Vienna Instruments

Solo Download Instruments

Timpani

Full Library

Contents

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 Timpani. 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 differ from 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. 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.

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, the mapping layout will be shown in a detailed graphic.

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

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

Matrix information

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

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

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

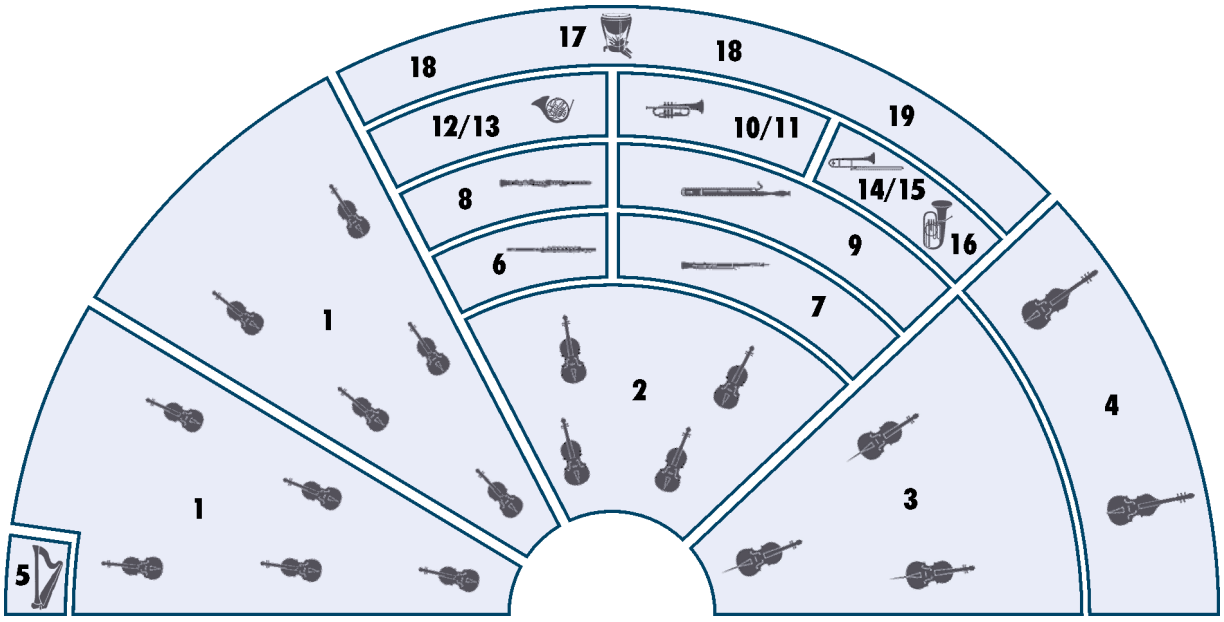
Speed controller switches naturally are adjusted to the Patches involved, and have been tested carefully as to their playability. However, if you find that they do not fit your playing, or want to try out other settings, you can change this as well as any other controller's settings at the **Control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

Preset information

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

The orchestra

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



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

Pitch

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

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

81 Timpani

Description

The timpani, or kettledrum, an established member of the symphony orchestra since the 17th century, is the percussion instrument with the longest tradition. It is a skin-covered instrument with definite pitch. As the loudest of all orchestra instruments it requires tremendous precision of the timpanist.

In Romantic and modern works four timpani are usual. In the Classical period one pair was standard.

Range and notation

The kettledrum has a range of about a sixth.

A timpani group composed of several instruments covers approximately two octaves (B1–C3).

In modern-day notation the timpani part is written non-transposing, always in bass clef.

Sound characteristics

Dull, thunderous, booming, deep, heavy, powerful, mellow, velvety, substantial, resonant, round, rumbling, dead, dry, hollow.

Basically the timpani sound is composed of two elements, the attack and the resonance. The resonance of a *mf* tone lasts about 4–5 seconds on the large drum and 3–4 seconds on the small one.

The timbre is determined by three factors: what the mallets are made of, where the head is struck and how hard the head is struck.

Combination with other instruments

Played in *unison* and in *unison* with additional octave doubling with the bass instruments of the other instrument groups (bassoon, bass clarinet, cello, double bass, bass trombone and bass tuba) the timpani produce a fairly homogeneous blend.

Timpani and trumpets form a pairing rooted in history; the significance of their sound and symbolism lies in the tonal development of magnificence: the timpani form a powerful base upon which stirring trumpet fanfares resound. There is no tonal blend between the two instruments, their sounds complement each other to marvelous effect.

All the sound combinations with the woodwinds develop best in *piano* passages.

The strings' tremolo chords, played over a foundation of timpani rolls, are tremendously dramatic and one of this combination's most thrilling effects.

Patches

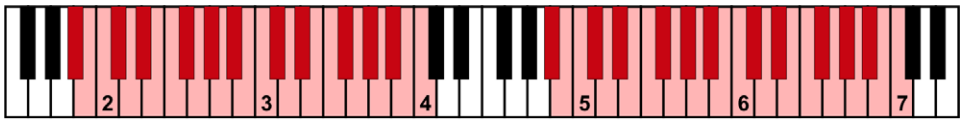
01 TIMPANI - A

01 Standard Mallet

01 Tmp-A_Single-Hits / 02 Tmp-A_Single-Hits_secco
Range: A#1–C7 **Samples: 800** **RAM: 50 MB**

Single hits, normal / secco
8 velocity layers: 0–15 ppp, 16–35 pp, 36–55 p, 56–70 mp, 71–88 mf, 89–108 f, 109–118 ff, 119–127 fff
4 Alternations
AB switch: alternation left/right

Mapping:
A#1–C4: left hand/(right hand)
A#4–C7: right hand



A: left hand
B: left/right hand

A: right hand

11 Tmp-A_Gliss_5-up **Range: C2–G3** **Samples: 40** **RAM: 2 MB**

Single hits, glissando: 4th up
4 velocity layers

12 Tmp-A_Gliss_7-up **Range: C2–F3** **Samples: 40** **RAM: 2 MB**

Single hits, glissando: 5th up
4 velocity layers

13 Tmp-A_Gliss_5-do **Range: F2–C4** **Samples: 40** **RAM: 2 MB**

Single hits, glissando: 4th down
4 velocity layers

14 Tmp-A_Gliss_7-do **Range: G2–C4** **Samples: 40** **RAM: 2 MB**

Single hits, glissando: 5th down
4 velocity layers

21 Tmp-A_UB-a1/a2/a3 **Range: C2–C4** **Samples: 52** **RAM: 3 MB**

Upbeats: 1/2/3 upbeats
4 velocity layers

31 Tmp-A_perf-rep_slow / 32 Tmp-A_perf-rep_fast **Range: C2–C7** **Samples: 416** **RAM: 26 MB**

Performance repetitions, slow/fast
4 velocity layers
AB switch: alternation left/right

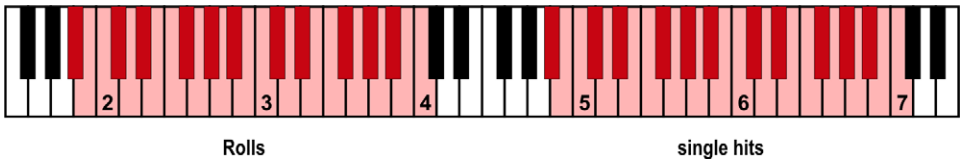
Mapping:
C2–C4: left hand/(right hand)
C5–C7: right hand

02 Standard Mallet Rolls

01 Tmp-A_Roll **Range: A#1–C7** **Samples: 820** **RAM: 51 MB**

Rolls and single hits (2 alternations)
Velocity mapping:
Rolls, 6 layers: 0–35 pp, 36–55 p, 56–70 mp, 71–88 mf, 89–108 f, 109–127 ff
Single hits, 8 layers: 0–15 ppp, 16–35 pp, 36–55 p, 56–70 mp, 71–88 mf, 89–108 f, 109–118 ff, 119–127 fff
Release samples
AB switch: release duration long/short

Mapping:
A#1–C4: rolls
A#4–C7: single hits



02 Tmp-A_Roll_dyn-me_1s (2/3/4/6) **Range: C2–C4** **Samples: 52** **RAM: 3 MB**

Rolls, dynamics medium: 1/2/3/4/6 sec. tone length
2 velocity layers
AB switch: crescendo/diminuendo

07 Tmp-A_Roll_dyn-str_1s (2/3/4/6) **Range: C2–C4** **Samples: 26** **RAM: 1 MB**

Rolls, dynamics strong: 1/2/3/4/6 sec. tone length
1 velocity layer
AB switch: crescendo/diminuendo

21 Tmp-A_Roll_Gliss_5-up **Range: C2–G3** **Samples: 30** **RAM: 1 MB**

Rolls, glissando: 4th up
3 velocity layers

22 Tmp-A_Roll_Gliss_7-up **Range: C2–F3** **Samples: 30** **RAM: 1 MB**

Rolls, glissando: 5th up
3 velocity layers

23 Tmp-A_Roll_Gliss_5-do **Range: F2–C4** **Samples: 30** **RAM: 1 MB**

Rolls, glissando: 4th down
3 velocity layers

24 Tmp-A_Roll_Gliss_7-do **Range: G2–C4** **Samples: 30** **RAM: 1 MB**

Rolls, glissando: 5th down
3 velocity layers

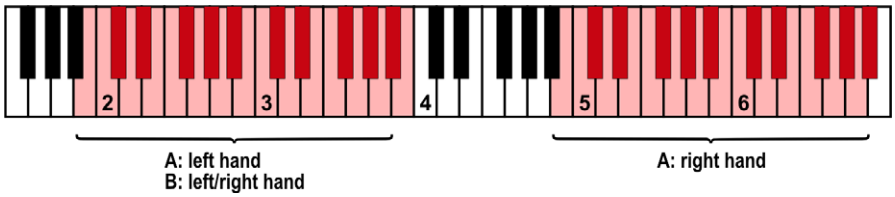
02 TIMPANI - B

01 Medium Mallet

01 Tmp-B_ME_Single-Hits **Range: B1–A#6** **Samples: 276** **RAM: 17 MB**

Single hits, normal
6 velocity layers: 0–35 pp, 36–55 p, 56–70 mp, 71–88 mf, 89–108 f, 109–127 ff
2 Alternations
AB switch: alternation left/right

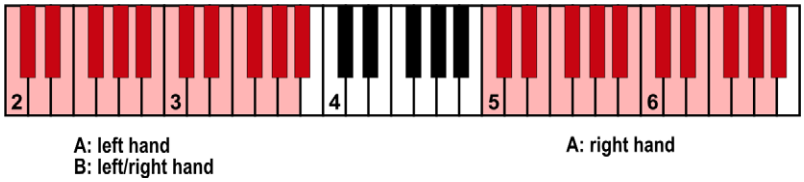
Mapping:
B1–A#3: left hand/(right hand)
B4–A#6: right hand



02 Tmp-B_ME_Single-Hits_secco **Range: C2–A#6** **Samples: 57** **RAM: 3 MB**

Single hits, secco
3 velocity layers
2 Alternations
AB switch: alternation left/right

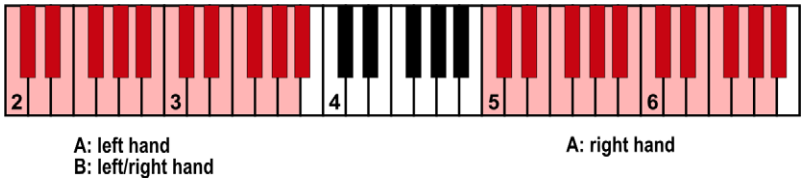
Mapping:
C2–A#3: left hand/(right hand)
C5–A#6: right hand



03 Tmp-B_ME_Single-Hits_coperto **Range: C2–A#6** **Samples: 114** **RAM: 7 MB**

Single hits, coperto
3 velocity layers
2 Alternations
AB switch: alternation left/right

Mapping:
C2–A#3: left hand/(right hand)
C5–A#6: right hand



11 Tmp-B_ME_Gliss-1s_1-up (2/3/4/5-up) **Range: C2–A3** **Samples: 16** **RAM: 1 MB**

Single hits, glissando: Min. 2nd to 4th up, 1 sec. tone length
2 velocity layers

16 Tmp-B_ME_Gliss-1s_do **Range: D2–F3** **Samples: 9** **RAM: 1 MB**

Single hits, glissando: Min. 2nd down, 1 sec. tone length
2 velocity layers

17 Tmp-B_ME_Gliss-2s_1-up (2/3/4/5-up) **Range: C2–F3** **Samples: 12** **RAM: 1 MB**

Single hits, glissando: Min. 2nd to 4th up, 2 sec. tone length
2 velocity layers

22 Tmp-B_ME_Gliss-2s_do **Range: D#2–F3** **Samples: 9** **RAM: 1 MB**

Single hits, glissando: Min. 2nd down, 2 sec. tone length
2 velocity layers

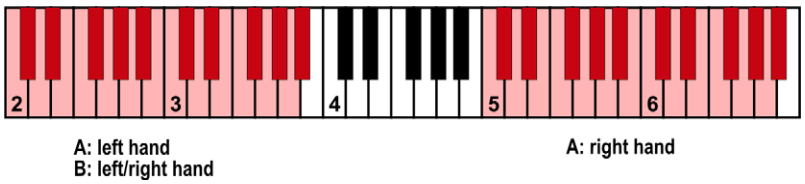
31 Tmp-B_ME_UB-a1 (2/3/4) **Range: C2–A#3** **Samples: 30** **RAM: 1 MB**

Upbeats: 1/2/3/4 upbeats
3 velocity layers

35 Tmp-B_perf-rep_slow (medium/fast) **Range: C2–A#6** **Samples: 264** **RAM: 16 MB**

Performance repetitions, slow/medium/fast
3 velocity layers
AB switch: alternation left/right

Mapping:
C2–A#3: left hand/(right hand)
C5–A#6: right hand

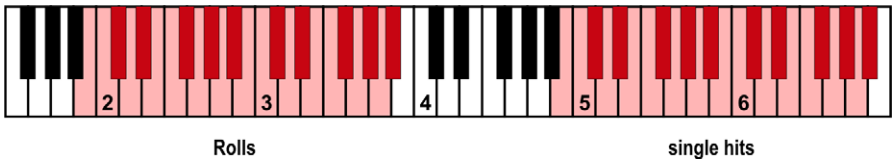


02 Medium Mallet Rolls

01 Tmp-B_ME_Roll / 02 Tmp-B_ME_Roll_short **Range: B1–A#6** **Samples: 393** **RAM: 24 MB**

Rolls and single hits, normal/short
Velocity mapping:
Rolls, 4 layers
Single hits, 6 layers
Release samples
AB switch: release duration long/short

Mapping:
B1–A#3: Rolls
B4–A#6: Single hits



03 Tmp-B_ME_Roll_dyn-me_1s (2/4) **Range: C2–A#3** **Samples: 44** **RAM: 2 MB**

Rolls, dynamics medium, 1/2/4 sec. tone length
2 velocity layers
AB switch: crescendo/diminuendo

06 Tmp-B_ME_Roll_dyn-str_1s (2/4) **Range: C2–A#3** **Samples: 22** **RAM: 1 MB**

Rolls, dynamics strong, 1/2/4 sec. tone length
1 velocity layer
AB switch: crescendo/diminuendo

11 Tmp-B_ME_Roll_Gliss-1s_1-up (2/3/4/5-up) **Range: C2–F#3** **Samples: 13** **RAM: 1 MB**

Rolls, glissando: Min. 2nd to 4th up, 1 sec. tone length
2 velocity layers

16 Tmp-B_ME_Roll_Gliss-1s_do **Range: D2–F3** **Samples: 9** **RAM: 1 MB**

Rolls, glissando: Min. 2nd down, 1 sec. tone length
2 velocity layers

17 Tmp-B_ME_Roll_Gliss-2s_1-up (2/3/4/5-up) **Range: C2–F#3** **Samples: 13** **RAM: 1 MB**

Rolls, glissando: Min. 2nd to 4th up, 2 sec. tone length
2 velocity layers

22 Tmp-B_ME_Roll_Gliss-2s_do **Range: D#2–E3** **Samples: 8** **RAM: 1 MB**

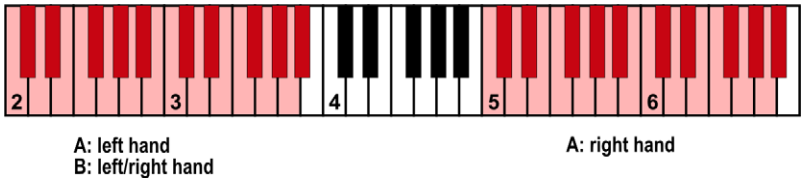
Rolls, glissando: Min. 2nd down, 2 sec. tone length
2 velocity layers

03 Hard Mallet

01 Tmp-B_HA_Single-Hits **Range: C2–A#6** **Samples: 80** **RAM: 5 MB**

Single hits
4 velocity layers
2 Alternations
AB switch: alternation left/right

Mapping:
C2–A#3: left hand/(right hand)
C5–A#6: right hand



02 Tmp-B_HA_UB-a1 (2/3/4) **Range: C2–A#3** **Samples: 30** **RAM: 1 MB**

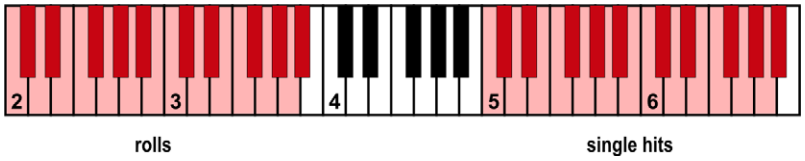
Upbeats: 1/2/3/4 upbeat
3 velocity layers

04 Hard Mallet Rolls

01 Tmp-B_HA_Roll **Range: C2–A#6** **Samples: 130** **RAM: 8 MB**

Rolls and single hits
Velocity mapping:
Rolls, 3 layers
Single hits, 4 layers
Release samples
AB switch: release duration long/short

Mapping:
C2–A#3: Rolls
C5–A#6: Single hits



02 Tmp-B_HA_Roll_dyn-str_1s (2/4) **Range: C2–A#3** **Samples: 20** **RAM: 1 MB**

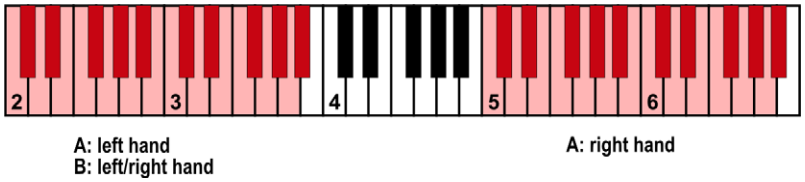
Rolls, dynamics strong, 1/2/4 sec. tone length
1 velocity layer
AB switch: crescendo/diminuendo

05 Wood Mallet

01 Tmp-B_WO_Single-Hits **Range: C2–A#6** **Samples: 88** **RAM: 5 MB**

Single hits
4 velocity layers
2 Alternations
AB switch: alternation left/right

Mapping:
C2–A#3: left hand/(right hand)
C5–A#6: right hand



02 Tmp-B_WO_UB-a1 (2/3/4) **Range: C2–A#3** **Samples: 33** **RAM: 2 MB**

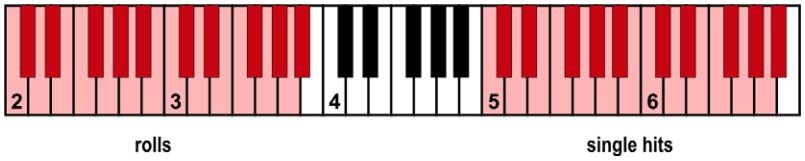
Upbeats: 1/2/3/4 upbeats
3 velocity layers

06 Wood Mallet Rolls

01 Tmp-B_WO_Roll **Range: C2–A#6** **Samples: 134** **RAM: 8 MB**

Rolls and single hits
Velocity mapping:
Rolls, 3 layers
Single hits, 4 layers
Release samples
AB switch: release duration long/short

Mapping:
C2–A#3: Rolls
C5–A#6: Single hits



02 Tmp-B_WO_Roll_dyn-str_1s (2/4) **Range: C2–A#3** **Samples: 22** **RAM: 1 MB**

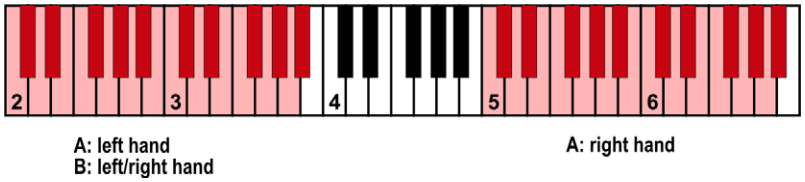
Rolls, dynamics strong, 1/2/4 sec. tone length
1 velocity layer
AB switch: crescendo/diminuendo

07 Medium Hard Mallet

01 Tmp-B_MHA_Single-Hits **Range: C2–A#6** **Samples: 100** **RAM: 6 MB**

Single hits
5 velocity layers
2 Alternations
AB switch: alternation left/right

Mapping:
C2–A#3: left hand/(right hand)
C5–A#6: right hand

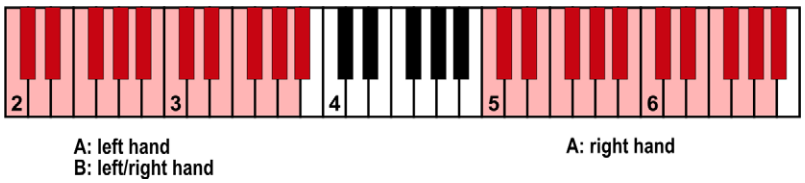


08 Felt Mallet

01 Tmp-B_FE_Single-Hits **Range: C2–A#6** **Samples: 100** **RAM: 6 MB**

Single hits
5 velocity layers
2 Alternations
AB switch: alternation left/right

Mapping:
C2–A#3: left hand/(right hand)
C5–A#6: right hand

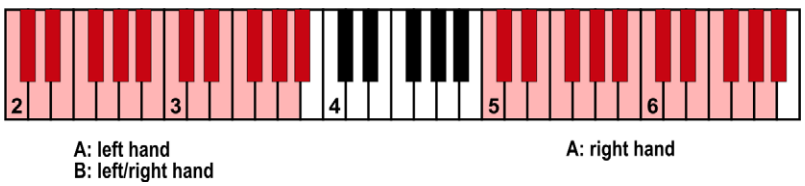


09 Finger

01 Tmp-B_FI_Single-Hits **Range: C2–A#6** **Samples: 44** **RAM: 2 MB**

Single hits
2 velocity layers
2 Alternations
AB switch: alternation left/right

Mapping:
C2–A#3: left hand/(right hand)
C5–A#6: right hand



Matrices

Matrix - LEVEL 1

L1 Tmp-A Combi

Samples: 1880 RAM: 117 MB

Single hits, normal and secco
1–3 upbeats
Rolls normal and dynamics, 1, 2, 4, and 6 sec.

Matrix switches: Horizontal: Keyswitches, C1–A1

	C1	C#1	D1	D#1	E1	F1	F#1	G1	G#1	A1
V1	hits normal	hits secco	1 upbeat	2 upbeats	3 upbeats	rolls normal	rolls dyn. 1 sec.	rolls dyn. 2 sec.	rolls dyn. 4 sec.	rolls dyn. 6 sec.

Matrix - LEVEL 2

01 Tmp-A Combi

Samples: 2888 RAM: 180 MB

Single hits, normal and secco
Performance repetitions
Glissandos
1–3 upbeats
Rolls normal and glissando

Matrix switches: Horizontal: Keyswitches, C1–A1 Vertical: Modwheel, 2 zones

	C1	C#1	D1	D#1	E1	F1	F#1	G1	G#1	A1
V1	hits normal	perf.rep. slow	gliss. up, 4th	gliss. up, 5th	1 upbeat	2 upbeats	3 upbeats	rolls normal	rolls gliss. up, 4th	rolls gliss. up, 5th
V2	hits secco	perf.rep. fast	gliss. down, 4th	gliss. down, 5th	1 upbeat	2 upbeats	3 upbeats	rolls normal	rolls gliss. down, 4th	rolls gliss. down, 5th

02 Tmp-A Dynamics-Roll

Samples: 390 RAM: 24 MB

Rolls, medium and strong dynamics, 1, 2, 3, 4, and 6 sec.

	C1	C#1	D1	D#1	E1
medium dyn.	1 sec.	2 sec.	3 sec.	4 sec.	6 sec.
strong dyn.	1 sec.	2 sec.	3 sec.	4 sec.	6 sec.

11 Tmp-B Mallet-medium Combi

Samples: 1376 RAM: 86 MB

Single hits, normal and secco
Performance repetitions
Glissando
1–3 upbeats
Rolls normal and glissando

Matrix switches: Horizontal: Keyswitches, C1–A1 Vertical: Modwheel, 2 zones

	C1	C#1	D1	D#1	E1	F1	F#1	G1	G#1	A1
V1	hits normal	perf.rep. slow	gliss. up 4th, 1 sec.	gliss. up 4th, 2 sec.	1 upbeat	2 upbeats	3 upbeats	rolls normal	rolls gliss. up 4th, 1 sec.	rolls gliss. up 4th, 2 sec.
V2	hits secco	perf.rep. fast	gliss. down, 1 sec.	gliss. down, 2 sec.	1 upbeat	2 upbeats	3 upbeats	rolls normal	rolls gliss. down, 1 sec.	rolls gliss. down, 2 sec.

12 Tmp-B Mallet-medium Dynamics-Roll — Samples: 198 — RAM: 12 MB

Rolls, medium and strong dynamics, 1, 2, and 4 sec.

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

	C1	C#1	D1
medium dyn.	1 sec.	2 sec.	4 sec.
strong dyn.	1 sec.	2 sec.	4 sec.

13 Tmp-B Mallet-medium Glissandi — Samples: 146 — RAM: 9 MB

Glissandos, 1 and 2 sec.
Up, min. 2nd–4th, and down

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

	C1	C#1	D1	D#1	E1	F1
gliss. 1 sec.	min. 2nd up	maj. 2nd up	min. 3rd up	maj. 3rd up	4th up	down
gliss. 2 sec.	min. 2nd up	maj. 2nd up	min. 3rd up	maj. 3rd up	4th up	down

14 Tmp-B Mallet-medium Glissandi-Roll — Samples: 147 — RAM: 9 MB

Glissando rolls, 1 and 2 sec.
Up, min. 2nd–4th, and down

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

	C1	C#1	D1	D#1	E1	F1
gliss. 1 sec.	min. 2nd up	maj. 2nd up	min. 3rd up	maj. 3rd up	4th up	down
gliss. 2 sec.	min. 2nd up	maj. 2nd up	min. 3rd up	maj. 3rd up	4th up	down

15 Tmp-B Mallet-hard Combi — Samples: 320 — RAM: 20 MB

Single hits
1–3 upbeats
Rolls normal and dynamics, 1, 2, and 4 sec.

Matrix switches: Horizontal: Keyswitches, C1–G1

	C1	C#1	D1	D#1	E1	F1	F#1	G1
V1	hits normal	1 upbeat	2 upbeats	3 upbeats	rolls normal	rolls dyn. 1 sec.	rolls dyn. 2 sec.	rolls dyn. 4 sec.

16 Tmp-B Mallet-wood Combi — Samples: 343 — RAM: 21 MB

Single hits
1–3 upbeats
Rolls normal and dynamics, 1, 2, and 4 sec.

Matrix switches: Horizontal: Keyswitches, C1–G1

	C1	C#1	D1	D#1	E1	F1	F#1	G1
V1	hits normal	1 upbeat	2 upbeats	3 upbeats	rolls normal	rolls dyn. 1 sec.	rolls dyn. 2 sec.	rolls dyn. 4 sec.

17 Tmp-B Mallet-additionals — Samples: 244 — RAM: 15 MB

Single hits with medium hard mallets, felt mallets, and fingers

Matrix switches: Horizontal: Keyswitches, C1–D1

	C1	C#1	D1
V1	medium hard mallets	felt mallets	fingers

Presets

Tmp-A VSL Preset Level 1 **Samples: 1880 RAM: 117 MB**

Matrix: L1 Tmp-A Combi

Tmp-A VSL Preset Level 2 **Samples: 3278 RAM: 204 MB**

Matrices:
01 Tmp-A Combi
02 Tmp-A Dynamics-Roll
Keyswitches: E7–F7

Tmp-B VSL Preset Level 2 **Samples: 2689 RAM: 168 MB**

Matrices:
11 Tmp-B Mallet-medium Combi
12 Tmp-B Mallet-medium Dynamics-Roll
13 Tmp-B Mallet-medium Glissandi
14 Tmp-B Mallet-medium Glissandi-Roll
21 Tmp-B Mallet-hard Combi
16 Tmp-B Mallet-wood Combi
17 Tmp-B Mallet-additionals
Keyswitches: E7–A#7