

Vienna Instruments
Solo Download Instruments
Alto Flute
Full Library

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Introduction

Welcome to the Vienna Symphonic Library, and thank you for purchasing one of our Solo Download Instruments! This document contains the mapping information for the "Full" version of the Vienna Instruments Alto Flute. You will find in it a comprehensive survey of the articulations/Patches content, a listing of abbreviations, and the mapping list proper which gives details for every Patch, Matrix, and Preset.

"Full" Library

As opposed to the "Standard" versions of our Solo Download Instruments, the "Full" versions are identical with the corresponding instruments of a DVD Collection, i.e., they contain exactly the same samples, Patches, Matrices and Presets as the latter without any restrictions.

Installing a Download Instrument's Full version copies that instrument's sample content to a separate folder on your hard disk, so that it is not necessary to keep its Standard version installed – you may either delete it from your hard disk or at least remove it from the Directory Manager's list of activated instruments. In the Vienna Instruments Browser, the path of the Full version will be the same as that of the corresponding DVD Instrument, so that you can still see both versions as separate entries if you keep the Standard version installed.

Data paths and Patch name conventions

Since the Full versions of Download Instruments conform to the corresponding DVD Instruments, the data paths in your Vienna Instruments browser will be different than those of Standard Download or Special Edition Instruments. For instance, the path of the Standard Download Library of Flute 1 is "02D Flute-1", and all Patches can be found in this folder regardless of the articulation group they belong to. The Patch number is also marked with a "D" so that you immediately know it is a Download Instrument. In the Vienna Special Edition, Flute 1 is located in the folder "11 Flutes" together with the other flutes. Here, the Patch number is marked with an "S". The Full Download of Flute 1 is located in the subfolder "32 Flute" of the section "Woodwind Patches", which again contains subfolders grouping the Patches according to type, e.g., "01 SHORT + LONG NOTES", "02 DYNAMICS", etc. Patch names of the Full Download Library may differ from the corresponding ones of the Standard Download Library.

While Full Download Instruments contain all articulations of the corresponding DVD Instruments, their Patches are not divided into Standard and Extended content. The list of articulations further down which gives a summary of the Library's contents.

Special Patch configurations which sometimes are part of a Standard Download Instrument may be found in a reserved folder called "98 RESOURCES" in the Full Instrument. E.g., Flute 1 Standard contains the Patch "22D FL1 legato-sus"; in Flute 1 Full, this Patch is called "01 FL1_perf_leg_sustain" and is located in the Resources' subfolder "03 Perf Speed variation". (Apart from that, it also contains more samples.) Other articulations that can be found in the Resources folder are isolated dynamics repetitions in the subfolder "01 Perf Rep dyn" – e.g., the five repetitions of a legato crescendo, divided into separate Patches – and extracted velocity layers of sustained notes in the subfolder "02 Long Notes – Single Layer".

Patch information

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

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

Major and minor runs are always mapped to the keys of their scale, as are **arpeggios** to the keys of the broken chord played. **Grace notes** and **mordents** are mapped to their target note, i.e., the note the articulation ends with. Due to their nature, all **upward and downward articulations** (e.g., fixed glissandos and octave runs) have different mapping ranges – the upward movements ending the involved interval below the Patch's upper mapping range, while downward movements end the interval above its lower mapping range. (Please note that not all of the articulations mentioned above may be contained in your Collection.)

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

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

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 the strings' portamento, marcato, or détaché and spiccato articulations.

Interval performances also contain at least two legato repetitions for every note which alternate automatically whenever you strike a key more than once. 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.

Another variety of interval performance you will come across is the "perf-leg_sus" Patch. These Patches also contain normal legatos, only the target note of each interval is crossfaded into a looped sustain. They can be used for slower pieces with long notes; however, you should use them with circumspection, since plain legatos sound more lively because they not only render the interval transitions as they were played, but also have different target samples for every interval instead of the same sustained note: When you play, e.g., c–e and then c#–e with normal legato, you will get two different "e" tones; with sus-legato you won't.

Matrix information

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

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

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

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

Preset information

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

Abbreviations

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

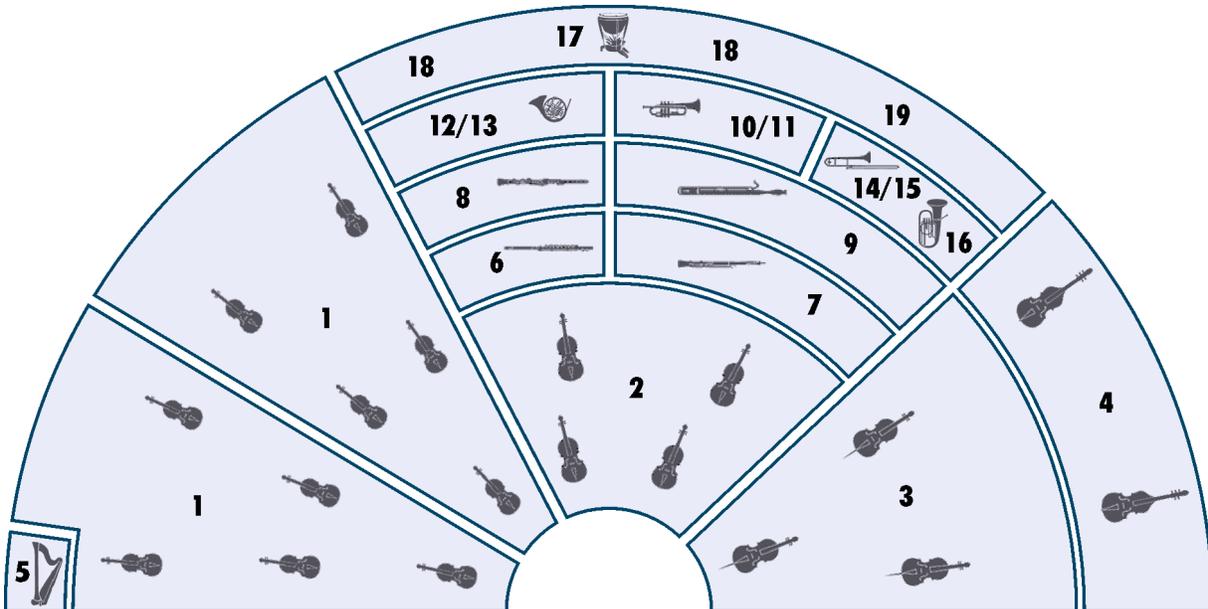
Abbreviation	Meaning	Abbreviation	Meaning
+	faster articulation (runs and arpeggios)	li	light
150, 160, ...	150, 160, ... BPM (beats per minute)	lo	long
1s, 2s, ...	tone length 1 sec., 2 sec., ...	ma	major
acc	accelerando	me	medium
all	combination of all Patches of a category	mi	minor
arp	arpeggio	mord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

Articulations

34 Alto Flute	
01 SHORT + LONG NOTES	Staccato Portato short Portato medium with and without vibrato Portato long with vibrato Sustained with normal, progressive, and without vibrato
02 DYNAMICS	pfp with vibrato, 3, 5 and 8 sec. Medium dynamics with vibrato, 2, and 3 sec. Strong dynamics with vibrato, 5 sec. Fortepiano, sforzato and sforzatissimo with vibrato
03 FLATTER + TRILLS	Flutter tonguing normal and crescendo Trills minor and major 2nd, normal and dynamics
10 PERF INTERVAL	Legato Grace notes, legato, minor 2nd to octave Marcato
11 PERF INTERVAL FAST	Legato Marcato
12 PERF TRILL	Trills, legato, minor 2nd to major 3rd
13 PERF REPETITION	Legato, portato and staccato Dynamics for all repetitions
14 GRACE NOTES	Grace notes, minor 2nd to octave, up and down

The orchestra

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



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

Pitch

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

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

34 Alto Flute

The Instrument

Description

The alto flute is pitched in G, a 4th below the concert flute. It was developed in the middle of the 19th century and since then used occasionally in the symphonic orchestra (e.g. in Stravinsky's "Rite of Spring" or Holst's "The Planets").

Range and notation

The alto flute has a range of F#3–A6. It is a transposing instrument and sounds a 4th lower than written.

Sound characteristics

Sonorous, mellow, rich, melancholy, soulful, round, warm, full, velvety, gentle, haunting, powerful, raspy.

The notes in the lower and middle registers are those used most often on the alto flute, being ideally suited not only for tonal blends but also for solo work. The high notes sound more intensive than those of the flute at the same pitch.

Combination with other instruments

The lyrical character of the alto flute makes it ideal for *cantabile* tasks and mellow, poetic solos.

It also combines with the piccolo and flute to form a polyphonic flute section where it performs the lowest voice. The lower and middle registers blend especially well with mellow sounding instruments like clarinet, bassoon, horn and strings.

Patches

01 SHORT + LONG NOTES		Range: E3–A6		
01 AFL_staccato			Samples: 268	RAM: 16 MB
Staccato 4 velocity layers 4 Alternations				
02 AFL_portato_short			Samples: 302	RAM: 18 MB
Portato, short 4 velocity layers 4 Alternations				
03 AFL_portato_medium_Vib		Range: E3–G6	Samples: 292	RAM: 18 MB
Portato, medium, with vibrato 4 velocity layers 4 Alternations				
04 AFL_portato_medium_noVib			Samples: 304	RAM: 19 MB
Portato, medium, without vibrato 4 velocity layers 4 Alternations				
05 AFL_portato_long_Vib			Samples: 228	RAM: 14 MB
Portato, long, with vibrato 3 velocity layers Release samples 2 Alternations				
11 AFL_sus_Vib		Range: E3–G#6	Samples: 226	RAM: 14 MB
Sustained, with vibrato 3 velocity layers Release samples				
12 AFL_sus_Vib_progr			Samples: 225	RAM: 14 MB
Sustained, progressive vibrato 3 velocity layers Release samples				
13 AFL_sus_noVib			Samples: 225	RAM: 14 MB
Sustained, without vibrato 3 velocity layers Release samples				

02 DYNAMICS**Range: E3–A6**

01 AFL_dyn-me_Vib_2s		Samples: 150	RAM: 9 MB
Medium crescendo and diminuendo with vibrato, 2 sec. 2 velocity layers AB switch: crescendo/diminuendo			
02 AFL_dyn-me_Vib_3s		Samples: 148	RAM: 9 MB
Medium crescendo and diminuendo with vibrato, 3 sec. 2 velocity layers AB switch: crescendo/diminuendo			
03 AFL_dyn-str_Vib_5s		Samples: 74	RAM: 4 MB
Strong crescendo and diminuendo with vibrato, 5 sec. 1 velocity layer AB switch: crescendo/diminuendo			
04 AFL_pfp_Vib_3s	Range: E3–G6	Samples: 38	RAM: 2 MB
Crescendo-diminuendo with vibrato, 3 sec. 2 velocity layers			
05 AFL_pfp_Vib_5s	Range: E3–G6	Samples: 37	RAM: 2 MB
Crescendo-diminuendo with vibrato, 5 sec. 1 velocity layer			
06 AFL_pfp_Vib_8s	Range: E3–G6	Samples: 37	RAM: 2 MB
Crescendo-diminuendo with vibrato, 8 sec. 1 velocity layer			
07 AFL_fp_Vib	Range: E3–G6	Samples: 37	RAM: 2 MB
Fortepiano, with vibrato 1 velocity layer 2 Alternations			
08 AFL_sfz_Vib	Range: E3–G6	Samples: 37	RAM: 2 MB
Sforzato, with vibrato 1 velocity layer 2 Alternations			
09 AFL_sffz_Vib		Samples: 39	RAM: 2 MB
Sforzatissimo, with vibrato 1 velocity layer 2 Alternations			

03 FLATTER + TRILLS

01 AFL_flutter	Range: E3–G6	Samples: 148	RAM: 9 MB
Flutter tonguing 2 velocity layers Release samples			
02 AFL_flutter_cre	Range: E3–G6	Samples: 37	RAM: 2 MB
Flutter tonguing, crescendo 1 velocity layer			
11 AFL_trill_1	Range: E3–F#6	Samples: 144	RAM: 9 MB
Trills, minor 2nd 2 velocity layers Release samples			
12 AFL_trill_2	Range: E3–F6	Samples: 136	RAM: 8 MB
Trills, major 2nd 2 velocity layers Release samples			
13 AFL_trill_1_dyn	Range: E3–F#6	Samples: 72	RAM: 4 MB
Trills, crescendo and diminuendo, minor 2nd 1 velocity layer AB switch: crescendo/diminuendo			
14 AFL_trill_2_dyn	Range: E3–F6	Samples: 68	RAM: 4 MB
Trills, crescendo and diminuendo, major 2nd 1 velocity layer AB switch: crescendo/diminuendo			

10 PERF INTERVAL**Range: E3–F6**

01 AFL_perf-legato		Samples: 878	RAM: 54 MB
Legato 2 velocity layers Release samples			
02 AFL_perf-legato_grace	Range: E3–G6	Samples: 895	RAM: 55 MB
Grace notes, legato, minor 2nd to octave 2 velocity layers Release samples			
03 AFL_perf-marcato		Samples: 913	RAM: 57 MB
Marcato 2 velocity layers Release samples			

11 PERF INTERVAL FAST

Range: E3–G6

**01 AFL_perf-legato_fa**

Samples: 963

RAM: 60 MB

Legato, fast
2 velocity layers
Release samples

02 AFL_perf-marcato_fa

Samples: 991

RAM: 61 MB

Marcato, fast
2 velocity layers
Release samples

12 PERF TRILL

Range: E3–G6

**01 AFL_perf-trill**

Samples: 2271

RAM: 141 MB

Performance trills, legato, minor 2nd to major 3rd
2 velocity layers
Release samples

13 PERF REPETITION

Range: E3–G6

**01 AFL_perf-rep_leg**

Range: E3–A6

Samples: 290

RAM: 18 MB

Legato
3 velocity layers

02 AFL_perf-rep_por

Range: E3–A6

Samples: 522

RAM: 32 MB

Portato
3 velocity layers

03 AFL_perf-rep_sta

Samples: 513

RAM: 32 MB

Staccato
3 velocity layers

21 AFL_perf-rep_dyn5_leg

Samples: 190

RAM: 11 MB

Legato dynamics, 5 repetitions
1 velocity layer
AB switch: crescendo/diminuendo

22 AFL_perf-rep_dyn9_por

Samples: 342

RAM: 21 MB

Portato dynamics, 9 repetitions
1 velocity layer
AB switch: crescendo/diminuendo

23 AFL_perf-rep_dyn9_sta**Samples: 342** **RAM: 21 MB**

Staccato dynamics, 9 repetitions
 1 velocity layer
 AB switch: crescendo/diminuendo

14 GRACE NOTES**Range: E3–F#6**

The samples are mapped to the target note.

01 AFL_grace-1**Samples: 149** **RAM: 9 MB**

Grace notes, minor 2nd
 2 velocity layers
 Release samples
 AB switch: up/down

02 AFL_grace-2**Samples: 149** **RAM: 9 MB**

Grace notes, major 2nd
 2 velocity layers
 Release samples
 AB switch: up/down

03 AFL_grace-3**Samples: 145** **RAM: 9 MB**

Grace notes, minor 3rd
 2 velocity layers
 Release samples
 AB switch: up/down

04 AFL_grace-4**Samples: 145** **RAM: 9 MB**

Grace notes, major 3rd
 2 velocity layers
 Release samples
 AB switch: up/down

05 AFL_grace-5**Samples: 141** **RAM: 8 MB**

Grace notes, 4th
 2 velocity layers
 Release samples
 AB switch: up/down

06 AFL_grace-6**Samples: 141** **RAM: 8 MB**

Grace notes, diminished 5th
 2 velocity layers
 Release samples
 AB switch: up/down

07 AFL_grace-7**Samples: 137** **RAM: 8 MB**

Grace notes, 5th
 2 velocity layers
 Release samples
 AB switch: up/down

08 AFL_grace-8	Samples: 137	RAM: 8 MB
Grace notes, minor 6th 2 velocity layers Release samples AB switch: up/down		
09 AFL_grace-9	Samples: 133	RAM: 8 MB
Grace notes, major 6th 2 velocity layers Release samples AB switch: up/down		
10 AFL_grace-10	Samples: 133	RAM: 8 MB
Grace notes, minor 7th 2 velocity layers Release samples AB switch: up/down		
11 AFL_grace-11	Samples: 129	RAM: 8 MB
Grace notes, major 7th 2 velocity layers Release samples AB switch: up/down		
12 AFL_grace-12	Samples: 129	RAM: 8 MB
Grace notes, octave 2 velocity layers Release samples AB switch: up/down		

98 RESOURCES

Isolated dynamics repetitions: Legato, portato, and staccato
Single layer long notes
Performance legato with sustain crossfading

01 Perf Rep dyn

01_AFL_rep_cre5_leg-1 (2/3/4/5)	Range: E3–G6	Samples: 19	RAM: 1 MB
Extracted repetition Legato, cres, 1st to 5th note 1 velocity layer			
01_AFL_rep_dim5_leg-1 (2/3/4/5)	Range: E3–G6	Samples: 19	RAM: 1 MB
Extracted repetition Legato, dim, 1st to 5th note 1 velocity layer			

02_AFL_rep_cre9_por-1 (2/3/4/5/6/7/8/9)	Range: E3–G6	Samples: 19	RAM: 1 MB
Extracted repetition Portato, cres, 1st to 9th note 1 velocity layer			
02_AFL_rep_dim9_por-1 (2/3/4/5/6/7/8/9)	Range: E3–G6	Samples: 19	RAM: 1 MB
Extracted repetition Portato, dim, 1st to 9th note 1 velocity layer			
03_AFL_rep_cre9_sta-1 (2/3/4/5/6/7/8/9)	Range: E3–G6	Samples: 19	RAM: 1 MB
Extracted repetition Staccato, cres, 1st to 9th note 1 velocity layer			
03_AFL_rep_dim9_sta-1 (2/3/4/5/6/7/8/9)	Range: E3–G6	Samples: 19	RAM: 1 MB
Extracted repetition Staccato, dim, 1st to 9th note 1 velocity layer			

02 Long Notes - Single Layer

01_AFL_sus_Vib-p	Range: E3–G#6	Samples: 76	RAM: 4 MB
Sustained, piano, with vibrato 1 velocity layer Release samples			
02_AFL_sus_Vib-mf	Range: E3–G#6	Samples: 76	RAM: 4 MB
Sustained, mezzoforte, with vibrato 1 velocity layer Release samples			
03_AFL_sus_Vib-f	Range: E3–G#6	Samples: 77	RAM: 4 MB
Sustained, forte, with vibrato 1 velocity layer Release samples			

03 Perf Speed variation

01_AFL_perf-leg_sustain		Samples: 1022	RAM: 63 MB
Legato with sustain crossfading 2 velocity layers Release samples			

99 RELEASE

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

Matrices

Matrix - LEVEL 1

L1 AFL Articulation Combi

Samples: 1521 RAM: 95 MB

Single note articulations

Staccato, portato short, sustained with and without vibrato, crescendo-diminuendo 3 and 5 sec., fortepiano and sforzato, flutter tonguing normal and crescendo, trills half and whole tone

Matrix switches: Horizontal: Keyswitches, C1–F1 Vertical: Modwheel, 2 zones

	C1	C#1	D1	D#1	E1	F1
V1	stac	sus vib.	pfp vib. 3s.	fp vib.	flutter	trill half
V2	port. short	sus no vib.	pfp vib. 5s.	sfz vib.	flutter cres.	trill whole

L1 AFL Perf-Legato Speed

Samples: 1729 RAM: 108 MB

Interval performances

Legato with sustain crossfading, normal, and fast

Monophonic, Speed controller

Matrix switches: Horizontal: Speed, 3 zones

	H1	H2	H3
Legato	sustain XF	normal	fast

L1 AFL Perf-Repetitions Combi

Samples: 1325 RAM: 82 MB

Repetition performances

Legato

Portato

Staccato

	repetitions
V1	legato
V2	portato
V3	staccato

Matrix - LEVEL 2 A - Advanced

01 AFL Perf-Universal

Samples: 2845 RAM: 177 MB

Interval performances

Legato with sustain crossfading, normal, and fast

Marcato normal and fast

Monophonic, Speed controller

Matrix switches: Horizontal: Speed, 3 zones Vertical: Modwheel, 2 zones

	H1	H2	H3
legato	sustain	normal	fast
marcato	normal	normal	fast

02 AFL Perf-Trill Speed**Samples: 3037 RAM: 189 MB**

Multi interval performances
 Legato and trills
 Monophonic, Speed controller

Matrix switches: Horizontal: Speed, 2 zones

	H1	H2
V1	legato	trills

03 AFL Short+Long notes - All**Samples: 1614 RAM: 100 MB**

Single notes
 Staccato, portato short, portato medium with and without vibrato
 Sustained with normal, progressive, and without vibrato

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

	C1	C#1	D1	D#1
V1	staccato	portato short	port.med. vib.	sus. vib.
V2	staccato	portato short	port.med. vib.	sus. prog. vib.
V3	%	%	port.med. no vib.	sus. no vib.

Matrix - LEVEL 2 B - Standard**11 AFL Perf-Legato Speed****Samples: 1729 RAM: 108 MB**

Interval performances
 Legato with sustain crossfading, normal, and fast
 Monophonic, Speed controller

Matrix switches: Horizontal: Speed, 3 zones

	H1	H2	H3
Legato	sustain XF	normal	fast

12 AFL Perf-Marcato Speed**Samples: 1267 RAM: 79 MB**

Interval performances^mMarcato normal and fast
 Monophonic, Speed controller

Matrix switches: Horizontal: Speed, 2 zones

	H1	H2
Marcato	normal	fast

13 AFL Short notes - All**Samples: 1394 RAM: 87 MB**

Single notes
 Staccato, portato short, portato medium with and without vibrato, portato long with vibrato

Matrix switches: Horizontal: Keyswitches, C1–E1

	C1	C#1	D1	D#1	E1
V1	staccato	port. short	port.med. vib.	port.med. no vib.	port.long vib.

14 AFL Long notes - All**Samples: 448 RAM: 28 MB**

Single notes
 Sustained with normal, progressive, and without vibrato

Matrix switches: Horizontal: Keyswitches, C1–D1

	C1	C#1	D1
sustained	vibrato	prog. vibrato	no vibrato

15 AFL Dynamics - Small**Samples: 485 RAM: 30 MB**

Dynamics

Crescendo and diminuendo medium 2 and 3 sec., strong 5 sec.

Fortepiano, sforzato, and sforzatissimo

All with vibrato

Matrix switches: Horizontal: Keyswitches, C1–D1 Vertical: Modwheel, 4 zones

	C1	C#1	D1
dynamics	med. 2 sec.	med. 3 sec.	strong 5 sec.
fp	%	%	%
sfz	%	%	%
sffz	%	%	%

16 AFL Dynamics - Large**Samples: 597 RAM: 37 MB**

Dynamics

Crescendo and diminuendo medium 2 and 3 sec., strong 5 sec.

Crescendo-diminuendo 3, 5, and 8 sec.

Fortepiano, sforzato, sforzatissimo

All with vibrato

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

	C1	C#1	D1
V1	dyn.med. 2 sec.	dyn.med. 3 sec.	dyn.strong 5 sec.
V2	pfp 3 sec.	pfp 5 sec.	pfp 8 sec.
V3	fp	sfz	sffz

17 AFL Flatter**Samples: 185 RAM: 11 MB**

Flutter tonguing

Normal, crescendo, and normal/crescendo with Cell crossfading

Matrix switches: Horizontal: Keyswitches, C1–D1

	C1	C#1	D1
flutter	normal	crescendo	Cell XF

18 AFL Trills - normal**Samples: 420 RAM: 26 MB**

Trills, minor and major 2nd

Normal and dynamics

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

	C1	C#1
min. 2nd	normal	dynamics
maj. 2nd	normal	dynamics

Matrix - LEVEL 2 C - Repetitions**31 AFL Perf-Repetitions - Combi****Samples: 1325 RAM: 82 MB**

Repetition performances
Legato, portato, and staccato

Matrix switches: Horizontal: Keyswitches, C1–D1

	C1	C#1	D1
V1	legato	portato	staccato

32 AFL Perf-Repetitions - Speed**Samples: 1204 RAM: 75 MB**

Repetition performances
Legato, portato, and staccato
Speed controller

Matrix switches: Horizontal: Speed, 3 zones

	H1	H2	H3	H4
V1	legato	portato	staccato	

Matrix - LEVEL 2 D - Scale+Phrase**41 AFL Grace notes - All****Samples: 821 RAM: 51 MB**

Grace notes, minor 2nd to octave
AB switch up/down

Matrix switches: Horizontal: Keyswitches, C1–B1

	C1	C#1	D1	D#1	E1	F1	F#1	G1	G#1	A1	A#1	B1
interval	min. 2nd	maj. 2nd	min. 3rd	maj. 3rd	4th	dim. 5th	5th	min. 6th	maj. 6th	min. 7th	maj. 7th	octave

Matrix - LEVEL 2 E - Keyswitch Vel**71 AFL Legato - cre5****Samples: 95 RAM: 5 MB**

Legato notes: Crescendo, keyswitch velocity
Keyswitches control 5 dynamic steps

Matrix switches: Horizontal: Keyswitches, C1–E1

	C1	C#1	D1	D#1	E1
velocity	1st	2nd	3rd	4th	5th

72 AFL Portato - cre9**Samples: 171 RAM: 10 MB**

Portato notes: Crescendo, keyswitch velocity
Keyswitches control 9 dynamic steps

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

	C1	C#1	D1	D#1	E1	F1	F#1	G1	G#1
velocity	1st	2nd	3rd	4th	5th	6th	7th	8th	9th

73 AFL Staccato - cre9**Samples: 171** **RAM: 10 MB**

Staccato notes: Crescendo, keyswitch velocity

Keyswitches control 9 dynamic steps

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

	C1	C#1	D1	D#1	E1	F1	F#1	G1	G#1
velocity	1st	2nd	3rd	4th	5th	6th	7th	8th	9th

74 AFL Combi - cre9**Samples: 342** **RAM: 21 MB**

Portato and staccato: Crescendo, keyswitch velocity

Keyswitches control 9 dynamic steps

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

	C1	C#1	D1	D#1	E1	F1	F#1	G1	G#1
portato	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
staccato	1st	%	%	%	%	%	%	%	%

75 AFL Legato - dim5**Samples: 95** **RAM: 5 MB**

Legato notes: Diminuendo, keyswitch velocity

Keyswitches control 5 dynamic steps

Matrix switches: Horizontal: Keyswitches, C1–E1

	C1	C#1	D1	D#1	E1
velocity	1st	2nd	3rd	4th	5th

76 AFL Portato - dim9**Samples: 171** **RAM: 10 MB**

Portato notes: Diminuendo, keyswitch velocity

Keyswitches control 9 dynamic steps

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

	C1	C#1	D1	D#1	E1	F1	F#1	G1	G#1
velocity	1st	2nd	3rd	4th	5th	6th	7th	8th	9th

77 AFL Staccato - dim9**Samples: 171** **RAM: 10 MB**

Staccato notes: Diminuendo, keyswitch velocity

Keyswitches control 9 dynamic steps

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

	C1	C#1	D1	D#1	E1	F1	F#1	G1	G#1
velocity	1st	2nd	3rd	4th	5th	6th	7th	8th	9th

78 AFL Combi - dim9**Samples: 342** **RAM: 21 MB**

Portato and staccato: Diminuendo, keyswitch velocity

Keyswitches control 9 dynamic steps

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

	C1	C#1	D1	D#1	E1	F1	F#1	G1	G#1
portato	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
staccato	1st	%	%	%	%	%	%	%	%

Presets**AFL VSL Preset Level 1****Samples: 4424 RAM: 276 MB**

L1 AFL Perf-Legato Speed
L1 AFL Articulation Combi
L1 AFL Perf-Repetitions Combi
Preset keyswitches: C2–D2

AFL VSL Preset Level 2**Samples: 7538 RAM: 471 MB**

01 AFL Perf-Universal
02 AFL Perf-Trill Speed
L1 AFL Articulation Combi
31 AFL Perf-Repetitions - Combi
74 AFL Combi - cre9
Preset keyswitches: C2–E2