

Vienna Instruments
Solo Download Instruments
Drums & Toms
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 Drums & Toms. 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.

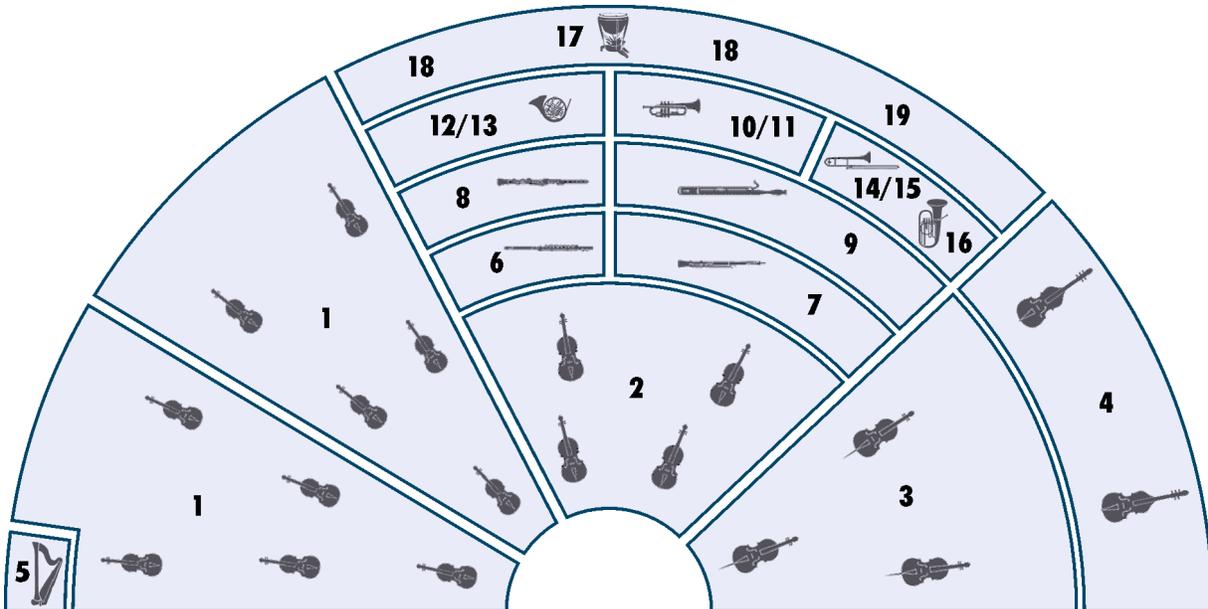
Speed controller switches naturally are adjusted to the Patches involved, and have been tested carefully as to their playability. However, if you find that they do not fit your playing, or want to try out other settings, you can change this as well as any other controller's settings at the **Control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

82 Drums - Toms

In most cultures, the drum in its various forms is the most important and rudimentary percussion.

The **snare drum** is found in practically every type of western music from military music (where its roots lie) to jazz or the drum kits of rock and pop. At the same time the snare drum is a crucial member of the orchestral percussion section. Extremely shallow versions of the snare drum have become known as piccolo snare drums.

The **bass drum** plays an essential role in several western musical styles as well. Its variable timbre can be used to mark the rhythm not only in large orchestras but also in small ensembles: in military music, where it is played together with the cymbal, or in pop, rock and jazz, where it is played using the bass pedal as part of the drum kit.

The **field drum** or **tenor drum** is used in the orchestra as well as in military and wind bands. It ranks between the snare drum and the bass drum in both size and pitch. Depending on the region it may be snared or unsnared.

The **tambourine** has been an important folk instrument in many European cultures from time immemorial. Today it is especially common in Mediterranean countries where it serves as a rhythm instrument accompanying songs and dances. It is either struck with the hand or shaken. In the orchestra, where it is used as a rhythm and noise instrument to add color and suggest dance scenes, it has had a place since the 19th century.

Patches

01 SNARE DRUM - A

01 Snare-A_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

Velocity mapping:

Single hits, 12 layers: 0-10 ppppp, 11-20 pppp, 21-30 ppp, 31-40 pp, 41-50 p, 51-60 mp, 61-70 mf, 71-80 f, 81-90 ff, 91-100 fff, 101-110 ffff, 111-127 fffff

Repetitions and tied trills, 6 layers: 0-30 pppp, 31-50 pp, 51-70 mp, 71-90 f, 91-110 fff, 111-127 fffff

All others, 2-5 layers

Release samples

4 Alternations

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/medium/fast, alternating (lower key left hand, higher key right hand)

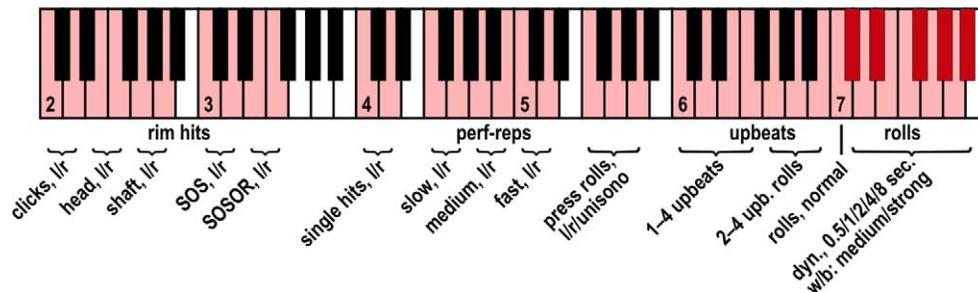
F5-A5: press rolls, left/right/unisono

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)



02 Snare-A_on_perf-rep_dyn9

Range: C3-A5

Samples: 162

RAM: 10 MB

Performance repetitions

Dynamics, 9 repetitions

Slow, fast, and medium (60, 120, and 113 BPM)

1 velocity layer

Mapping:

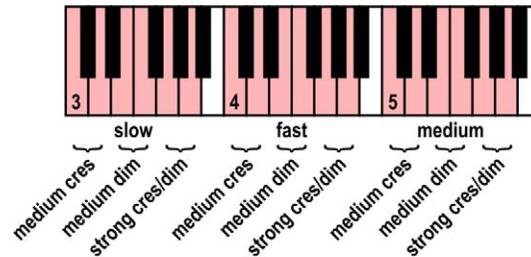
C-D – medium crescendo; E-F – medium diminuendo

G – strong crescendo; A – strong diminuendo

C3-A3: Slow

C4-A4: fast

C5-A5: medium speed

**03 Snare-A_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

Velocity mapping:

Single hits, 12 layers: 0-10 ppppp, 11-20 pppp, 21-30 ppp, 31-40 pp, 41-50 p, 51-60 mp, 61-70 mf, 71-80 f, 81-90 ff, 91-100 fff, 101-110 ffff, 111-127 fffff

Repetitions, 5 layers: 0-50 pp, 51-70 mp, 71-90 f, 91-110 fff, 111-127 fffff

Upbeats and normal rolls, 6 layers: 0-30 pppp, 31-50 pp, 51-70 mp, 71-90 f, 91-110 fff, 111-127 fffff

Release samples

4 Alternations

AB switch: crescendo/diminuendo

Mapping:

C4-D4: Single hits, l/r

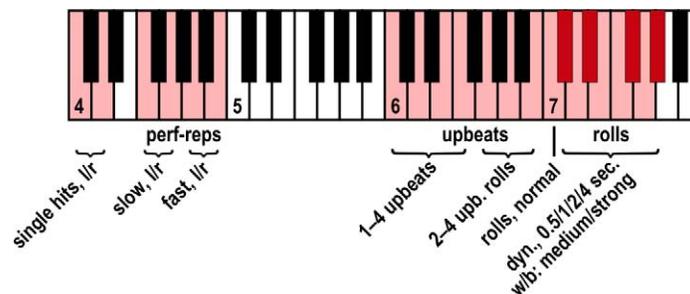
F4-B4: performance repetitions, slow/fast, alternating (lower key left hand, higher key right hand)

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)



04 Snare-A_off_perf-rep_dyn9

Range: C3-A4

Samples: 108

RAM: 6 MB

Performance repetitions

Dynamics, 9 repetitions

Slow and fast

1 velocity layer

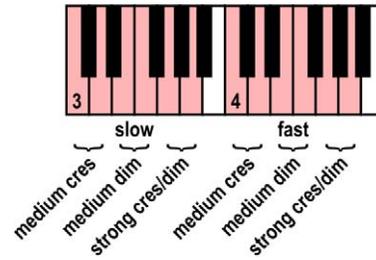
Mapping:

C-D – medium crescendo; E-F – medium diminuendo

G – strong crescendo; A – strong diminuendo

C3-A3: slow

C4-A4: fast



02 SNARE DRUM - B**01 Snare-B_on****Range: C2–G#7****Samples: 126****RAM: 7 MB**

Brushes: Single hits, normal and rim, rubs

Sticks: rim hits and rimshots, rim clicks, open and muted single hits (2 alternations), performance repetitions, press rolls, upbeats, rolls normal and dynamics

Velocity mapping:

Single hits, repetitions, tied trills, upbeats, and normal tremolos, 4 layers

Brush hits, normal, 2 layers

All others, 1 layer

Release samples

2 Alternations

AB switch: crescendo/diminuendo

Mapping:

Brushes:C2, D2: Single hits (l/r); D#2: Rim hits

E2–B2: Rubs – 2 sec. forte, 6, 14, 19 sec. piano, 11 sec. forte

Sticks:C3–D3: Rim hit, crossed sticks var. 1/2

E3–F3: Rimshot open/muted

G3–A3: Rim click normal/crossed sticks

C4, D4: Single hits, l/r

C#4, D#4: Single hits, muted, l/r

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

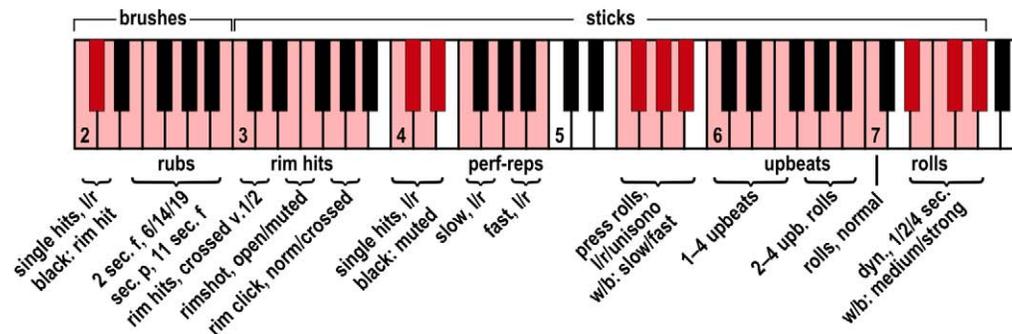
F5–A#5: Press rolls, left/right/unisono (white keys slow, black keys fast)

C6–F6: 1–4 upbeats

G6–B6: 2–4 upbeat rolls

C7: Rolls normal

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



02 Snare-B_on_perf-rep_dyn9

Range: C3-A4

Samples: 108

RAM: 6 MB

Performance repetitions

Medium and strong dynamics, 9 repetitions

Slow and fast

1 velocity layer

Mapping:

C3-A3 – slow (16ths, 87 BPM)

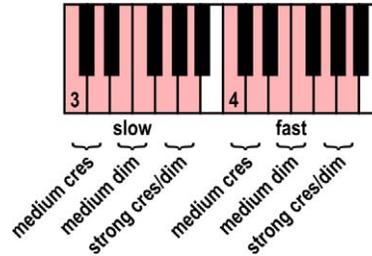
C4-A4 – fast (16ths, 138 BPM)

C-D: medium crescendo, p-mf/mf-ff

E-F: medium diminuendo, ff-mf/mf-p

G: Strong crescendo, pp-ff

A: Strong diminuendo, ff-pp

**03 Snare-B_off**

Range: C4-G#7

Samples: 102

RAM: 6 MB

Sticks:

Open and muted single hits (2 alternations)

Performance repetitions

Press rolls

Upbeats

Rolls normal and dynamics

4 velocity layers

Release samples

2 Alternations

AB switch: crescendo/diminuendo

Mapping:

C4, D4: Single hits, l/r

C#4, D#4: Single hits, muted, l/r

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

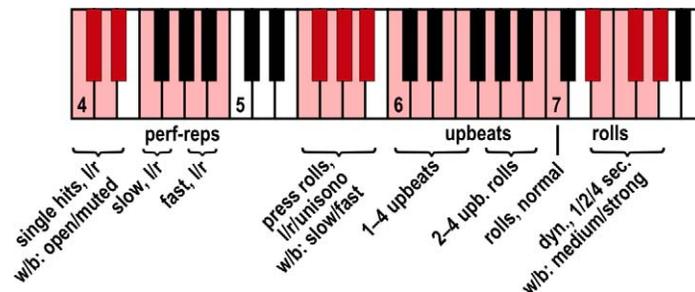
F5-A#5: Press rolls, left/right/unisono (white keys slow, black keys fast)

C6-F6: 1-4 upbeats

G6-B6: 2-4 upbeat rolls

C7: Rolls normal

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



04 Snare-B_off_perf-rep_dyn9**Range: C3-A4****Samples: 108****RAM: 6 MB**

Performance repetitions

Medium and strong dynamics, 9 repetitions

Slow and fast

1 velocity layer

Mapping:

C3-A3 – slow (16ths, 82 BPM)

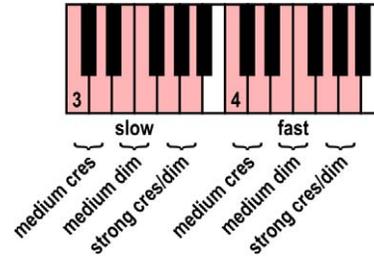
C4-A4 – fast (16ths, 140 BPM)

C-D: medium crescendo, p-mf/mf-ff

E-F: medium diminuendo, ff-mf/mf-p

G: Strong crescendo, pp-ff

A: Strong diminuendo, ff-pp



03 SNARE DRUMS a4**01 Snares-4_on****Range: C2-B7****Samples: 314****RAM: 19 MB**

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

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

Velocity mapping:

Single hits, 8 layers: 0–30 ppp, 31–50 pp, 51–60 p, 61–70 mp, 71–80 mf, 81–90 f, 91–110 ff, 111–127 fff

Normal rolls, 6 layers: 0–30 pp, 31–50 p, 51–70 mp, 71–90 mf, 91–110 f, 111–127 ff

Rimshots, 1 layer

All others, 3 to 4 layers

Release samples

4 Alternations

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

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

F5–A5: Rebounds, left/right/unisono

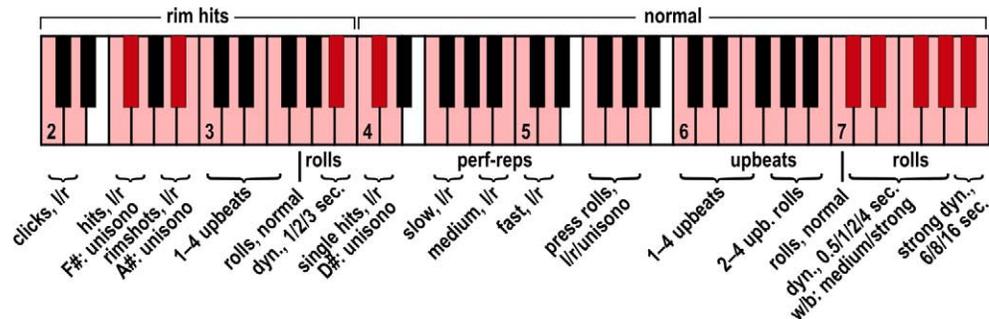
C6–F6: 1–4 upbeats

G6–B6: 2–4 upbeat rolls

C7: Rolls normal

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

A7–B7: Rolls, strong dynamics, 6, 8, and 16 sec. (AB switch cres-dim)



02 Snares-4_on_perf-rep_dyn9

Range: C3–D4

Samples: 36

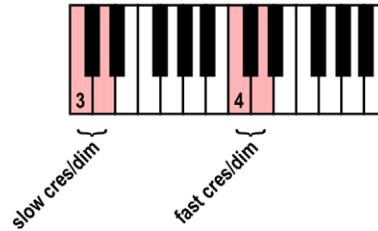
RAM: 2 MB

Performance repetitions
 Dynamics, 9 repetitions
 4ths and 8ths at 120 BPM
 1 velocity layer

Mapping:

C3–D3: crescendo/diminuendo, slow (4ths at 120 BPM)

C4–D4: crescendo/diminuendo, fast (8ths at 120 BPM)

**03 Snares-4_off**

Range: C4–G7

Samples: 64

RAM: 4 MB

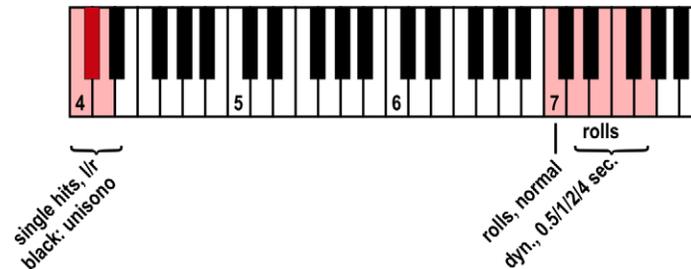
Single hits (4 alternations)
 Rolls normal, and strong dynamics
 4 velocity layers
 Release samples
 4 Alternations
 AB switch: crescendo/diminuendo

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)



04 Snares-4_Brush

Range: C4–G7

Samples: 50

RAM: 3 MB

Single hits (2 alternations)

Rubs

Rolls normal, and strong dynamics

Velocity mapping:

Single hits and normal tremolos, 4 layers

All others, 1 layer

Release samples

2 Alternations

AB switch: crescendo/diminuendo

Mapping:

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

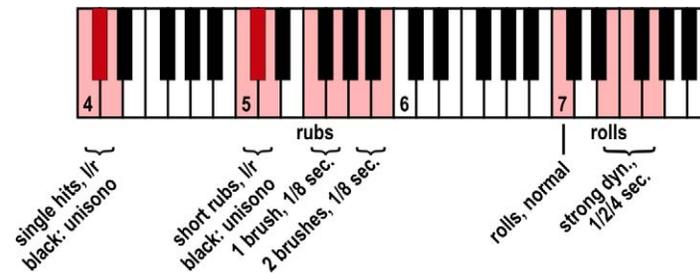
C5–D5: Short rubs, l/r; C#4: Short rubs, unisono

F5–G5: Rubs, 1 brush, 1 and 8 sec.

A5–B5: Rubs, 2 brushes, 1 and 8 sec.

C7: Rolls normal

E7–G7: Rolls, strong dynamics, 1, 2, and 4 sec. (AB switch)

**05 Snares-4_Tmp**

Range: C4–G7

Samples: 62

RAM: 3 MB

Single hits (4 alternations)

Rolls normal, and strong dynamics

4 velocity layers

Release samples

4 Alternations

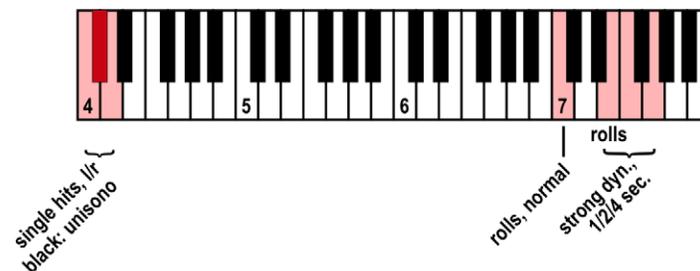
AB switch: crescendo/diminuendo

Mapping:

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

C7: Rolls normal

E7–G7: Rolls, strong dynamics, 1, 2, and 4 sec. (AB switch)



04 PICCOLO DRUM**01 Piccolo-Drum****Range: C4–G#7****Samples: 102****RAM: 6 MB**

Open and muted hits (2 alternations)
 Performance repetitions
 Press rolls
 Upbeats
 Rolls normal and dynamics
 4 velocity layers
 Release samples
 2 Alternations
 AB switch: crescendo/diminuendo

Mapping:

C4, D4: Single hits, l/r

C#4, D#4: Single hits, muted l/r

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

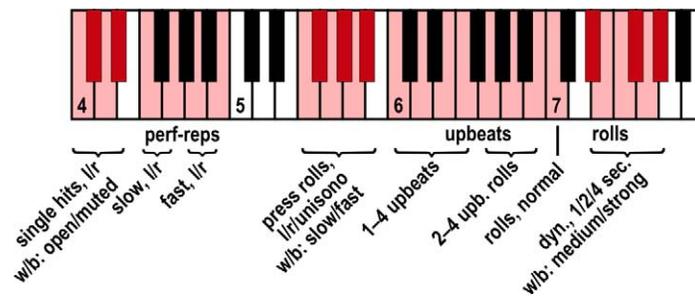
F5–A#5: Press rolls, left/right/unisono (white keys slow, black keys fast)

C6–F6: 1–4 upbeats

G6–B6: 2–4 upbeat rolls

C7: Rolls normal

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

**02 Piccolo-Drum_perf-rep_dyn9****Range: C3–A4****Samples: 108****RAM: 6 MB**

Performance repetitions
 Medium and strong dynamics, 9 repetitions
 Slow and fast
 1 velocity layer

Mapping:

C3–A3 – slow (85 BPM)

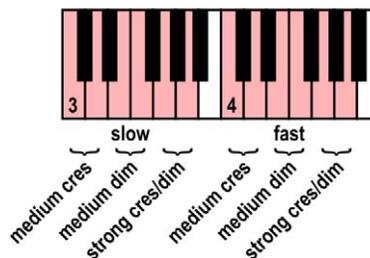
C4–A4 – fast (135 BPM)

C–D: Medium crescendo, p–mf/mf–ff

E–F: Medium diminuendo, ff–mf/mf–p

G: Strong crescendo, pp–ff

A: Strong diminuendo, ff–pp



05 FIELD DRUM - A**01 Field-A_on****Range: C4-D7****Samples: 44****RAM: 2 MB**

Single hits (2 Alternations)

Performance repetitions normal and soft

Rolls normal and soft

Velocity mapping:

Single hits, 8 layers: 0–30 ppp, 31–50 pp, 51–60 p, 61–70 mp, 71–80 mf, 81–90 f, 91–110 ff, 111–127 fff

Repetitions and rolls, 4 layers

Release samples

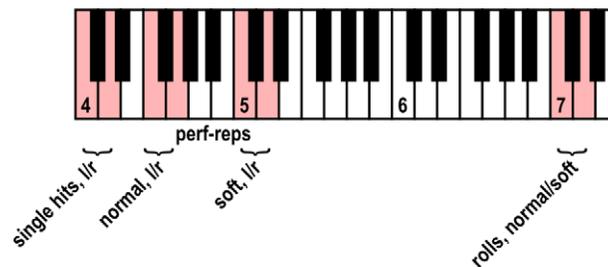
Mapping:

C4–D4: Single hits, l/r

F4–G4: Performance repetitions, normal, 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: Rolls normal/soft

**03 Field-A_off****Range: C4-D7****Samples: 44****RAM: 2 MB**

Single hits (2 Alternations)

Performance repetitions normal and soft

Rolls normal and soft

Velocity mapping:

Single hits, 8 layers: 0–30 ppp, 31–50 pp, 51–60 p, 61–70 mp, 71–80 mf, 81–90 f, 91–110 ff, 111–127 fff

Repetitions and rolls, 4 layers

Release samples

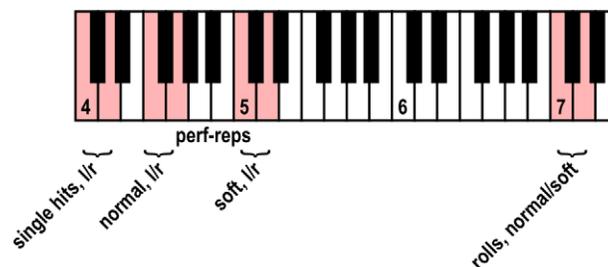
Mapping:

C4–D4: Single hits, l/r

F4–G4: Performance repetitions, normal, 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: Rolls normal/soft



07 BASS DRUM - A**01 B-Drum-A_SO****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

Velocity mapping:

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

Repetitions, upbeats, and normal rolls, 4 layers

Release samples

4 Alternations

AB switch: crescendo/diminuendo

Mapping:

C4, D4: Single hits, l/r

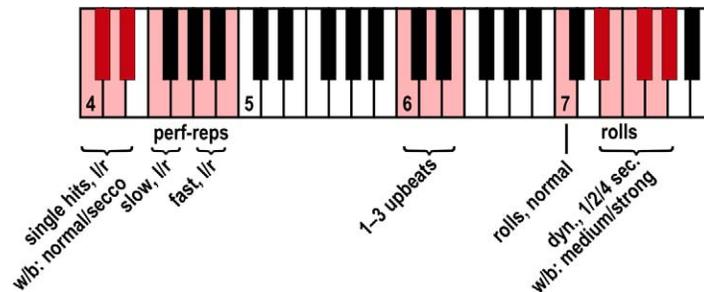
C#4, D#4: Single hits, secco, l/r

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)

**02 B-Drum-A_SO_perf-rep_dyn9****Range: C4–A4****Samples: 54****RAM: 3 MB**

Performance repetitions

Medium and strong dynamics, 9 repetitions

Slow

1 velocity layer

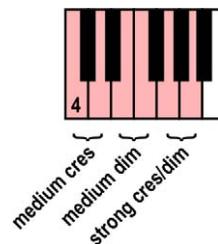
Mapping:

C4–D4: medium crescendo, pp–mf/mf–fff

E4–F4: medium diminuendo, fff–mf/mf–pp

G4: Strong crescendo, pp–fff

A4: Strong diminuendo, fff–pp



03 B-Drum-A_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

Velocity mapping:

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

Repetitions, upbeats, and normal rolls, 4 layers

Release samples

4 Alternations

AB switch: crescendo/diminuendo

Mapping:

C4, D4: Single hits, l/r

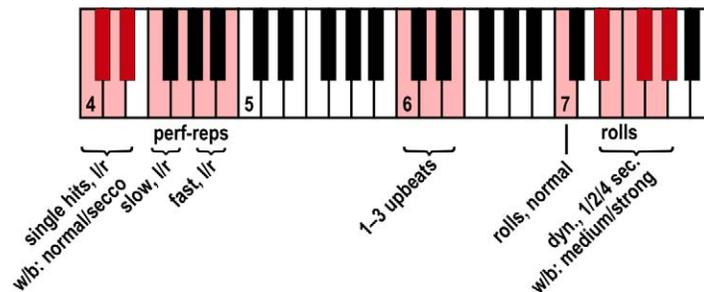
C#4, D#4: Single hits, secco, l/r

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)

**04 B-Drum-A_HA_perf-rep_dyn9****Range: C4-A4****Samples: 54****RAM: 3 MB**

Performance repetitions

Medium and strong dynamics, 9 repetitions

Slow

1 velocity layer

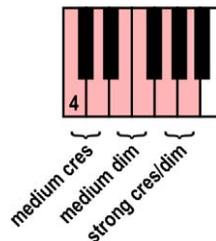
Mapping:

C4–D4: medium crescendo, pp–mf/mf–fff

E4–F4: medium diminuendo, fff–mf/mf–pp

G4: Strong crescendo, pp–fff

A4: Strong diminuendo, fff–pp



08 BASS DRUM - B**01 B-Drum-B****Range: C2–G#7****Samples: 98****RAM: 6 MB**

Single hits: Rim, muted, coperto, and normal

Performance repetitions

Upbeats

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

Velocity mapping:

Single hits, 5 layers: 0–35 pp, 36–55 p, 56–88 mf, 89–108 f, 109–127 ff

Normal tremolos, 4 layers

All others, 3 layers

Release samples

AB switch: crescendo/diminuendo

Mapping:

C2–D2: Rim hits, l/r

F2–G2: muted hits, l/r

C3–D3: Single hits, coperto, l/r

C4, D4: Single hits, l/r

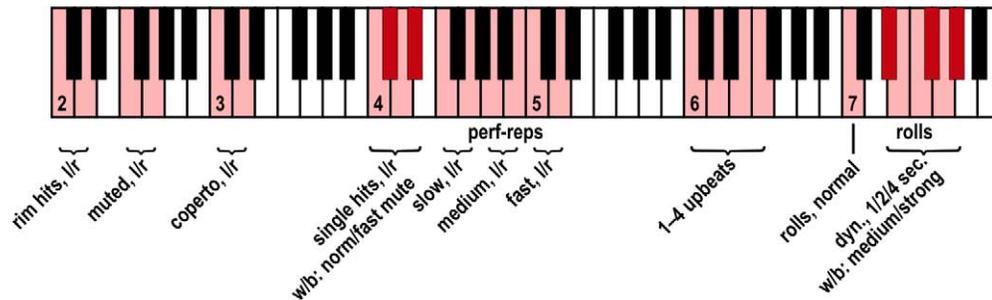
C#4, D#4: Single hits, muted fast, l/r

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

C6–F6: 1–4 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)

**02 B-Drum-B_perf-rep_dyn9****Range: C3–D4****Samples: 36****RAM: 2 MB**

Performance repetitions

Strong dynamics, 9 repetitions

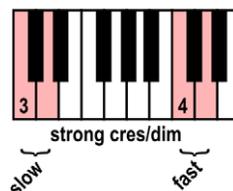
Medium and fast

1 velocity layer

Mapping:

C3–D3: 88 BPM, crescendo/diminuendo

C4–D4: 138 BPM, crescendo/diminuendo



09 TAIKO DRUMS**01 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

Velocity mapping:

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

Rim hits, 2 layers

Rolls, 4 layers

Release samples

2 Alternations

AB switch: crescendo/diminuendo

Mapping:

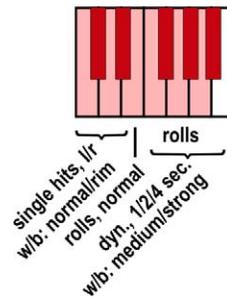
C, D: Single hits, l/r

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)

Each Taiko spans one octave

**02 TAIKOS_perf-rep****Range: C1–D7****Samples: 224****RAM: 14 MB**

Taiko drums 1–7

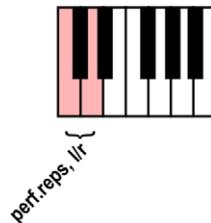
Performance repetitions

4 velocity layers

Mapping:

C, D: performance repetitions, alternating (lower key left hand, higher key right hand)

Each Taiko on one octave



03 TAIKOS_FX

Range: C4–C7

Samples: 20

RAM: 1 MB

Low Taiko

FX single hits

Rolls (AB switch: long/short release)

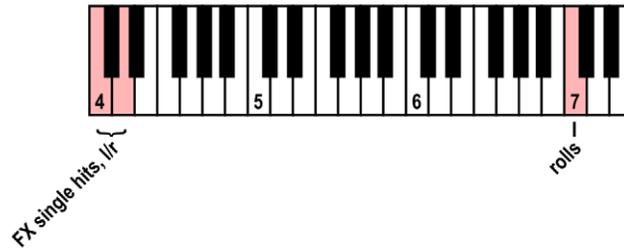
4 velocity layers

Release samples

Mapping:

C4–D4: Single hits, l/r

C7: Rolls

**10 CONCERT TOMS****01 Co-Toms_low**

Range: C1–B7

Samples: 630

RAM: 39 MB

Low Concert Toms 1–7

Single hits (2 alternations)

Performance repetitions

Rolls normal and crescendo

1–3 upbeats

Velocity mapping:

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

Repetitions, upbeats, and normal rolls, 4 layers

Release samples

2 Alternations

Mapping:

C, D: Single hits, l/r

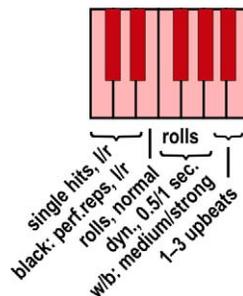
C#, D#: performance repetitions, alternating (lower key left hand, higher key right hand)

E: Rolls, normal

F–G#: Rolls, strong and medium crescendo, 0.5 and 1 sec. (strong dyn. on black keys)

A–B: 1–3 upbeats

Each Tom spans one octave



02 Co-Toms_low_perf-rep_dyn9**Range: C1-A7****Samples: 378****RAM: 23 MB**

Low Concert Toms 1-7

Performance repetitions

Dynamics medium and strong

9 repetitions

1 velocity layer

Mapping:

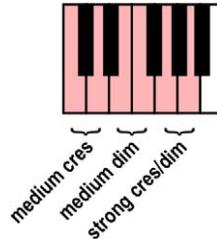
C, D: medium crescendo, pp-mp/mp-ff

E, F: medium diminuendo, ff-mp/mp-pp

G: Strong crescendo, pp-ff

A: Strong diminuendo, ff-pp

Each Tom spans one octave

**03 Co-Toms_high****Range: C2-B7****Samples: 540****RAM: 33 MB**

High Concert Toms 1-6

Single hits (2 alternations)

Performance repetitions

Rolls normal and crescendo

1-3 upbeats

Velocity mapping:

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

Repetitions, upbeats, and normal rolls, 4 layers

Release samples

2 Alternations

Mapping:

C, D: Single hits, l/r

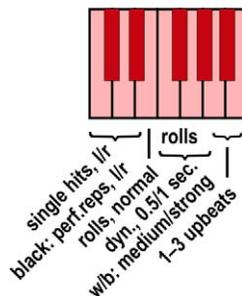
C#, D#: performance repetitions, alternating (lower key left hand, higher key right hand)

E: Rolls, normal

F-G#: Rolls, strong and medium crescendo, 0.5 and 1 sec. (strong dyn. on black keys)

A-B: 1-3 upbeats

Each Tom spans one octave



04 Co-Toms_high_perf-rep_dyn9

Range: C2-A7

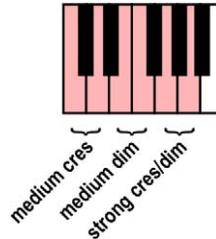
Samples: 324

RAM: 20 MB

High Concert Toms 1–6
 Performance repetitions
 Dynamics medium and strong
 9 repetitions
 1 velocity layer

Mapping:

C, D: medium crescendo, pp–mp/mp–ff
 E, F: medium diminuendo, ff–mp/mp–pp
 G: Strong crescendo, pp–ff
 A: Strong diminuendo, ff–pp
 Each Tom starts at C

**11 ROTO TOMS****01 Ro-Toms**

Range: C3-A#7

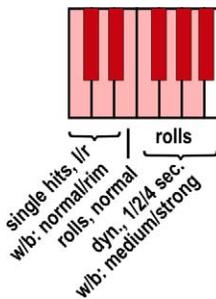
Samples: 310

RAM: 19 MB

Roto Toms 1–5
 Single hits (2 alternations)
 Rim hits
 Rolls normal and dynamics
 Velocity mapping:
 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
 Rim hits, 1 layer
 Normal rolls, 4 layers
 Release samples
 2 Alternations
 AB switch: crescendo/diminuendo

Mapping:

C, D: Single hits, l/r
 C#, D#: Rim hits
 E: Rolls, normal
 F–A#: Rolls, strong and medium dynamics, 1, 2, and 4 sec. (AB switch, strong dyn. on black keys)

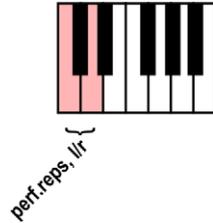


02 Ro-Toms_perf-rep**Range: C3–D7****Samples: 160****RAM: 10 MB**

Roto Toms 1–5
 Performance repetitions
 4 velocity layers

Mapping:

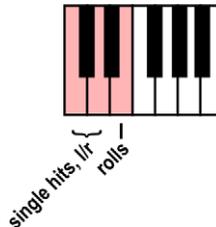
C, D: performance repetitions, alternating (lower key left hand, higher key right hand)
 Each Tom on one octave

**03 Ro-Toms_SO****Range: C3–E7****Samples: 120****RAM: 7 MB**

Roto Toms 1–5: Soft mallets
 Single hits (2 alternations)
 Rolls
 4 velocity layers
 Release samples
 2 Alternations

Mapping:

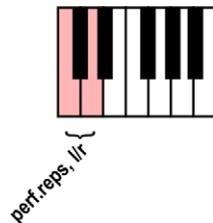
C, D: Single hits, l/r
 E: Rolls, normal
 Each Tom on one octave

**04 Ro-Toms_SO_perf-rep****Range: C3–D7****Samples: 160****RAM: 10 MB**

Roto Toms 1–5: Soft mallets
 Performance repetitions
 4 velocity layers

Mapping:

C, D: performance repetitions, alternating (lower key left hand, higher key right hand)
 Each Tom on one octave



12 TAMBURIN - A**01 Tamb-A****Range: C4-G7****Samples: 126****RAM: 7 MB**

Tambourine A

Single hits

Performance repetitions (120/240 BPM)

Upbeats

Tremolo normal and crescendo

Velocity mapping:

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

Repetitions, 4 layers

Upbeats, 7 layers: 0–35 pp, 36–55 p, 56–70 mp, 71–88 mf, 89–108 f, 109–118 ff, 119–127 fff

Tremolo, 3 layers

Thumb tremolo, 4 layers: 0–35 pppp, 36–55 pp, 56–88 mp, 89–127 mf

Release samples

Mapping:

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

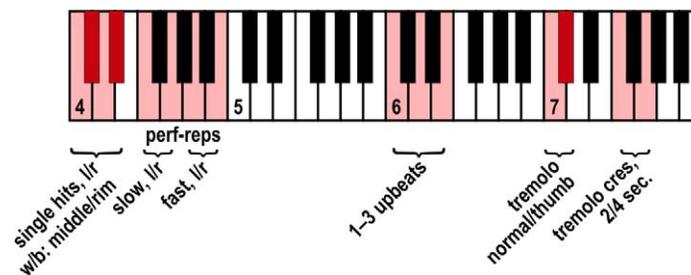
F4–B4: performance repetitions, slow/fast, alternating (lower key left hand, higher key right hand)

C6–E6: 1–3 upbeats

C7: tremolo, normal

C#7: thumb tremolo

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

**02 Tamb-A_perf-rep_dyn9****Range: C4-A5****Samples: 108****RAM: 6 MB**

Performance repetitions

Dynamics medium and strong

Slow and fast (120/240 BPM)

9 repetitions

1 velocity layer

Mapping:

C4–A4 – slow repetitions

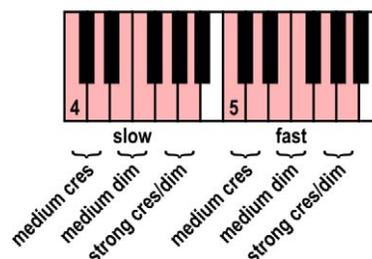
C5–A5 – fast repetitions

C, D: medium crescendo

E, F: medium diminuendo

G: Strong crescendo

A: Strong diminuendo



13 TAMBURIN - B**01 Tamb-B****Samples: 48****RAM: 3 MB**

Tambourine B

Single hits normal and sforzato

Medium and fast upbeats (105/130 BPM)

Shakes and thumb tremolo normal and dynamics

Velocity mapping:

Normal single hits, 4 layers

Upbeats, 3 layers

All others, 1 layer

Release samples

AB switch: crescendo/diminuendo

Mapping:

C4, D4: Single hits, normal

C#4, D#4: Single hits, sforzato

C5-F5: 1-4 upbeats, medium (105 BPM)

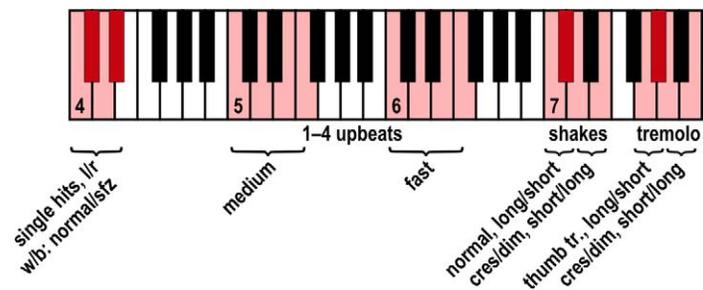
C6-F6: 1-4 upbeats, fast (130 BPM)

C7-C#7: Shakes long/short

D7-E7: Shakes dynamics, short/long (AB switch)

G7-G#7: thumb tremolo long/short

A7-B7: thumb tremolo dynamics, short/long (AB switch)



14 TAMBURIN - C**01 Tamb-C****Samples: 48****RAM: 3 MB**

Tambourine C

Single hits normal and sforzato

Medium and fast upbeats (105/130 BPM)

Shakes and thumb tremolo normal and dynamics

Velocity mapping:

Normal single hits, 4 layers

Upbeats, 3 layers

All others, 1 layer

Release samples

AB switch: crescendo/diminuendo

Mapping:

C4, D4: Single hits, normal

C#4, D#4: Single hits, sforzato

C5-F5: 1-4 upbeats, medium (105 BPM)

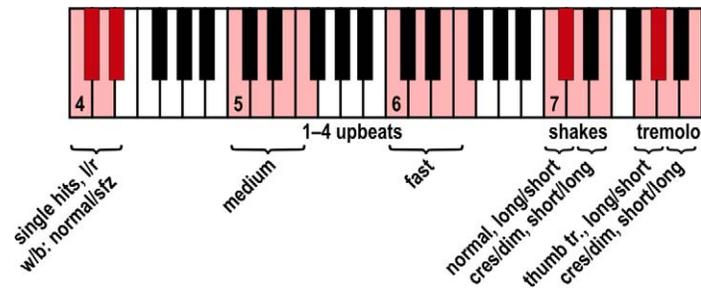
C6-F6: 1-4 upbeats, fast (130 BPM)

C7-C#7: Shakes long/short

D7-E7: Shakes dynamics, short/long (AB switch)

G7-G#7: thumb tremolo long/short

A7-B7: thumb tremolo dynamics, short/long (AB switch)



15 TAMBURIN - D**01 Tamb-D****Samples: 48****RAM: 3 MB**

Tambourine D

Single hits normal and sforzato

Medium and fast upbeats (105/130 BPM)

Shakes and thumb tremolo normal and dynamics

Velocity mapping:

Normal single hits, 4 layers

Upbeats, 3 layers

All others, 1 layer

Release samples

AB switch: crescendo/diminuendo

Mapping:

C4, D4: Single hits, normal

C#4, D#4: Single hits, sforzato

C5-F5: 1-4 upbeats, medium (105 BPM)

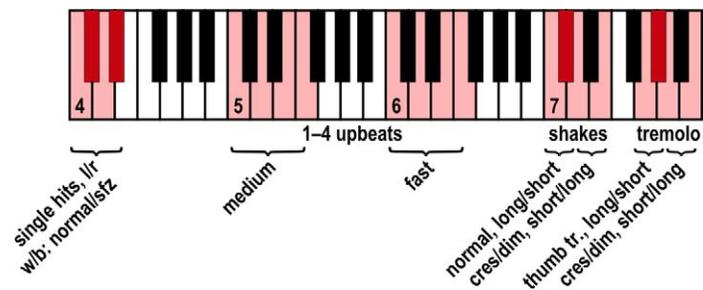
C6-F6: 1-4 upbeats, fast (130 BPM)

C7-C#7: Shakes long/short

D7-E7: Shakes dynamics, short/long (AB switch)

G7-G#7: thumb tremolo long/short

A7-B7: thumb tremolo dynamics, short/long (AB switch)



Matrices

Matrix - LEVEL 1

L1 01 Snare drum-A

Samples: 539 RAM: 33 MB

Patches:

01 Snare-A_on

03 Snare-A_off

Matrix switches: Vertical: Modwheel, 2 zones

	H1
V1	01 Snare-A_on
V2	03 Snare-A_off

L1 02 Snare drum ensemble-4

Samples: 474 RAM: 29 MB

Patches:

01 Snares-4_on

03 Snares-4_off

Matrix switches: Vertical: Modwheel, 2 zones

	H1
V1	01 Snares-4_on
V2	03 Snares-4_off

L1 03 Field drum-A

Samples: 216 RAM: 13 MB

Patches:

01 Field-A_on

03 Field-A_off

Matrix switches: Vertical: Modwheel, 2 zones

	H1
V1	01 Field-A_on
V2	03 Field-A_off

L1 04 Bass drum-A

Samples: 340 RAM: 21 MB

Patches:

01 B_Drum-A_SO (soft mallets)

03 B_Drum-A_HA (hard mallets)

Matrix switches: Vertical: Modwheel, 2 zones

	H1
V1	01 B_Drum-A_SO
V2	03 B_Drum-A_HA

L1 05 Taiko drums

Samples: 474 RAM: 29 MB

Patch: 01 Taikos

L1 06 Tamburin-A

Samples: 133 RAM: 8 MB

Patch: 01 Tamb-A

Matrix - LEVEL 2**01 Snare drum-A all****Samples: 809** **RAM: 50 MB**

Single hits, rolls etc.
 Performance repetitions dynamics
 Snare on and off

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

	C1	C#1
snare on	01 Snare-A_on	perf.rep. dynamics
snare off	03 Snare-A_off	perf.rep. dynamics

02 Snare drum-B all**Samples: 572** **RAM: 35 MB**

Single hits, rolls etc.
 Performance repetitions dynamics
 Snare on and off

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

	C1	C#1
snare on	01 Snare-B_on	perf.rep. dynamics
snare off	03 Snare-B_off	perf.rep. dynamics

03 Snare drum ensemble-4 all**Samples: 622** **RAM: 38 MB**

Single hits, rolls etc., snare on and off
 Performance repetitions dynamics
 Brushes and mallets

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

	C1	C#1	D1	D#1
V1	01 Snares-4_on	perf.rep. dynamics	04 Snares-4_Brush	05 Snares-4_Tmp
V2	03 Snares-4_off	%	%	%

04 Piccolo drum all**Samples: 274** **RAM: 17 MB**

Single hits, rolls etc.
 Performance repetitions dynamics

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

	C1	C#1
V1	01 Piccolo-Drum	perf.rep. dynamics

05 Field drum-A all**Samples: 216** **RAM: 13 MB**

Patches:
 01 Field-A_on
 03 Field-A_off

Matrix switches: Vertical: Modwheel, 2 zones

	H1
V1	01 Field-A_on
V2	03 Field-A_off

06 Field drum-B all**Samples: 245** **RAM: 15 MB**

Single hits, rolls etc.
 Performance repetitions dynamics

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

	C1	C#1
V1	01 Field-B_on	perf.rep. dynamics

07 Bass drum-A all**Samples: 448** **RAM: 28 MB**

Single hits, rolls etc.
 Performance repetitions dynamics
 Soft and hard mallets

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

	C1	C#1
soft mallets	01 B-Drum-A_SO	perf.rep. dynamics
hard mallets	03 B-Drum-A_HA	perf.rep. dynamics

08 Bass drum-B all**Samples: 206** **RAM: 12 MB**

Single hits, rolls etc.
 Performance repetitions dynamics

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

	C1	C#1
V1	01 B-Drum-B	perf.rep. dynamics

09 Taiko drums all**Samples: 718** **RAM: 44 MB**

Single hits, rolls etc.
 Performance repetitions
 Effects

Matrix switches: Horizontal: Keyswitches, C1–D1

	C1	C#1	D1
V1	01 Taikos	perf. repetitions	03 Taikos_FX

10 Concert toms all**Samples: 1872** **RAM: 117 MB**

Concert toms low and high
 Single hits, rolls etc.
 Performance repetitions dynamics

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

	C1	C#1
low toms	01 Co-Toms_low	perf.rep. dynamics
high toms	03 Co-Toms_high	perf.rep. dynamics

11 Roto toms all**Samples: 750** **RAM: 46 MB**

Single hits, rolls etc.
 Performance repetitions
 Normal and hard mallets

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

	C1	C#1
normal mallets	01 Ro-Toms	perf.rep. dynamics
soft mallets	03 Ro-Toms_SO	perf.rep. dynamics

12 Tamburin-A all**Samples: 241** **RAM: 15 MB**

Single hits, tremolos etc.

Performance repetitions dynamics

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

	C1	C#1
V1	01 Tamb-A	perf.rep. dynamics

13 Tamburin-B all**Samples: 48** **RAM: 3 MB**

Patch: 01 Tamb-B

14 Tamburin-C all**Samples: 48** **RAM: 3 MB**

Patch: 01 Tamb-C

15 Tamburin-D all**Samples: 48** **RAM: 3 MB**

Patch: 01 Tamb-D

Presets**Drums VSL Preset Level 1****Samples: 2176 RAM: 136 MB**

Matrices:

L1 01 Snare drum-A
L1 02 Snare drum ensemble-4
L1 03 Field drum-A
L1 04 Bass drum-A
L1 05 Taiko drums
L1 06 Tamburin-A
Keyswitches: C1-F1

Drums VSL Preset Level 2**Samples: 5676 RAM: 354 MB**

Matrices:

01 Snare drum-A all
03 Snare drum ensemble-4
05 Field drum-A all
07 Bass drum-A all
09 Taiko drums all
10 Concert toms all
11 Roto toms all
12 Tamburin-A all
Keyswitches: E1-B1