

# Vienna Instruments

# Solo Download Instruments

# Drums & Toms

## Standard Library

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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 Instruments Drums & Toms Standard Library. 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 and Matrix.

## 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.

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.

## 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.

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.

## 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.

# 82 Drums - Toms

## Patches

### 01D Snare\_on

Range: C2-A#7 Samples: 333 RAM: 20 MB

Rimshots

Single hits (4 Alternations)

Performance repetitions at 60, 120, and 113 BPM

Press rolls

Upbeats, upbeat rolls

Rolls normal and dynamics

12 velocity layers

Release samples

AB switch: crescendo/diminuendo

#### Mapping:

C2-D2: rim clicks, l/r

E2-F2: rim head, l/r

G2-A2: rim shaft, l/r

C3-D3: rim SOS, l/r

E3-F3: rim SOSOR (l/r)

C4-D4: single hits, l/r

F4-D5: performance repetitions, slow/fast/medium, alternating (lower key left hand, higher key right hand)

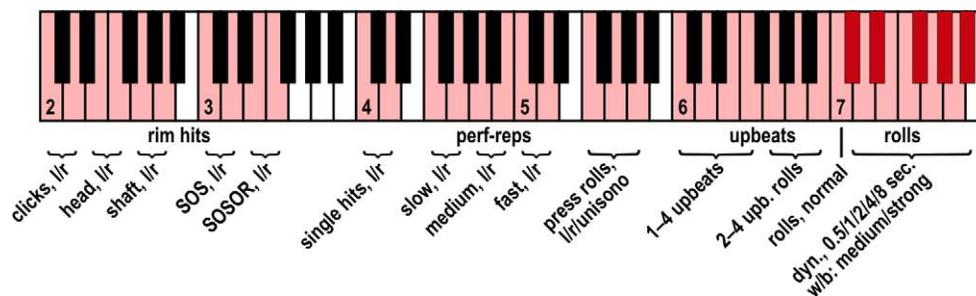
F5-A5: rebounds, left/right/unisono

C6-F6: 1-4 upbeats

G6-B6: 2-4 upbeat rolls

C7: rolls normal

C#7-A#7: rolls, strong and medium dynamics, 0.5, 1, 2, 4, and 8 sec. (AB switch, strong dyn. on black keys)



**O2D Snare\_off****Range: C4–G#7 Samples: 206 RAM: 12 MB**

Single hits (4 Alternations)  
 Performance repetitions at 120 and 240 BPM  
 Upbeats, upbeat rolls  
 Rolls normal and dynamics  
 12 velocity layers  
 Release samples  
 AB switch: crescendo/diminuendo

**Mapping:**

C4–D4: single hits, l/r

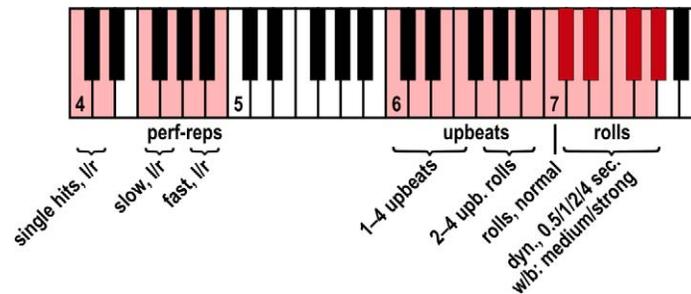
F4–B4: performance repetitions, fast/presto, alternating (lower key left hand, higher key right hand)

C6–F6: 1–4 upbeats

G6–B6: 2–4 upbeat rolls

C7: rolls normal

C#7–G#7: rolls, strong and medium dynamics, 0.5, 1, 2, and 4 sec. (AB switch, strong dyn. on black keys)



**11D Snares-4\_on**

Range: C2–B7

Samples: 414

RAM: 25 MB

Rim: Clicks, hits, shots, upbeats, and rolls

Normal: Single hits (4 alternations), performance repetitions, press rolls, upbeats, and rolls

8 velocity layers

Release samples

AB switch: crescendo/diminuendo

**Mapping:**

Rim:C2–D2: rim clicks, l/r

F2–G2: rim hits, l/r; F#2: rim hits, unisono

A2–B2: rimshots, l/r; A#2: rimshots, unisono

C3–F3: 1–4 rim upbeats

G3: rim rolls, normal

A3–B3: rim tremolo dynamics, 1, 2, and 3 sec. (AB switch)

Normal:C4–D4: single hits, l/r; C#4: single hits, unisono

F5–A5: rebounds, left/right/unisono

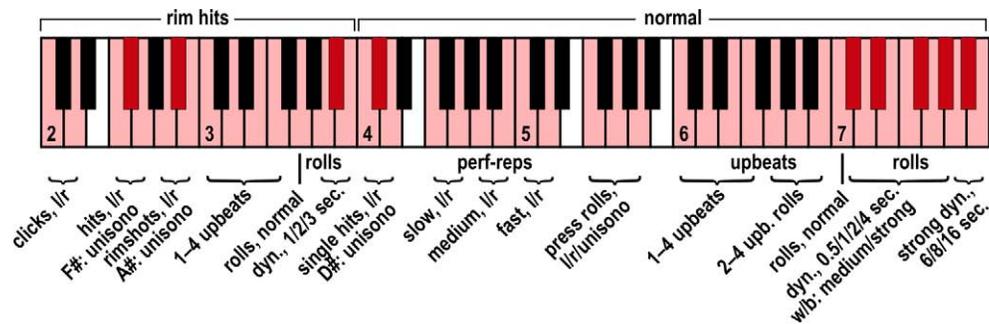
C6–F6: 1–4 upbeats

G6–B6: 2–4 upbeat rolls

C7: rolls normal

C#7–G#7: rolls, strong and medium dynamics, 0.5, 1, 2, 4 sec. (AB switch, strong dyn. on black keys)

A7–B7: rolls, strong dynamics, 6, 8, and 16 sec. (AB switch)

**12D Snares-4\_off**

Range: C4–G7

Samples: 64

RAM: 4 MB

Single hits (4 alternations)

Rolls normal, and strong dynamics

4 velocity layers

Release samples

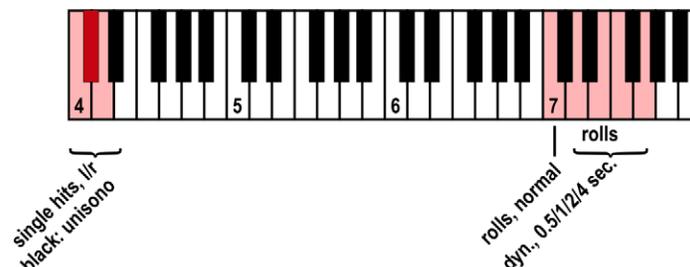
AB switch: crescendo/diminuendo

**Mapping:**

C4–D4: single hits, l/r; C#4: single hits, unisono

C7: rolls normal

D7–G7: rolls, strong dynamics, 0.5, 1, 2, and 4 sec. (AB switch)



**21D Field\_on / 22D Field\_off**

Range: C4–D7

Samples: 112

RAM: 7 MB

Single hits (2 Alternations)

Performance repetitions normal and soft

Rolls normal and soft

8 velocity layers

Release samples

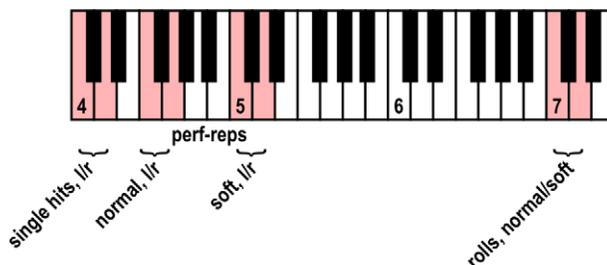
**Mapping:**

C4–D4: single hits, l/r

F4–G4: performance repetitions, alternating (lower key left hand, higher key right hand)

C5–D5: performance repetitions, soft, alternating (lower key left hand, higher key right hand)

C7–D7: tremolo normal/soft

**31D Bass-Drum\_SO / 32D Bass-Drum\_HA**

Range: C4–G#7

Samples: 170

RAM: 10 MB

Single hits, normal and secco (4 alternations)

Performance repetitions, slow and fast

Upbeats

Rolls normal (AB switch: long/short release) and dynamics

8 velocity layers

Release samples

AB switch: crescendo/diminuendo

**Mapping:**

C4, D4: single hits, l/r

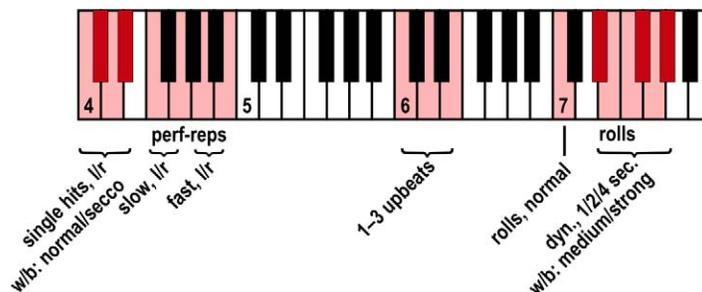
C#4, D#4: single hits, secco, l/r

F4–B4: performance repetitions, slow/fast, alternating (lower key left hand, higher key right hand)

C6–E6: 1–3 upbeats

C7: rolls normal

D#7–G#7: rolls, strong and medium dynamics, 1, 2, and 4 sec. (AB switch, strong dyn. on black keys)



**41D Taikos****Range: C1–A#7 Samples: 474 RAM: 29 MB**

Taiko drums 1–7  
 Single hits (2 alternations)  
 Rolls normal (AB switch: long/short release) and dynamics  
 8 velocity layers  
 Release samples  
 AB switch: crescendo/diminuendo

**Mapping:**

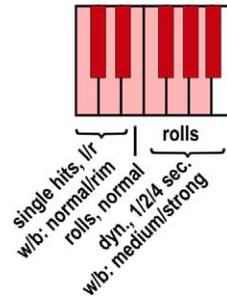
Each Taiko starts on C

C, D: single hits, l/r

C#, D#: rim hits, l/r

E: rolls, normal

F–A#: rolls, strong and medium dynamics, 1, 2, and 4 sec. (AB switch, strong dyn. on black keys)

**51D Tamburin****Range: C4–G7 Samples: 133 RAM: 8 MB**

Tambourine  
 Single hits  
 Performance repetitions at 120 and 240 BPM  
 Upbeats  
 Tremolo normal and crescendo  
 8 velocity layers  
 Release samples

**Mapping:**

C4–D#4: single hits, l/r (middle on white keys, rim on black keys)

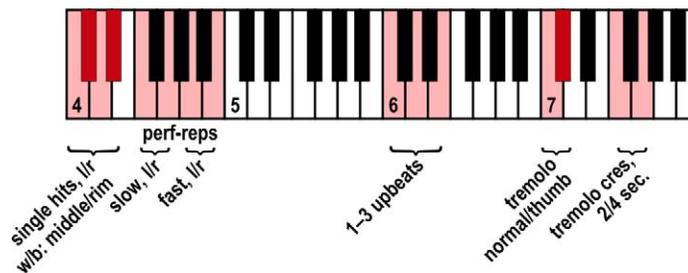
F4–B4: performance repetitions, fast/presto, alternating (lower key left hand, higher key right hand)

C6–E6: 1–3 upbeats

C7: tremolo, normal

C#7: thumb tremolo

F7–G7: tremolo crescendo, 2 and 4 sec.



## Matrices

### DL-Matrix Snare drum

Samples: 539

RAM: 33 MB

Patches:

01D Snare\_on

02D Snare\_off

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

	H1
V1	01D Snare_on
V2	02D Snare_off

### DL-Matrix Snare ensemble

Samples: 478

RAM: 29 MB

Patches:

11D Snares-4\_on

12D Snares-4\_off

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

	H1
V1	11D Snares-4_on
V2	02D Snares-4_off

### DL-Matrix Field drum

Samples: 224

RAM: 14 MB

Patches:

21D Field\_on

22D Field\_off

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

	H1
V1	21D Field_on
V2	22D Field_off

### DL-Matrix Bass drum

Samples: 340

RAM: 21 MB

Patches:

31D Bass-Drum\_SO (soft mall.)

32D Bass-Drum\_HA (hard mall.)

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

	H1
V1	31D Bass-Drum_SO
V2	32D Bass-Drum_HA

### DL-Matrix Taiko drums

Samples: 474

RAM: 29 MB

Patch: 41D Taikos

### DL-Matrix Tamburin

Samples: 133

RAM: 8 MB

Patch: 51D Tamburin