_flatter_cre** | **Samples: 26** | **RAM: 1 MB** | **L1** |
|---|---|---|---|

Flutter tonguing, crescendo
1 velocity layer

| **40 WT-P1_perf-legato** | **Samples: 1600** | **RAM: 100 MB** | **L1** |
|---|---|---|---|

Legato
4 velocity layers: 0–55 p; 56–88 mp; 89–108 mf; 109–127 f
Release samples

| **41 WT-P1_perf-legato_blare** | **Samples: 634** | **RAM: 39 MB** | **L1** |
|---|---|---|---|

Legato, blared
1 velocity layer
Release samples

| **42 WT-P1_perf-trill** | **Samples: 2480** | **RAM: 155 MB** | **L1** |
|---|---|---|---|

Performance trills, minor and major 2nd (all other intervals legato)
1 velocity layer
Release samples

| **43 WT-P1_perf-trill_blare** | **Samples: 1074** | **RAM: 67 MB** | **L1** |
|---|---|---|---|

Performance trills, blared, minor and major 2nd (all other intervals legato)
1 velocity layer
Release samples

| **50 WT-P1_perf-rep_leg** | **Samples: 338** | **RAM: 21 MB** | **L1** |
|---|---|---|---|

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

| **51 WT-P1_perf-rep_leg-cre** | **Samples: 130** | **RAM: 8 MB** | **L1** |
|---|---|---|---|

Legato repetitions, crescendo
1 velocity layer

### 52 WT-P1_perf-rep_por     **Samples: 702**    **RAM: 43 MB**    **L1**

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

### 53 WT-P1_perf-rep_por-cre     **Samples: 234**    **RAM: 14 MB**    **L1**

Portato repetitions, crescendo
1 velocity layer

### 54 WT-P1_perf-rep_sta     **Samples: 702**    **RAM: 43 MB**    **L1**

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

### 55 WT-P1_perf-rep_sta-cre     **Samples: 234**    **RAM: 14 MB**    **L1**

Staccato repetitions, crescendo
1 velocity layer

### 60 WT-P1_fast-rep_140 (150/160/170/180/200)     **Samples: 104**    **RAM: 6 MB**    **L1**

Staccato repetitions, 16ths at 140–180, and 200 BPM
2 velocity layers: 0–88 p; 89–127 f
Release samples

---

# Matrices

---

## VI Matrix files

### 11 WT-P1 compact (P2/P3/P4)     **Samples: 4252**    **RAM: 265 MB**    **L1**

Compact Matrix layout
Single notes: staccato, portato, sustained
Interval performances: legato
Dynamics: fortepiano, sforzato, crescendo and diminuendo 2 and 4 sec.
Repetition performances: portato and staccato,
Fast repetitions at 160 BPM
Flutter tonguing

**Matrix switches:**    Horizontal: Keyswitches, C6–B6

|    | C6 | C#6 | D6 | D#6 | E6 | F6 | F#6 | G6 | G#6 | A6 | A#6 | B6 |
|----|----|-----|----|-----|----|----|-----|----|-----|----|-----|----|
| V1 | staccato | portato | sustained | legato | fp | sfz | dynamics 2 sec. | dynamics 4 sec. | portato reps. | staccato reps. | fast reps. 160 BPM | flutter tonguing |

### 21 WT-P1 enhanced (P2/P3/P4)     **Samples: 6774**    **RAM: 423 MB**    **L1**

Enhanced Matrix layout
Full set of articulations

**Matrix switches:**    Horizontal: Keyswitches, C6–A6      Vertical: Keyswitches, C7–E7

|     | C6 | C#6 | D6 | D#6 | E6 | F6 | F#6 | G6 | G#6 | A6 |
|-----|----|-----|----|-----|----|----|-----|----|-----|----|
| C7  | staccato | sustained | legato | fp | dynamics 2 sec. | legato reps. | portato reps. | staccato reps. | fast reps. 140 BPM | flutter tonguing |
| C#7 | portato | sus. blared | trills | sfz | dynamics 3 sec. | legato reps. cresc | portato reps. cresc | staccato reps. cresc | fast reps. 150 BPM | flutter tongue cresc |
| D7  |  |  | legato blared | sffz | dynamics 4 sec. |  |  |  | fast reps. 160 BPM |  |
| D#7 |  |  | trills blared |  |  |  |  |  | fast reps. 180 BPM |  |

| | | | | | | | | | | fast reps. 200 BPM | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| E7 | | | | | | | | | | | |

## VI PRO Matrix files

### 01 WT-all_compact PRO                    Samples: 17008   RAM: 1063 MB    L1

Compact Matrix layout
Mixer settings: P1 mid left, P2 mid right, P3 far left, P4 far right
The vertical keyswitches change the number of players: C7 – all players; C#7 – player 1, 2, 3; D7 – player 1 and 2; D#7 – player 3 and 4; E7 – player 1

**Matrix switches:**   Horizontal: Keyswitches, C6–B6        Vertical: Keyswitches, C7–E7

| | C6 | C#6 | D6 | D#6 | E6 | F6 | F#6 | G6 | G#6 | A6 | A#6 | B6 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| V1 | staccato | portato | sustained | legato | fp | sfz | dynamics 2 sec. | dynamics 4 sec. | portato reps. | staccato reps. | fast reps. 160 BPM | flutter tonguing |

### 02 WT-all_enhanced PRO                    Samples: 27096   RAM: 1693 MB    L1

Enhanced Matrix layout
All players
Full set of articulations

**Matrix switches:**   Horizontal: Keyswitches, C6–A6        Vertical: Modwheel, 5 zones

| | C6 | C#6 | D6 | D#6 | E6 | F6 | F#6 | G6 | G#6 | A6 |
|---|---|---|---|---|---|---|---|---|---|---|
| V1 | staccato | sustained | legato | fp | dynamics 2 sec. | legato reps. | portato reps. | staccato reps. | fast reps. 140 BPM | flutter tonguing |
| V2 | portato | sus. blared | trills | sfz | dynamics 3 sec. | legato reps. cresc | portato reps. cresc | staccato reps. cresc | fast reps. 150 BPM | flutter tongue cresc |
| V3 | | | legato blared | sffz | dynamics 4 sec. | | | | fast reps. 160 BPM | |
| V4 | | | trills blared | | | | | | fast reps. 180 BPM | |
| V5 | | | | | | | | | fast reps. 200 BPM | |

### 03 WT-all_auto-divisi PRO                    Samples: 12560   RAM: 785 MB    L1

Compact Matrix layout (without legato)
Mixer settings: P1 mid left, P2 mid right, P3 far left, P4 far right
Voices are automatically split between players
Patches have various Humanize settings
Vertical Keyswitches determine Voice assignments:
C7: 1st and 5th note P1, 2nd and 6th note P2,  3rd and 7th note P3, 4th and 8th note P4
C#7: 1st, 3rd and 5th note P1 and P2, 2nd, 4th and 6th note P3 and P4
D7: 1st note P1–P3, 2nd note P2–P4, 3rd note P1, P3 and P4, 4th note P1, P2 and P4
D#7 – no divisi

**Matrix switches:**   Horizontal: Keyswitches, C6–B6        Vertical: Keyswitches, C7–D#7

| | C6 | C#6 | D6 | D#6 | E6 | F6 | F#6 | G6 | G#6 | A6 | A#6 | B6 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| C7 | staccato | portato | sustained | | fp | sfz | dynamics 2 sec. | dynamics 4 sec. | portato reps. | staccato reps. | fast reps. 160 BPM | flutter tonguing |
| C#7 | % | % | % | % | % | % | % | % | % | % | % | % |
| D7 | % | % | % | % | % | % | % | % | % | % | % | % |
| D#7 | % | % | % | % | % | % | % | % | % | % | % | % |

**04 WT-all_cluster PRO**                                                        **Samples: 17008   RAM: 1063 MB**        **L1**

Compact Matrix layout
Mixer settings: P1 mid left, P2 mid right, P3 far left, P4 far right
Vertical Keyswitches determine Humanize settings:
C7: Cluster static (each voice detuned); C#7: To Cluster (detuning after tuned attack); D7: From Cluster (tuning in from detuned attack)

**Matrix switches:**   Horizontal: Keyswitches, C6–B6        Vertical: Keyswitches, C7–D7

|     | C6 | C#6 | D6 | D#6 | E6 | F6 | F#6 | G6 | G#6 | A6 | A#6 | B6 |
|-----|----|-----|----|-----|----|----|-----|----|-----|----|-----|----|
| V1 | staccato | portato | sustained |  | fp | sfz | dynamics 2 sec. | dynamics 4 sec. | portato reps. | staccato reps. | fast reps. 160 BPM | flutter tonguing |

**11 WT-P1 compact PRO (P2/P3/P4)**                                              **Samples: 4252   RAM: 265 MB**          **L1**

Same as corresponding VI Matrix file
Patches have various Humanize settings

**21 WT-P1 enhanced PRO (P2/P3/P4)**                                             **Samples: 6774   RAM: 423 MB**          **L1**

Same as corresponding VI Matrix file
Patches have various Humanize settings

# Presets

## VI Presets

**11P WT-P1 compact (P2/P3/P4)**                                                 **Samples: 4252   RAM: 265 MB**          **L1**

Matrix: 11 WT-P1 compact

**21P WT-P1 enhanced (P2/P3/P4)**                                                **Samples: 6774   RAM: 423 MB**          **L1**

Matrix: 21 WT-P1 enhanced

## VI PRO Presets

**01P WT-all Universal PRO**                                                     **Samples: 17008   RAM: 1063 MB**        **L1**

PRO Matrices: 01 compact
03 divisi, 04 cluster,
P1-P4 compact
Matrix keyswitches: C1–E1

**02P WT-all enhanced PRO**                                                      **Samples: 27096   RAM: 1693 MB**        **L1**

Matrix: 02 WT-all enhanced PRO

**11P WT-P1 compact PRO (P2/P3/P4)**                                             **Samples: 4252   RAM: 265 MB**          **L1**

Matrix: 11 WT-P1 compact PRO

**21P WT-P1 enhanced PRO (P2/P3/P4)**                                            **Samples: 6774   RAM: 423 MB**          **L1**

Matrix: 21 WT-P1 enhanced PRO

# 11 Dimension Trombones mute

## Patches

### 01 Trombones mute Player 1

**Range: C2–C5**

**Level 1:**

Single notes: staccato, portato, sustained, flutter tonguing normal and crescendo
Dynamics: crescendo and diminuendo (2, 3, 4 seconds); fortepiano, sforzato, sforzatissimo
Interval performances: legato, trills
Repetition performances: legato, portato, staccato, normal and crescendo
Fast repetitions: 16ths at 140 to 180, and 200 BPM

**Level 2:**

Single notes: portato long, medium sustains piano and forte
Dynamics: Crescendo and diminuendo light (1, 2, 3 seconds)
Interval performances: glissando

| | | | |
|---|---|---|---|
| **01 Tb-mu-P1_staccato** | **Samples: 320** | **RAM: 20 MB** | **L1** |

Staccato
4 velocity layers: 0–55 p; 56–88 mp; 89–108 mf; 109–127 f

| | | | |
|---|---|---|---|
| **02 Tb-mu-P1_portato** | **Samples: 320** | **RAM: 20 MB** | **L1** |

Portato
4 velocity layers: 0–55 p; 56–88 mp; 89–108 mf; 109–127 f

| | | | |
|---|---|---|---|
| **02 Tb-mu-P1_portato-long** | **Samples: 304** | **RAM: 9 MB** | **L2** |

Single notes: Portato, long
4 velocity layers: 0–55 p; 56–88 mp; 89–108 mf; 109–127 ff
4 Alternations

| | | | |
|---|---|---|---|
| **03 Tb-mu-P1_sus** | **Samples: 372** | **RAM: 23 MB** | **L1** |

Sustained
4 velocity layers: 0–55 p; 56–88 mp; 89–108 mf; 109–127 f
Release samples

| | | | |
|---|---|---|---|
| **06 Tb-mu-P1_sus-medium_p** | **Samples: 334** | **RAM: 10 MB** | **L2** |

Single notes: Medium sustains, soft
3 velocity layers: 0–55 pp; 56–108 p; 109–127 mp
Release samples
3 Alternations

| | | | |
|---|---|---|---|
| **07 Tb-mu-P1_sus-medium_f** | **Samples: 334** | **RAM: 10 MB** | **L2** |

Single notes: Medium sustains, loud
3 velocity layers: 0–55 mf; 56–108 f; 109–127 ff
Release samples
3 Alternations

| **11 Tb-mu-P1_dyn_2s** | **Samples: 40** | **RAM: 2 MB** | **L1** |

Crescendo and diminuendo, 2 sec.
1 velocity layer
AB switch: crescendo/diminuendo

| **12 Tb-mu-P1_dyn_3s** | **Samples: 40** | **RAM: 2 MB** | **L1** |

Crescendo and diminuendo, 3 sec.
1 velocity layer
AB switch: crescendo/diminuendo

| **13 Tb-mu-P1_dyn_4s** | **Samples: 40** | **RAM: 2 MB** | **L1** |

Crescendo and diminuendo, 4 sec.
1 velocity layer
AB switch: crescendo/diminuendo

| **14 Tb-mu-P1_dyn-light_1s/2s/3s** | **Samples: 38** | **RAM: 1 MB** | **L2** |

Dynamics: Light crescendo and diminuendo, 1/2/3 sec.
3 velocity layers: 0–55 mp/f; 56–108 mf/mf; 109–127 f/mp
AB switch: crescendo/diminuendo

| **20 Tb-mu-P1_fp** | **Samples: 60** | **RAM: 3 MB** | **L1** |

Fortepiano
1 velocity layer

| **21 Tb-mu-P1_sfz** | **Samples: 60** | **RAM: 3 MB** | **L1** |

Sforzato
1 velocity layer

| **22 Tb-mu-P1_sffz** | **Samples: 60** | **RAM: 3 MB** | **L1** |

Sforzatissimo
1 velocity layer

| **30 Tb-mu-P1_flatter** | **Samples: 40** | **RAM: 2 MB** | **L1** |

Flutter tonguing
1 velocity layer
Release samples

| **31 Tb-mu-P1_flatter_cre** | **Samples: 20** | **RAM: 1 MB** | **L1** |

Flutter tonguing, crescendo
1 velocity layer

| **40 Tb-mu-P1_perf-legato** | **Samples: 1176** | **RAM: 73 MB** | **L1** |

Legato
4 velocity layers: 0–55 p; 56–88 mp; 89–108 mf; 109–127 f
Release samples

| **42 Tb-mu-P1_perf-gliss** | **Samples: 334** | **RAM: 10 MB** | **L2** |

Interval performances: Glissando
2 velocity layers: 0–88 p; 89–127 f
Release samples

| | | | |
|---|---|---|---|
| **42 Tb-mu-P1_perf-trill** | **Samples: 1836** | **RAM: 114 MB** | **L1** |

Performance trills, minor and major 2nd (all other intervals legato)
1 velocity layer
Release samples

| | | | |
|---|---|---|---|
| **50 Tb-mu-P1_perf-rep_leg** | **Samples: 300** | **RAM: 18 MB** | **L1** |

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

| | | | |
|---|---|---|---|
| **51 Tb-mu-P1_perf-rep_leg-cre** | **Samples: 100** | **RAM: 6 MB** | **L1** |

Legato repetitions, crescendo
1 velocity layer

| | | | |
|---|---|---|---|
| **52 Tb-mu-P1_perf-rep_por** | **Samples: 540** | **RAM: 33 MB** | **L1** |

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

| | | | |
|---|---|---|---|
| **53 Tb-mu-P1_perf-rep_por-cre** | **Samples: 180** | **RAM: 11 MB** | **L1** |

Portato repetitions, crescendo
1 velocity layer

| | | | |
|---|---|---|---|
| **54 Tb-mu-P1_perf-rep_sta** | **Samples: 540** | **RAM: 33 MB** | **L1** |

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

| | | | |
|---|---|---|---|
| **55 Tb-mu-P1_perf-rep_sta-cre** | **Samples: 180** | **RAM: 11 MB** | **L1** |

Staccato repetitions, crescendo
1 velocity layer

| | | | |
|---|---|---|---|
| **60 Tb-mu-P1_fast-rep_140 (150/160/170/180/200)** | **Samples: 126** | **RAM: 7 MB** | **L1** |

Staccato repetitions, 16ths at 140–180, and 200 BPM
3 velocity layers: 0–55 p; 56–108 mf; 109–127 f
Release samples

# Matrices

## VI Matrix files

| | | | |
|---|---|---|---|
| **11 Tb-mu-P1 compact (P2/P3/P4)** | **Samples: 3262** | **RAM: 203 MB** | **L1** |

Compact Matrix layout
Single notes: staccato, portato, sustained
Interval performances: legato
Dynamics: fortepiano, sforzato, crescendo and diminuendo 2 and 4 sec.
Repetition performances: portato and staccato,
Fast repetitions at 160 BPM
Flutter tonguing

**Matrix switches:**  Horizontal: Keyswitches, C6–B6

| | C6 | C#6 | D6 | D#6 | E6 | F6 | F#6 | G6 | G#6 | A6 | A#6 | B6 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| V1 | staccato | portato | sustained | legato | fp | sfz | dynamics 2 sec. | dynamics 4 sec. | portato reps. | staccato reps. | fast reps. 160 BPM | flutter tonguing |

**21 Tb-mu-P1 enhanced (P2/P3/P4)**　　　　　　　　**Samples: 5198　RAM: 324 MB**　　**L1**

Enhanced Matrix layout
Full set of Level 1 articulations

**Matrix switches:**　Horizontal: Keyswitches, C6–A6　　　Vertical: Keyswitches, C7–E7

|     | C6 | C#6 | D6 | D#6 | E6 | F6 | F#6 | G6 | G#6 | A6 |
|-----|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| C7  | staccato | sustained | legato | fp | dynamics 2 sec. | legato reps. | portato reps. | staccato reps. | fast reps. 140 BPM | flutter tonguing |
| C#7 | portato |  | trills | sfz | dynamics 3 sec. | legato reps. cresc | portato reps. cresc | staccato reps. cresc | fast reps. 150 BPM | flutter tongue cresc |
| D7  |  |  |  | sffz | dynamics 4 sec. |  |  |  | fast reps. 160 BPM |  |
| D#7 |  |  |  |  |  |  |  |  | fast reps. 180 BPM |  |
| E7  |  |  |  |  |  |  |  |  | fast reps. 200 BPM |  |

**31 Tb-mu-P1 Full (P2/P3/P4)**　　　　　　　　　　**Samples: 8008　RAM: 251 MB**　　**L2**

Player #1–#4
All articulations

**Matrix switches:**　Horizontal: Keyswitches, C6–A#6　　　Vertical: Keyswitches, C7–E7

|     | C6 | C#6 | D6 | D#6 | E6 | F6 | F#6 | G6 | G#6 | A6 | A#6 |
|-----|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| C7  | staccato | sustained | legato | fp | dyn. 2 sec. | legato reps. | portato reps. | staccato reps. | fast reps. 140 BPM | flutter tonguing | dyn. light 1 sec. |
| C#7 | portato | sustained | perf. trills | sfz | dyn. 3 sec. | legato reps. cres | portato reps. cres | staccato reps. cres | fast reps. 150 BPM | flutter tongue cresc | dyn. light 2 sec. |
| D7  | portato long | med. sus, soft | perf. glissando | sffz | dyn. 4sec. | – | – | – | fast reps. 160 BPM | – | dyn. light 3 sec. |
| D#7 | – | med. sus, loud | – | – | – | – | – | – | fast reps. 180 BPM | – | – |
| E7  | – | – | – | – | – | – | – | – | fast reps. 200 BPM | – | – |

## VI PRO Matrix files

**O1 Tb-mu-all_compact PRO**　　　　　　　　　　**Samples: 13048　RAM: 815 MB**　　**L1**

Compact Matrix layout
Mixer settings: P1 far left, P2 mid left, P3 mid right, P4 far right
The vertical keyswitches change the number of players: C7 – all players; C#7 – player 1, 2, 3; D7 – player 1 and 2; D#7 – player 3 and 4; E7 – player 1

**Matrix switches:**　Horizontal: Keyswitches, C6–B6　　　Vertical: Keyswitches, C7–E7

|     | C6 | C#6 | D6 | D#6 | E6 | F6 | F#6 | G6 | G#6 | A6 | A#6 | B6 |
|-----|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| V1  | staccato | portato | sustained | legato | fp | sfz | dynamics 2 sec. | dynamics 4 sec. | portato reps. | staccato reps. | fast reps. 160 BPM | flutter tonguing |

## 02 Tb-mu-all_enhanced PRO · Samples: 20792 · RAM: 1299 MB · L1

Enhanced Matrix layout
All players
Full set of Level 1 articulations

**Matrix switches:** Horizontal: Keyswitches, C6–A6 · Vertical: Keyswitches, C7–E7

|  | C6 | C#6 | D6 | D#6 | E6 | F6 | F#6 | G6 | G#6 | A6 |
|---|---|---|---|---|---|---|---|---|---|---|
| C7 | staccato | sustained | legato | fp | dynamics 2 sec. | legato reps. | portato reps. | staccato reps. | fast reps. 140 BPM | flutter tonguing |
| C#7 | portato |  | trills | sfz | dynamics 3 sec. | legato reps. cresc | portato reps. cresc | staccato reps. cresc | fast reps. 150 BPM | flutter tongue cresc |
| D7 |  |  |  | sffz | dynamics 4 sec. |  |  |  | fast reps. 160 BPM |  |
| D#7 |  |  |  |  |  |  |  |  | fast reps. 180 BPM |  |
| E7 |  |  |  |  |  |  |  |  | fast reps. 200 BPM |  |

## 03 Tb-mu-all_auto-divisi PRO · Samples: 9832 · RAM: 614 MB · L1

Compact Matrix layout (without legato)
Mixer settings: P1 far left, P2 mid left, P3 mid right, P4 far right
Voices are automatically split between players
Patches have various Humanize settings
Vertical Keyswitches determine Voice assignments:
C7: 1st and 5th note P1, 2nd and 6th note P2,  3rd and 7th note P3, 4th and 8th note P4
C#7: 1st, 3rd and 5th note P1 and P2, 2nd, 4th and 6th note P3 and P4
D7: 1st note P1–P3, 2nd note P2–P4, 3rd note P1, P3 and P4, 4th note P1, P2 and P4
D#7 – no divisi

**Matrix switches:** Horizontal: Keyswitches, C6–B6 · Vertical: Keyswitches, C7–D#7

|  | C6 | C#6 | D6 | D#6 | E6 | F6 | F#6 | G6 | G#6 | A6 | A#6 | B6 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| C7 | staccato | portato | sustained |  | fp | sfz | dynamics 2 sec. | dynamics 4 sec. | portato reps. | staccato reps. | fast reps. 160 BPM | flutter tonguing |
| C#7 | % | % | % | % | % | % | % | % | % | % | % | % |
| D7 | % | % | % | % | % | % | % | % | % | % | % | % |
| D#7 | % | % | % | % | % | % | % | % | % | % | % | % |

## 03 Tb-mu-all_Full PRO · Samples: 32032 · RAM: 1001 MB · L2

All articulations, all players
Patches have various Humanize settings

**Matrix switches:** Horizontal: Keyswitches, C6–A#6 · Vertical: Keyswitches, C7–E7

|  | C6 | C#6 | D6 | D#6 | E6 | F6 | F#6 | G6 | G#6 | A6 | A#6 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| C7 | staccato | sustained | legato | fp | dyn. 2 sec. | legato reps. | portato reps. | staccato reps. | fast reps. 140 BPM | flutter tonguing | dyn. light 1 sec. |
| C#7 | portato | sustained | perf. trills | sfz | dyn. 3 sec. | legato reps. cres | portato reps. cres | staccato reps. cres | fast reps. 150 BPM | flutter tongue cresc | dyn. light 2 sec. |
| D7 | portato long | med. sus, soft | perf. glissando | sffz | dyn. 4sec. | – | – | – | fast reps. 160 BPM | – | dyn. light 3 sec. |
| D#7 | – | med. sus, loud | – | – | – | – | – | – | fast reps. 180 BPM | – | – |
| E7 | – | – | – | – | – | – | – | – | fast reps. 200 BPM | – | – |

**04 Tb-mu-all_cluster PRO**  **Samples: 13048  RAM: 815 MB**  **L1**

Compact Matrix layout
Mixer settings: P1 far left, P2 mid left, P3 mid right, P4 far right
Vertical Keyswitches determine Humanize settings:
C7: Cluster static (each voice detuned); C#7: To Cluster (detuning after tuned attack); D7: From Cluster (tuning in from detuned attack)

**Matrix switches:**  Horizontal: Keyswitches, C6–B6    Vertical: Keyswitches, C7–D7

|  | C6 | C#6 | D6 | D#6 | E6 | F6 | F#6 | G6 | G#6 | A6 | A#6 | B6 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| V1 | staccato | portato | sustained |  | fp | sfz | dynamics 2 sec. | dynamics 4 sec. | portato reps. | staccato reps. | fast reps. 160 BPM | flutter tonguing |

**11 Tb-mu-P1 compact PRO (P2/P3/P4)**  **Samples: 3262  RAM: 203 MB**  **L1**

Same as corresponding VI Matrix file
Patches have various Humanize settings

**21 Tb-mu-P1 enhanced PRO (P2/P3/P4)**  **Samples: 5198  RAM: 324 MB**  **L1**

Same as corresponding VI Matrix file
Patches have various Humanize settings

**31 Tb-mu-P1 Full PRO (P2/P3/P4)**  **Samples: 8008  RAM: 251 MB**  **L2**

Same as corresponding VI Matrix files
Patches have various Humanize settings

# Presets

## VI Presets

**11P Tb-mu-P1 compact (P2/P3/P4)**  **Samples: 3262  RAM: 203 MB**  **L1**

Matrix: 11 Tb-mu-P1 compact

**21P Tb-mu-P1 enhanced (P2/P3/P4)**  **Samples: 5198  RAM: 324 MB**  **L1**

Matrix: 21 Tb-mu-P1 enhanced

**31P Tb-mu-P1 Full (P2/P3/P4)**  **Samples: 8008  RAM: 251**  **L2**

Player #1–#4
The Presets contain the "Full" Matrices of the same name

## VI PRO Presets

**01P Tb-mu-all Universal PRO**  **Samples: 13048  RAM: 815 MB**  **L1**

PRO Matrices: 01 compact
03 divisi, 04 cluster,
P1-P4 compact
Matrix keyswitches: C1–F#1

**02P Tb-mu-all enhanced PRO**  **Samples: 20792  RAM: 1299 MB**  **L1**

Matrix: 02 Tb-mu-all enhanced PRO

| | | | |
|---|---|---|---|
| **03P Tb-mu-all_Full PRO** | **Samples: 32032** | **RAM: 1001 MB** | **L2** |

Matrix: 03 Tb-mu-all_Full PRO

| | | | |
|---|---|---|---|
| **11P Tb-mu-P1 compact PRO (P2/P3/P4)** | **Samples: 3262** | **RAM: 203 MB** | **L1** |

Matrix: 11 Tb-mu-P1 compact PRO

| | | | |
|---|---|---|---|
| **21P Tb-mu-P1 enhanced PRO (P2/P3/P4)** | **Samples: 5198** | **RAM: 324 MB** | **L1** |

Matrix: 21 Tb-mu-P1 enhanced PRO

| | | | |
|---|---|---|---|
| **31P Tb-mu-P1 Full PRO (P2/P3/P4)** | **Samples: 8008** | **RAM: 251** | **L2** |

Player #1–#4
The Presets contain the "Full PRO" Matrices of the same name

# Appendix – Vienna Instruments PRO II Matrices and Presets

## General Information

All Vienna Instruments PRO 2 Presets and Matrices have been saved with their cells disabled. This way you can load them quickly to analyze the various loaded Presets and Matrices.

If you activate "Force Enabled ON" in the Settings Menu, these Presets and Matrices will be loaded with enabled cells.
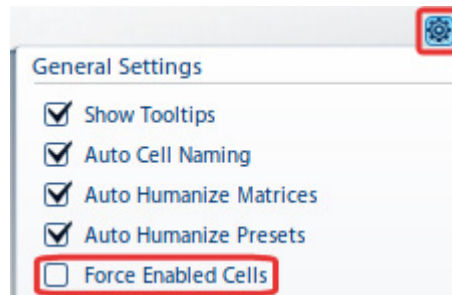


There is a special folder for Vienna Instruments PRO 2 Matrices in the Matrix list of each instrument group which holds 6 sequence-based Matrices per player.
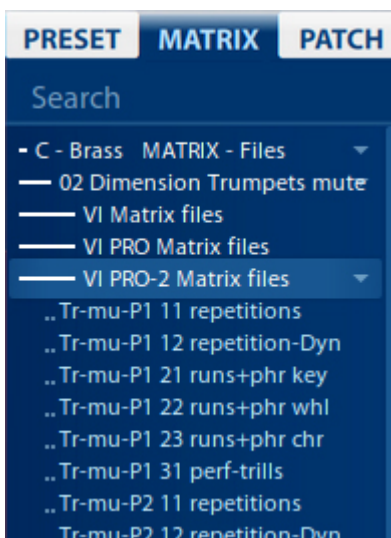
| Matrices |
|---|

### "11 repetitions" – Repetitions without restrictions

An APP Sequencer based Matrix with Host Tempo Sync activated by default.

<u>X-Axis Controller (horizontal):</u> Articulations/Patches are assigned in the APP Sequencer (Cell Tab)

<u>Y-Axis Controller (vertical):</u> Keyswitches

For Bass to Soprano Instruments (lowest note C2): C1 upwards
For Contrabass Instruments (lowest notes below C2): C6 upwards

The variations available in the Y-Axis are generally sequences assembled from one or 2 different articulations. For Wind Instruments, these are portato and staccato Performance Repetitions.

You can access up to 12 different pre-programmed patterns:

| | | |
|---|---|---|
| **Slot 1** | **"16th"** | 16th notes based on one articulation. |
| **Slot 2** | **"16 2mc"** | 16th notes based on two different articulations, accents are achieved by using the "longer" articulation. |
| **Slot 3** | **"16 mc"** | 16th notes based on two different articulations, accents are achieved by using 2 "longer" articulations. |
| **Slot 4** | **"up 2"** | Sequence of one 8th note and two 16th notes. |
| **Slot 5** | **"up 1"** | Upbeats, sequence of one 8th note and one 16th note. |
| **Slot 6** | **"16 a3"** | Sequence of three 16th notes and one 16th rest. |
| **Slot 7** | **"triplet"** | 8th triplets based on one articulation. |
| **Slot 8** | **"trip mc"** | 8th triplets based on two different articulations, accents are achieved by using the "longer" articulation. |
| **Slot 9** | **"trip mc2"** | 8th triplets based on two different articulations, every quarter beat is accentuated by using the "longer" articulation. |
| **Slot 10** | **"trip up1"** | Triplet Upbeats |
| **Slot 11** | **"Phrase A"** | Example 1 of a combination of different articulations. |
| **Slot 12** | **"Phrase B"** | Example 2 of a combination of different articulations. |

## "12 repetition-Dyn" – Dynamite Dynamics

An APP Sequencer based Matrix with Host Tempo Sync activated by default.

<u>**X-Axis Controller (horizontal):**</u> Articulations/Patches are assigned in the APP Sequencer (Cell Tab)

The available patterns are based on Performance Repetition Patches. The different volumes of the contained notes are as originally recorded and are NOT triggered by MIDI velocity.

There are up to 9 different volume levels available for every recorded dynamic repetition pattern.

<u>**Y-Axis Controller (vertical):**</u> Keyswitches

For Bass to Soprano Instruments (lowest note C2): C1 upwards
For Contrabass Instruments (lowest notes below C2): C6 upwards

The available variations are different successions of crescendo and diminuendo repetition patters in 16th notes.

| | | |
|---|---|---|
| **Slot 1** | **"cre-dim"** | Sequence of eight 16th notes from pp–ff, followed by eight 16th notes from ff–pp |
| **Slot 2** | **"dim-cre"** | Sequence of eight 16th notes from ff–pp, followed by eight 16th notes from pp–ff |
| **Slot 3** | **"cr-di sh"** | Sequence of four 16th notes from pp–ff, followed by 4 16th notes from ff–pp |
| **Slot 4** | **"di-cr sh"** | Sequence of four 16th notes from ff–pp, followed by four 16th notes from pp–ff |
| **Slot 5** | **"cre step"** | A series of 4 sequences, each with 4 16th notes, starting with pp. Every following sequence starts at the next higher volume from the preceding one. |
| **Slot 6** | **"dim step"** | A series of 4 sequences, each with 4 16th notes, starting with ff. Every following sequence starts with the next lower volume from the preceding one. |
| **Slot 7** | **"accent A"** | A series of 4 sequences, each with 4 16th notes, with an accentuation on the quarter beat and crescendos towards the accentuated notes. |
| **Slot 8** | **"accent B"** | A series of 4 sequence parts, each with 4 16th notes, with an accentuation on the quarter beat and strong cresendos towards the accentuated notes. |
| **Slot 9** | **"Phrase A"** | Example 1 of a combination of different articulations. |
| **Slot 10** | **"Phrase B"** | Example 2 of a combination of different articulations. |
| **Slot 11** | **"Phrase C"** | Example 3 of a combination of different articulations. |
| **Slot 12** | **"Phrase D"** | Example 4 of a combination of different articulations. |

## "21 runs+phr key" – Diatonic Runs & Phrases

An APP Sequencer based Matrix with Host Tempo Sync activated by default.

Selection of 12 Scales from C major/minor to B major/minor by Keyswitches C7–B7.

Change between major and minor harmonic scales by Velocity Switch:
Velocity 0–99: Major scale
Velocity 100–127: Minor harmonic scale

> **Attention:** If this Matrix is loaded into an empty preset on its own, the "Scale Select Range" and "Velocity Switch" functions in the APP sequencer (Scale Tab) must be activated.
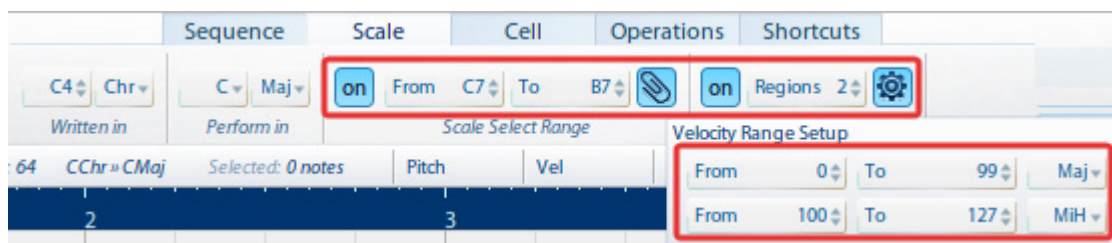


**X-Axis Controller (horizontal):** Articulations/Patches are assigned in the APP Sequencer (Cell Tab).

**Y-Axis Controller (vertical):** Keyswitches

For Bass to Soprano Instruments (lowest note C2): C1 upwards
For Contrabass Instruments (lowest notes below C2): C6 upwards

The available variations in the Y-Axis consist of upwards and downwards runs and phrases in different lengths.

| Slot 1 | "Oct up" | Diatonic run upwards, 1 octave |
|---|---|---|
| Slot 2 | "Oct do" | Diatonic run downwards, 1 octave |
| Slot 3 | "Oct ac-u" | Diatonic run upwards, 1 octave, with a slight accelerando |
| Slot 4 | "Oct ac-d" | Diatonic run downwards, 1 octave, with a slight accelerando |
| Slot 5 | "2 Oct up" | Diatonic run upwards, 2 octaves |
| Slot 6 | "2 Oct do" | Diatonic run downwards, 2 octaves |
| Slot 7 | "Quint up" | Diatonic run upwards, 1 fifth |
| Slot 8 | "Quint do" | Diatonic run downwards, 1 fifth |
| Slot 9 | "Phr A up" | Progressive phrase upwards (step by step) with a repetition note, 1 octave. |
| Slot 10 | "Phr A do" | Progressive phrase downwards (step by step) with a repetition note, 1 octave. |
| Slot 11 | "Phr B up" | Progressive "mordent phrase" upwards (step by step), 1 octave. |
| Slot 12 | "Phr B do" | Progressive "mordent phrase" downwards (step by step), 1 octave. |

## "22 runs+phr whl" – Whole-tone Runs & Phrases

Like Matrix "21 runs+phr key", but based on whole-tone scales.

## "23 runs+phr chr" – Chromatic Runs & Phrases

Like Matrix "21 runs+phr key", but based on chromatic scales.

## "31 perf-trills" – Thrilling Trills

An APP Sequencer based Matrix with Host Tempo Sync NOT activated by default. Trill speed can be set directly in the APP sequencer's "Sequence" tab.

Selection of 12 Scales from C major/minor to B major/minor by Keyswitches C7–B7.

Change between major and minor harmonic scales by Velocity Switch:
Velocity 0–99: Major Scale
Velocity 100–127: Minor Harmonic Scale

---

**Attention:** If this Matrix is loaded into an empty preset on its own, the "Scale Select Range" and "Velocity Switch" functions in the APP sequencer (Scale Tab) must be activated.

---
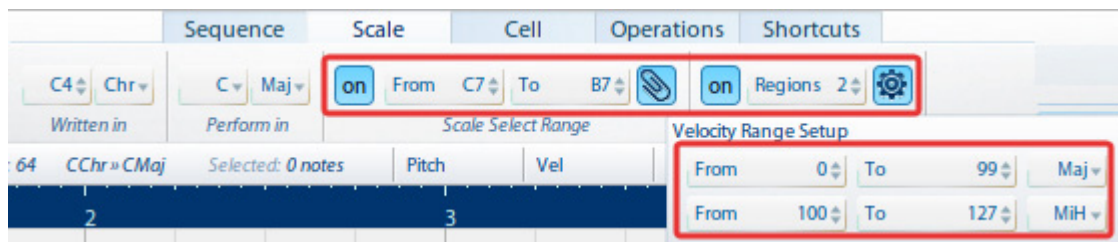


**X-Axis Controller (horizontal):** Articulations/Patches are assigned in the APP Sequencer (Cell Tab). The major part of the Patches used is based on Performance Trill Patches.

**Y-Axis Controller (vertical):** Keyswitches

For Bass to Soprano Instruments (lowest note C2): C1 upwards
For Contrabass Instruments (lowest notes below C2): C6 upwards

The available variations in the Y-Axis consist of trills in different speeds, accelerating or decelerating, plus a variety of mordents and inverted mordents ("Pralltriller").

| | | |
|---|---|---|
| **Slot 1** | **"trill"** | Trill, middle tempo. |
| **Slot 2** | **"trill ac"** | Trill, accelerating. |
| **Slot 3** | **"trill fa"** | Trill, fast tempo. |
| **Slot 4** | **"trill ri"** | Trill, decelerating. |
| **Slot 5** | **"mord up1"** | Embellishment, starting with upwards note. |
| **Slot 6** | **"mord do1"** | Embellishment, starting with downwards note. |
| **Slot 7** | **"mord up2"** | Embellishment, starting with two upwards notes. |
| **Slot 8** | **"mord up2+"** | Embellishment, starting with two upwards notes (variation). |
| **Slot 9** | **"mord do2"** | Embellishment, starting with two downwards notes. |
| **Slot 10** | **"mord do2+"** | Embellishment, starting with two downwards notes (variation). |
| **Slot 11** | **"Prall up"** | Inverted mordent ("Pralltriller") upwards |
| **Slot 12** | **"Prall do"** | Inverted mordent ("Pralltriller") downwards |

# Presets

There is a special folder for Vienna Instruments PRO 2 Presets in the Preset list of each instrument group which holds one Preset per player and one Preset implementing all four players.

All Cells are saved in "disabled" status (without any loaded samples). If you want your Presets to be loaded with their Cells automatically enabled, just activate "Force Enabled ON/OFF" in the Settings menu.
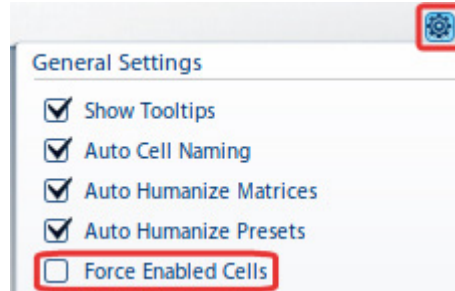


Use Keyswitches to switch between Matrices. Alternatively, you can also use Program Changes or MIDI Control Changes.

**Matrix switching:** Keyswitches

For Alto and Soprano Instruments (lowest note C3): C2 upwards
For Bass and Tenor Instruments (lowest notes below C3): C6 upwards
For Contrabass Instruments (lowest notes below C2): C5 upwards

Internal reverb is activated!

Tuning Table: 12-tone

Assignment of the most important controllers (pre-configured sliders in Basic View)

| | |
|---|---|
| Master Volume | CC7 |
| Velocity X-Fade | CC2 |
| Velocity X-Fade ON/OFF switch | CC28 |
| Dyn Range scaler | CC30 |
| Start Offset scaler | CC21 |
| Expression | CC11 |
| Filter | CC24 |
| Tuning | CC26 (scales Humanize Tuning Curves) |
| Reverb Dry/Wet | CC14 |
| Reverb ON/OFF switch | CC15 |
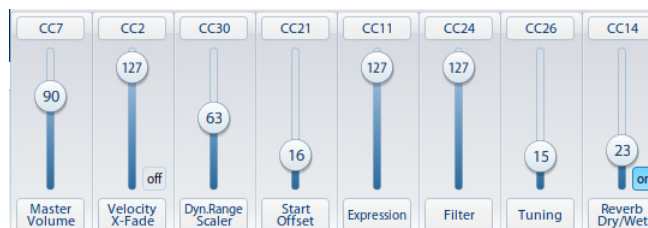


Matrix assignments:

| | |
|---|---|
| C | "compact PRO" |
| C# | 11 repetitions |
| D | 12 repetition-Dyn |
| D# | 21 runs+phr key |
| E | 22 runs+phr whl |
| F | 23 runs+phr chr |
| A | 31 perf-trills |