Vienna Dimension Brass II

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

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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

L1 01 Tr-mu-P1_staccato Samples: 304 **RAM: 19 MB** Staccato 4 velocity layers: 0-55 p; 56-88 mp; 89-108 mf; 109-127 f L1 02 Tr-mu-P1_portato Samples: 304 **RAM: 19 MB** 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 L2 06 Tr-mu-P1_sus-medium_p Samples: 334 **RAM: 10 MB** 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

	02 Dimen	sion Trumpets mute/l	Patches
11 Tr-mu-P1_dyn_2s Crescendo and diminuendo, 2 sec.	Samples: 38	RAM: 2 MB	L1
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			
AD SWICH. 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			
neiease sailipies			

									02 Dime	nsion Tru	npets mute	/Matrices
42 Tr-m Performa 1 velocit Release	nu-P1_pe ance trills, ty layer samples	rf-trill , minor ar	nd major 2	2nd (all ot	her interv	als legato))	Samp	les: 1672	2 RAM	: 104 ME	3 L1
50 Tr-m	nu-P1_pe	rf-rep_le	g					Samp	les: 285	RAM	: 17 MB	L1
Legato r 3 velocit	repetitions ty layers: (D–55 p; 5	6–108 m	f; 109–12	27 f							
51 Tr-m	nu-P1_pe	rf-rep_le	g-cre					Samp	les: 95	RAM	: 5 MB	L1
Legato r 1 velocit	repetitions ty layer	, crescen	do									
52 Tr-m	nu-P1_pe	rf-rep_p	or					Samp	les: 513	RAM	: 32 MB	L1
Portato i 3 velocit	repetitions ty layers: (s D–55 p; 5	6–108 m	f; 109–12	27 f							
53 Tr-m	nu-P1_pe	rf-rep_p	or-cre					Samp	les: 171	RAM	: 10 MB	L1
Portato i 1 velocit	repetitions ty layer	s, crescer	ndo									
54 Tr-m	nu-P1_pe	rf-rep_st	a					Samp	les: 513	RAM	: 32 MB	L1
Staccato 3 velocit	o repetition ty layers: (ns D-55 p; 5	6–108 m	f; 109–12	27 f							
55 Tr-m	nu-P1_pe	rf-rep_st	a-cre					Samp	les: 171	RAM	: 10 MB	L1
Staccato 1 velocit	o repetition ty layer	ns, cresc	endo									
60 Tr-m	nu-P1_fas	st-rep_14	40 (150/	160/17	0/180/2	00)		Samp	les: 126	RAM	: 7 MB	L1
Staccato 3 velocit Release	o repetition ty layers: (samples	ns, 16ths D–55 p; 5	at 140–1 6–108 m	.80, and 2 f; 109–12	200 BPM 27 f	·						
Matri	ces											
VI Matr	rix files											
11 Tr-m	າ u-P 1 ດຸດ	mpact (P	2/P3/P4	4)				Samn	les: 3060) RAM	: 191 MF	3 L1
Compac	t Matrix la	yout	_,. •,.	-,				- amp				
Single no Interval p Dynamic Repetitic Fast rep	otes: stac performan s: fortepia on perform etitions at	cato, por ices: lega ano, sforz nances: p 160 BPN	tato, susta to ato, creso ortato and 1	ained cendo and d staccato	d diminue o,	ndo 2 ano	d 4 sec.					
Matrix s	switches:	Horizor	ntal: Kevsv	witches. (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

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RAM: 304 MB

L1

21 Tr-mu-P1 enhanced (P2/P3/P4)

Enhanced Matrix layout Full set of articulations

Matrix switches: Horizontal: Keyswitches, C1–A1

Vertical: Keyswitches, C2–E2

Vertical: Keyswitches, C2-E2

Samples: 4868

	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

	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

01 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

L1

Samples: 19472 RAM: 1217 MB

02 Tr-mu-all_enhanced PRO

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	
LL									200 BPM	

03 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	dynamics	portato	staccato	fast reps.	flutter
							2 sec.	4 sec.	reps.	reps.	160 BPM	tonguing
C#2	%	%	%	%	%	%	%	%	%	%	%	%
D2	%	%	%	%	%	%	%	%	%	%	%	%
D#2	%	%	%	%	%	%	%	%	%	%	%	%

03 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
iviali in Switches.	π

Vertical: Keyswitches,	C2-E2
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	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

Compac [®] Mixer se	t Matrix la ttings: P1	yout far left, F	P2 mid left	, P3 mid	right, P4	far right						
Vertical I C2: Clus	Keyswitch ter static attack)	es detern (each voi	nine Huma ce detuneo	nize setti d); C#2: 1	ings: Fo Cluster	r (detunin	g after tur	ied attack); D2: Fro	m Cluste	r (tuning in	from
Matrix s	switches:	Horizor	ntal: Keysw	vitches, C	C1-B1	Ver	tical: Keys	witches, C	:2-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-m	nu-P1 cor	npact Pl	R0 (P2/P	3/P4)				Sampl	es: 3060	RAM	I: 191 MB	L1
Same as Patches	correspo have vario	onding VI I ous Huma	Matrix file Inize settin	Igs								
21 Tr-m	nu-P1 enł	nanced F	PRO (P2/1	P3/P4)				Sampl	es: 4868	B RAM	I: 304 MB	L1
Same as Patches	correspo have vario	onding VI I ous Huma	Matrix file Inize settin	igs								
31 Tr-m	nu-P1 Ful	I PRO (P	2/P3/P4)				Sampl	es: 7204	RAM	I: 226 MB	L2
Same as Patches	correspo have vario	onding VI I ous Huma	Matrix files Inize settin	igs								
Prese	ets											
VI Pres	ets											
11P Tr-	mu-P1 co	ompact (P2/P3/P	24)				Samp	es: 3060) RAM	: 191 MB	L1
Matrix: 1	1 Tr-mu-P	'1 compa	ct									
21P Tr-	mu-P1 e	nhanced	(P2/P3/	P4)				Sampl	es: 4868	B RAM	: 304 MB	L1
31P Tr-	mu-P1 Fi		23 /P4)					Samn	es: 7204	L RAM	· 226 MB	12
Matrix: 3	31 Tr-mu-P	1 Full	0/1 4/					oampi	. 7201		. 220 MD	LL
VI PRO	Presets											
01P Tr-	mu-all Ur	niversal	PRO					Sampl	es: 1224	IO RAM	l: 765 MB	L1
PRO Mat 03 divisi P1-P4 co Matrix ke	rices: 01 , 04 clusto ompact eyswitches	compact er, s: C1–F#1	1									
02P Tr-	mu-all er)2 Tr-mu-a	hanced	PRO ed PRO					Sampl	es: 1947	2 RAM	l: 1217 M	B L1

02	Dimension	Trumpets	mute	/Presets
	Dimonolon	manipoto	mate	/ 1 1 0 0 0 0 0

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

	06 Dir	nension Horns mute/I	Patches
11 Ho-mu-P1_dyn_2s Crescendo and diminuendo, 2 sec. 1 velocity layer AB switch: crescendo/diminuendo	Samples: 92	RAM: 2 MB	L1
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			

									06 D	imension	Horns mute	/Matrices
42 Ho-mu Performan 1 velocity l Release sa	I- P1_perf- ce trills, min ayer Imples	t rill nor an	id major 2	2nd (all ot	her interv	als legato)	Samp	les: 2652	2 RAM	: 82 MB	L1
50 Ho-mu Legato rep 3 velocity I	I- P1_perf- etitions ayers: 0–5	r ep_le 5 p; 5	9g 6–108 mi	f; 109–12	27 f			Samp	les: 345	RAM	: 10 MB	L1
51 Ho-mu Legato rep 1 velocity l	- P1_perf- etitions, cr ayer	rep_le escen	eg-cre do					Samp	es: 115	RAM	: 3 MB	L1
52 Ho-mu Portato rep 3 velocity l	- P1_perf -i petitions ayers: 0–5	r ep_p 5 p; 5	or 6–108 mt	f; 109–12	27 f			Sampl	les: 621	RAM	: 19 MB	L1
53 Ho-mu Portato rep 1 velocity l	-P1_perf- petitions, cr ayer	r ep_p rescer	or-cre ndo					Sampl	les: 207	RAM	: 6 MB	L1
54 Ho-mu Staccato r 3 velocity l	-P1_perf- epetitions ayers: 0–5	r ep_s 5 p; 5	ta 6–108 mt	f; 109–12	27 f			Samp	les: 621	RAM	: 19 MB	L1
55 Ho-mu Staccato r 1 velocity l	I- P1_perf-I epetitions, ayer	rep_s cresce	ta-cre endo					Samp	les: 207	RAM	: 6 MB	L1
60 Ho-mu Staccato r 3 velocity l Release sa	-P1_fast-r epetitions, ayers: 0–5 imples	ep_1 16ths 5 p; 5	40 (150/ at 140–1 6–108 mt	/ 160/17 80, and 2 f; 109–12	20/180/2 200 BPM 27 f	200)		Samp	les: 94	RAM	: 2 MB	L1
VI Matrix	files											
11 Ho-mu Compact M Single note Interval per Dynamics: Repetition Fast repeti Flutter tong	I-P1 comp Matrix layou es: staccato fortepiano, performance tions at 16 guing	act (F t c, port : lega sforz ces: po 0 BPN	P2/P3/P4 tato, susta to ato, creso ortato and 1	4) ained cendo and I staccato	d diminue	ndo 2 anc	l 4 sec.	Samp	les: 3798	B RAM	: 118 ME	3 L1
Matrix sw	itches: H	orizon	ital: Keysv	vitches, (C6-B6	=/	E#4	<u> </u>	0.11		B. # 4	D/
V1 s	staccato po	ortato	D6 sustained	D#6 legato	fp	F6 Sfz	F#6 dynamics 2 sec.	dynamics 4 sec.	G#6 portato reps.	A6 staccato reps.	A#6 fast reps. 160 BPM	B6 flutter tonguing

L1

21 Ho-mu-P1 enhanced (P2/P3/P4)

Enhanced Matrix layout Full set of articulations

Matrix switches: Horizontal: Keyswitches, C6–A6

Vertical: Keyswitches, C7-E7

Samples: 6452

	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

L1

Samples: 25808 RAM: 806 MB

02 Ho-mu-all_enhanced PRO

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	
	[[200 DEIVI	

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	dynamics	portato	staccato	fast reps.	flutter
							2 sec.	4 sec.	reps.	reps.	160 BPM	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

/lixer se /ertical	ottinger D1											
/ertical	euings. FI	far left, F	P2 mid left	, P3 mid	right, P4	far right						
	Keyswitche	es detern	nine Huma	nize setti	ngs:							
:7: Clu	ster static ((each voi	ce detune	d); C#7: ⊺	Fo Cluster	r (detunin	g after tur	ned attack); D7: Fror	n Cluste	r (tuning ir	n from
letuned	l attack)											
Matrix	switches:	Horizor	ntal: Keysv	vitches, C	C6-B6	Ver	tical: Keys	witches, C	;7–D7			
	C6	C#6	D6	D#6	E6	F6	F#6	G6	G#6	A6	A#6	B6
V1	staccato	portato	sustained		fp	stz	dynamics 2 sec.	dynamics 4 sec.	portato reps.	staccato reps.	fast reps. 160 BPM	tlutter
L1 Ho-	mu-P1 co	mpact P	PRO (P2/F	P3/P4)				Samp	es: 3798	RAM	: 118 MB	L1
Same a	s correspo	nding VI I	Matrix file									
ratches	s nave vario	ous Huma	anize setur	igs								
21 Ho-	mu-P1 en	hanced	PRO (P2/	′P3/P4)				Samp	es: 6452	RAM	: 201 MB	; L1
Same a Patches	s correspo	nding VI I	Matrix file	ומכ								
ateries				183								
31 Ho-	mu-P1 Ful	II PRO (F	P2/P3/P4	4)				Samp	es: 9526	RAM	: 298 MB	L2
Same a Patches	s correspo s have vario	nding VI I Sus Huma	Matrix files mize settir	S Igs								
atorice				.82								
Prese	ets											
VI Pres												
	sets											
11P Hc	sets	omnact	(P2/P3/	P4)				Samp	es: 3798	RAM	• 118 MR	2 11
11P Ho Matrix:	sets - mu-P1 c 11 Ho-mu-F	ompact	(P2/P3/I act	P4)				Samp	les: 3798	RAM	: 118 MB	5 L1
11P Ho Matrix:	sets -mu-P1 c 11 Ho-mu-F	ompact P1 compa	(P2/P3/I act	P4)				Samp	es: 3798	RAM	: 118 MB	B L1
11P Ho Matrix: 21P Ho	sets 	ompact P1 compa nhancec	(P2/P3/I act 1 (P2/P3/	P4) /P4)				Samp	es: 3798 es: 6452	RAM	: 118 MB : 201 MB	3 L1 3 L1
11P Ho Matrix: 21P Ho Matrix: 1	sets -mu-P1 c 11 Ho-mu-F -mu-P1 e 21 Ho-mu-F	ompact P1 compa nhancec P1 enhance	(P2/P3/I act 1 (P2/P3/ ced	P4) /P4)				Samp Samp	les: 3798 les: 6452	RAM	: 118 MB : 201 MB	E L1
11P Ho Matrix: 21P Ho Matrix: 3 31P Ho	sets -mu-P1 c 11 Ho-mu-F -mu-P1 e 21 Ho-mu-F -mu-P1 F	ompact P1 compa nhancec P1 enhance ull (P2/F	(P2/P3/I act d (P2/P3, ced P3/P4)	P4) /P4)				Samp Samp Samp	es: 3798 es: 6452 es: 9526	RAM	: 118 MB : 201 MB : 298 MB	E L1
11P Hc Matrix: 21P Hc Matrix: 31P Hc Matrix:	sets -mu-P1 c 11 Ho-mu-F -mu-P1 e 21 Ho-mu-F -mu-P1 F 31 Ho-mu-F	ompact ² 1 compa nhancec ² 1 enhanc ull (P2/I ² 1 Full	(P2/P3/I act I (P2/P3/ ced P3/P4)	P4) /P4)				Samp Samp Samp	les: 3798 les: 6452 les: 9526	RAM RAM	: 118 MB : 201 MB : 298 MB	L1
L1P Ho Matrix: 21P Ho Matrix: 3 31P Ho Matrix: 3	sets -mu-P1 c 11 Ho-mu-F -mu-P1 e 21 Ho-mu-F -mu-P1 F 31 Ho-mu-F) Presets	ompact P1 compa nhancec P1 enhanc ull (P2/F P1 Full	(P2/P3/I act d (P2/P3/ ced P3/P4)	P4) /P4)				Samp Samp Samp	es: 3798 es: 6452 es: 9526	RAM	: 118 MB : 201 MB : 298 MB	E L1
11P Ho Matrix: 21P Ho Matrix: 31P Ho Matrix: VI PRC	sets 	ompact P1 compa nhancec P1 enhance UII (P2/F P1 Full niversal	(P2/P3/I act d (P2/P3/ ced P3/P4) PR0	P4) /P4)				Samp Samp Samp Samp	es: 3798 es: 6452 es: 9526	RAM RAM RAM	: 118 MB : 201 MB : 298 MB : 474 MB	E L1
11P Ho Matrix: 21P Ho Matrix: 31P Ho Matrix: VI PRC D1P Ho PRO Ma	sets 	ompact P1 compa nhancec P1 enhand P1 enhand P1 Full P1 Full niversal compact	(P2/P3/I act 1 (P2/P3, ced P3/P4) PRO	P4) /P4)				Samp Samp Samp	les: 3798 les: 6452 les: 9526 les: 1519	RAM RAM RAM	: 118 MB : 201 MB : 298 MB : 474 MB	E L1 E L1 E L2
11P Ho Matrix: 21P Ho Matrix: 31P Ho Matrix: VI PRC D1P Ho PRO Ma D3 divis	sets -mu-P1 c 11 Ho-mu-F -mu-P1 e 21 Ho-mu-F 21 Ho-mu-F -mu-P1 F 31 Ho-mu-F -mu-P1 F 31 Ho-mu-F -mu-P1 f 31 Ho-mu-F -mu-P1 f 31 Ho-mu-F -mu-P1 f 31 Ho-mu-F -mu-P1 f -mu-P1 f -mu-	ompact ² 1 compa nhancec ² 1 enhancec ² 1 enhancec ² 1 Full niversal compact er,	(P2/P3/I act 1 (P2/P3, ced P3/P4) PRO	P4) /P4)				Samp Samp Samp	les: 3798 es: 6452 es: 9526	RAM RAM RAM	: 118 MB : 201 MB : 298 MB	E L1
11P Ho Matrix: 21P Ho Matrix: 31P Ho Matrix: Matrix: VI PRO D1P Ho PRO Ma D3 divis 21.P4 c Matrix:	sets p-mu-P1 c 11 Ho-mu-F p-mu-P1 e 21 Ho-mu-F p-mu-P1 F 31 Ho-mu-F D Presets p-mu-all Un atrices: 01 o si, 04 clusted compact eveswitches	ompact P1 compa nhancec P1 enhance P1 enhance P1 Full P1 Full niversal compact er,	(P2/P3/I act 1 (P2/P3/ ced P3/P4) PRO	P4) /P4)				Samp Samp Samp	les: 3798 les: 6452 les: 9526	RAM RAM RAM	: 118 MB : 201 MB : 298 MB	E L1
11P Hc Matrix: 21P Hc Matrix: 31P Hc Matrix: VI PRC D1P Hc PRO Ma D3 divis P1-P4 c Matrix k	sets p-mu-P1 cd 11 Ho-mu-F p-mu-P1 ed 21 Ho-mu-F p-mu-P1 Fd 31 Ho-mu-F p-mu-P1 Fd 31 Ho-mu-F p-mu-all Ud atrices: 01 d si, 04 clusted compact acyswitches	ompact P1 compa nhancec P1 enhand P1 enhand P1 Full niversal compact er, s: C1–F#:	(P2/P3/I act 1 (P2/P3, ced P3/P4) PRO	P4) /P4)				Samp Samp Samp	les: 3798 les: 6452 les: 9526	RAM RAM RAM	: 118 MB : 201 MB : 298 MB : 474 MB	E L1
L1P Ho Matrix: 21P Ho Matrix: 31P Ho Matrix: 71 PRC 21P Ho 23 divis 21-P4 c Matrix k 22P Ho	sets -mu-P1 c 11 Ho-mu-F -mu-P1 e 21 Ho-mu-F 21 Ho-mu-F -mu-P1 F 31 Ho-mu-F -mu-P1 F 31 Ho-mu-F -mu-P1 F 31 Ho-mu-F -mu-P1 e -mu-P1 e	ompact 21 compa nhanced 21 enhand 21 enhand 21 Full niversal compact er, s: C1–F#: nhanced	(P2/P3/I act 1 (P2/P3, ced P3/P4) PRO	P4) /P4)				Samp Samp Samp Samp	les: 3798 les: 6452 les: 9526 les: 1519 les: 2580	RAM RAM 2 RAM	: 118 MB : 201 MB : 298 MB : 474 MB	E L1

	06 Dir	nension Horns mute/P	resets
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 lavers: 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 dvn 2s	Samples: 52	RAM: 3 MB	11
Croscondo and diminuondo 2 soc			
1 velocity laver			
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			

	07 Dimer	nsion Wagner Tubas/P	atches
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			

									07 Dim	ension	Wagner Tuba	s/Matrices
52 WT-I	P1_perf-re	ep_por						Samp	es: 702	R/	AM: 43 MB	L1
Portato i	repetitions											
3 velocit	y layers: 0	–55 p; 5	6–108 m	f; 109)–127 f							
53 WT-I	P1 perf-re	ep por-	cre					Samp	es: 234	R/	AM: 14 MB	L1
Portato i	repetitions.	. crescer	ndo					•				
1 velocit	y layer											
54 WT-I	P1 perf-re	ep sta						Samp	es: 702	R/	AM: 43 MB	L1
Staccato	p repetition	S										
3 velocit	y layers: 0	–55 p; 5	6–108 m	f; 109	9–127 f							
55 WT-I	P1_perf-re	ep_sta-c	re					Samp	es: 234	R	AM: 14 MB	L1
Staccato	o repetition	s, cresce	endo					•				
1 velocit	y layer											
60 WT-I	P1_fast-re	ep_140	(150/16	0/17	0/180/20	0)		Samp	es: 104	R	AM: 6 MB	L1
Staccato	o repetition	s, 16ths	at 140–1	80, a	nd 200 BP	M						
2 velocit	y layers: 0	–88 p; 8	89–127 f	, -								
Release	samples											
VI Matr	rix files											
11 WT-I	P1 compa	oct (P2/	P3/P4)					Samp	es: 4252	2 R/	AM: 265 M	B L1
Compac	t Matrix lay	vout						-				
Single no	otes: stacc	ato, port	tato, sust	ained								
Interval p	performanc	ces: lega	to				1.4					
Dynamic Repetitic	s: tortepia	no, storz	ato, cres ortato an	cenao 1 stac	ana aimini cato	iendo 2 and	1 4 sec.					
Fast rep	etitions at	160 BPN	01 tato and 1		cato,							
Flutter to	onguing											
Matrix s	switches:	Horizor	ntal: Keys	witche	s, C6–B6							
	C6	C#6	D6	D#	6 E6	F6	F#6	G6	G#6	A6	A#6	B6
V1	staccato	portato	sustained	lega	to fp	sfz	dynamics 2 sec.	dynamics 4 sec.	portato reps	stacca reps	to fast reps. 160 BPM	flutter tonquing
	· · · · · ·		I	I								gaing
21 WT-	P1 enhand	ced (P2,	/P3/P4)					Samp	es: 6774	4 R/	AM: 423 M	B L1
Enhance	d Matrix la	yout										
Full set o	of articulati	ons										
Matrix s	switches:	Horizor	ntal: Keys	witche	s, C6–A6	Vert	ical: Keys	witches, C	:7–E7			
07	C6	C#6	D	6	D#6	E6	F6	F#6	(G6	G#6	A6
C7	staccato	sustaine	ed leg	ato	fp	dynamics	legato reps	 portato r 	eps. stad	ccato	fast reps.	flutter

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	

07 Dimension Wagner Tubas/Mat	trices
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E7									fast reps. 200 BPM	
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VI PRO Matrix files

01 WT-all_compact PRO

Samples: 17008 RAM: 1063 MB L1

Samples: 27096 RAM: 1693 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

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: 1 st 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

Compac	t Matrix la	yout						•				
Mixer se	ttings: P1 Kovswitch	mid left, es deterr	P2 mid rig	ght, P3 fa pizo sott	in left, P4	far right						
C7: Clus	ter static	(each voi	ce detune	d); C#7: ⁻	To Cluster	r (detunir	ig after tur	ned attack	.); D7: Froi	n Cluste	r (tuning ir	n from
detuned	attack)											
Matrix s	switches:	Horizor	ntal: Keysv	witches, C	C6-B6	Ver	tical: Keys	witches, (C7-D7			
	C6	C#6	D6	D#6	E6	F6	F#6	G6	G#6	A6	A#6	B6
VI	staccato	portato	sustained		тр	SIZ	dynamics 2 sec.	dynamics 4 sec.	portato reps.	staccato reps.	fast reps. 160 BPM	tonguing
11 WT-	P1 compa	act PRO	(P2/P3/	P4)				Samp	les: 4252	RAN	I: 265 ME	3 L1
Same as Patches	s correspo have vario	nding VI l bus Huma	Matrix file anize settir	ıgs								
21 WT-I	P1 enhan	ced PRC) (P2/P3	/P4)				Samp	les: 6774	RAN	I: 423 ME	3 L1
Same as	s correspo	nding VI	Matrix file					-				
Patches	have vario	ous Huma	anize settir	ıgs								
Prese	ets											
VI Pres	ets											
11P WT	-P1 com	pact (P2	/P3/P4)					Samp	les: 4252	RAN	I: 265 ME	B L1
Matrix: 1	.1 WT-P1 o	compact						-				
21P WT	-P1 enha	nced (P	2/P3/P4)				Samp	les: 6774	RAN	I: 423 ME	3 L1
Matrix: 2	21 WT-P1 e	enhanced	ł									
VI PRO	Presets											
01P WT	-all Unive	ersal PR	0					Samp	les: 1700	8 RAN	I: 1063 N	IB L1
PRO Mat	rices: 01	compact										
03 divisi	, 04 cluste omnact	er,										
Matrix ke	eyswitches	s: C1–E1										
02P WT	-all enha	nced PR	0					Samp	les: 2709	6 RAN	I: 1693 N	IB L1
Matrix: C)2 WT-all e	enhanced	PRO									
11P WT	-P1 com	pact PR	0 (P2/P3	/P4)				Samp	les: 4252	RAN	I: 265 ME	3 L1
Matrix: 1	.1 WT-P1 o	compact	PRO									
21P WT	-P1 enha	nced PF	RO (P2/P	3/P4)				Samp	les: 6774	RAN	I: 423 ME	8 L1
Matrix: 2	21 WT-P1 e	enhanced	I 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

L1 01 Tb-mu-P1_staccato Samples: 320 **RAM: 20 MB** Staccato 4 velocity layers: 0-55 p; 56-88 mp; 89-108 mf; 109-127 f L1 02 Tb-mu-P1_portato Samples: 320 **RAM: 20 MB** 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 L2 06 Tb-mu-P1_sus-medium_p Samples: 334 **RAM: 10 MB** 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

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3 Alternations

	11 Dimensi	on Trombones mute/	Patches
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 Th-mu-P1 dvn 3s	Samples: 40	RAM· 2 MR	11
Crescendo and diminuendo 3 sec	Campics. 40		
1 velocity laver			
AB switch: crescendo/diminuendo			
13 Th-mu-P1 dvn As	Samples: 10	PAM· 2 MR	11
Croscondo and diminuondo A soc	Jampies. 40		
1 velocity laver			
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 Th-mu-P1 flatter	Samples: 40	RAM· 2 MB	11
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
l egato			
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			

									11 Dimens	ion Troml	oones mute	/Matrices
42 Tb-m	nu-P1_pe	erf-trill			h a n 1 1		\ \	Samp	les: 1836	RAM	: 114 ME	3 L1
1 velocit	ance trills y layer samples	, minor ar	nd major 2	2nd (all ot	her interv	als legato))					
50 Tb-n	nu-P1_pe	erf-rep_le	eg					Samp	les: 300	RAM	: 18 MB	L1
Legato r 3 velocit <u></u>	epetitions y layers: () 0–55 p; 5	6–108 m	f; 109–12	27 f							
51 Tb-m	nu-P1_pe	erf-rep_le	eg-cre					Samp	les: 100	RAM	: 6 MB	L1
Legato ro 1 velocit <u>y</u>	epetitions y layer	, crescen	ido									
52 Tb-m	nu-P1_pe	erf-rep_p	or					Samp	les: 540	RAM	: 33 MB	L1
Portato r 3 velocit	repetitions y layers: (s D–55 p; 5	6–108 m	f; 109–12	27 f							
53 Tb-m	nu-P1_pe	erf-rep_p	or-cre					Samp	les: 180	RAM	: 11 MB	L1
Portato r 1 velocit	repetitions y layer	s, crescer	ndo									
54 Tb-n	nu-P1_pe	erf-rep_s	ta					Samp	les: 540	RAM	: 33 MB	L1
Staccato 3 velocit <u></u>	o repetitio y layers: (ns 0–55 p; 5	6–108 m	f; 109–12	27 f							
55 Tb-m	nu-P1_pe	erf-rep_s	ta-cre					Samp	les: 180	RAM	: 11 MB	L1
Staccato 1 velocity	o repetitio sy layer	ns, cresc	endo									
60 Tb-m	nu-P1_fa	st-rep_1	40 (150/	/160/17	0/180/2	200)		Samp	les: 126	RAM	: 7 MB	L1
Staccato 3 velocit <u></u> Release	o repetitio y layers: (samples	ns, 16ths D–55 p; 5	at 140–1 66–108 m	.80, and 2 f; 109–12	200 BPM 27 f							
Matrio	ces											
VI Matr	rix files											
11 Tb-m	nu-P1 co	mpact (F	P2/P3/P	4)				Samp	les: 3262	RAM	: 203 ME	3 L1
Compact	t Matrix la	yout	-					5				
Single no	otes: stac	cato, por	tato, susta to	ained								
Dynamic:	s: fortepia	ano, sforz	ato, cres	cendo ano	d diminue	ndo 2 and	4 sec.					
Fast repe	etitions at	160 BPN		i siaccall	σ,							
Flutter to	onguing switches:	Horizor	ntal: Kovo	witches (6_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	dynamics	portato reps	staccato	fast reps. 160 BPM	flutter
		L	L	L	L	L	∠ JCL.	7 JEL.	icps.	ieps.		ionyuny

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

01 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

Enhanced Matrix layout All players Full set of Level 1 articulations

Matrix switches: Horizontal: Keyswitches, C6–A6

Vertical: Keyswitches, C7–E7

C7 staccato sustained legato fp dynamics legato reps. portato reps. staccato fa		
2 sec. reps. 1	fast reps. 140 BPM	flutter tonguing
C#7 portato trills sfz dynamics legato reps. portato reps. staccato fa 3 sec. cresc cresc cresc reps. cresc 1	fast reps. 150 BPM	flutter tongue cresc
D7 sffz dynamics 4 sec. fa	fast reps. 160 BPM	
D#7 fa	fast reps. 180 BPM	
E7 fa	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	dynamics	portato	staccato	fast reps.	flutter
							2 sec.	4 sec.	reps.	reps.	160 BPM	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 Mixer set	t Matrix la ttings: P1	yout far left F	22 mid laft	· P3 mid	right P/I t	far right						
Vertical k	Keyswitch	es deterr	nine Huma	nize sett	ings:	iai rigiit						
C7: Clus	ter static	(each voi	ce detune	d); C#7: ⁻	To Cluster	(detunir	ng after tur	ned attack); D7: Fror	n Cluste	r (tuning in	from
detuned	attack)											
Matrix s	witches:	Horizor	ntal: Keysv	vitches, C	C6-B6	Ver	tical: Keys	witches, C	:7–D7		,	
	C6	C#6	D6	D#6	E6	F6	F#6	G6	G#6	A6	A#6	B6
V1	staccato	portato	sustained		fp	stz	dynamics 2 sec.	dynamics 4 sec.	portato reps.	staccato reps.	fast reps. 160 BPM	flutter
11 Th		mn a at D		2 /04)				Comp	2262	DAM	. 202 MD	
			RU (PZ/F Motrix filo	-3/14)				Sampi	es: 3202	KAW	: 203 IVID	
Patches	have vario	ous Huma	anize settir	igs								
21 Th n	nu D1 on	hanood		D2 /D1)				Sampl	oc: 5109	DAM	· 22/ MD	11
			PRU (PZ/ Matrix filo	F3/F4)				Sampi	es. 5190	RAW	. 324 IVID	
Patches	have vario	ous Huma	anize settir	igs								
01 Th	D1 F							C				
31 ID-П		II PRU (F	2/P3/P4 Motrix filos	+)				Sampi	es: 8008	KAW	: 221 IVIB	LZ
Patches	have vario	onaing vi ous Huma	anize settir	igs								
				0-								
Prese	ts											
VI Pres	ets											
11P Tb-	mu-P1 c	ompact	(P2/P3/F	P4)				Sampl	es: 3262	RAM	: 203 MB	L1
Matrix: 1	1 Tb-mu-F	P1 compa	act	•				•				
21P Tb-	mu-P1 e	nhanced	I (P2/P3/	(P4)				Sampl	es: 5198	RAM	: 324 MB	L1
Matrix: 2	21 Tb-mu-F	P1 enhand	ced	,				- and				
21D Th	mu D1 E	II /D2 /I	02 /D/I \					Samo	001 2002	DAM	• 251	12
Player #	пп u-г i г 1_#4	uii (F2/r	-3/64)					Sampi	es. 0000		. 251	LZ
The Pres	ets conta	in the "Fu	III" Matrice	s of the s	same name	е						
VI PRO	Presets	i										
01P Tb-	mu-all U	niversal	PRO					Sampl	es: 1304	8 RAM	: 815 MB	L1
PRO Mat	rices: 01	compact	-									
03 divisi	, 04 cluste	er,										
P1-P4 cc	ompact	о <u>С</u> 1 ГШ	1									
Watrix Ke	eyswitches	S. UI-F#.	T									
02P Tb-	mu-all e	nhanced	PRO					Sampl	es: 2079	2 RAM	: 1299 M	B L1
Matrix: 0	2 Tb-mu-a	all enhanc	ed PRO									

	11 Dimensi	on Trombones mute/P	resets
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.

	- Q
General Settings	_
Show Tooltips	
🗹 Auto Cell Naming	
🗹 Auto Humanize Matrices	
🗹 Auto Humanize Presets	
Force 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.

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 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 Slot 11 Slot 12	"trip up1" "Phrase A" "Phrase B"	Triplet Upbeats Example 1 of a combination of different articulations. 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.

X-Axis Controller (horizontal): 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.

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 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.

	Sequence	Scale	Cell	Operati	ons	Shortcut	5		
C4≑ Chr≠	C v Maj v	From	C7‡ To	B7 \$	on F	Regions 2 (0		
Written in	Perform in	Scale Select Range			Velocity Range Setup				_
64 CChr » CMaj	Selected: 0 notes	Pitch	Vel		From	0\$	То	99 \$	Maj≖
2	14 50 1838 58 		3		From	100 \$	То	127 \$	MiH +

<u>X-Axis Controller (horizontal)</u>: 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.

	Sequence	Scale	Cell	Operat	ions	Shortcuts			
C4≑ Chr∗	C + Maj +	on From	C7≑ To	B7 \$	on F	Regions 2 (Ø		
Written in Perform in		Scale Select Range			Velocity Range Setup			_	
64 CChr » CMaj	Selected: 0 notes	s Pitch	Vel		From	0 \$	То	99\$	Maj⊭
2	ad bei beid i S	3	3		From	100 \$	То	127 \$	MiH +

<u>X-Axis Controller (horizontal)</u>: 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.

	10
General Settings	_
Show Tooltips	
Auto Cell Naming	
Matto Humanize Matrices	
Muto Humanize Presets	
Force Enabled Cells	

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