# Vienna Instruments
# Solo Download Instruments
# Cymbals
## Standard/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 Standard and Full versions of the Vienna Instruments Cymbals. 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.

The cymbals in this Download Library are complemented by the triangles which are also part of the Vienna Symphonic Library's Percussion Collection.

# Standard/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. 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.

# 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 |

# 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.
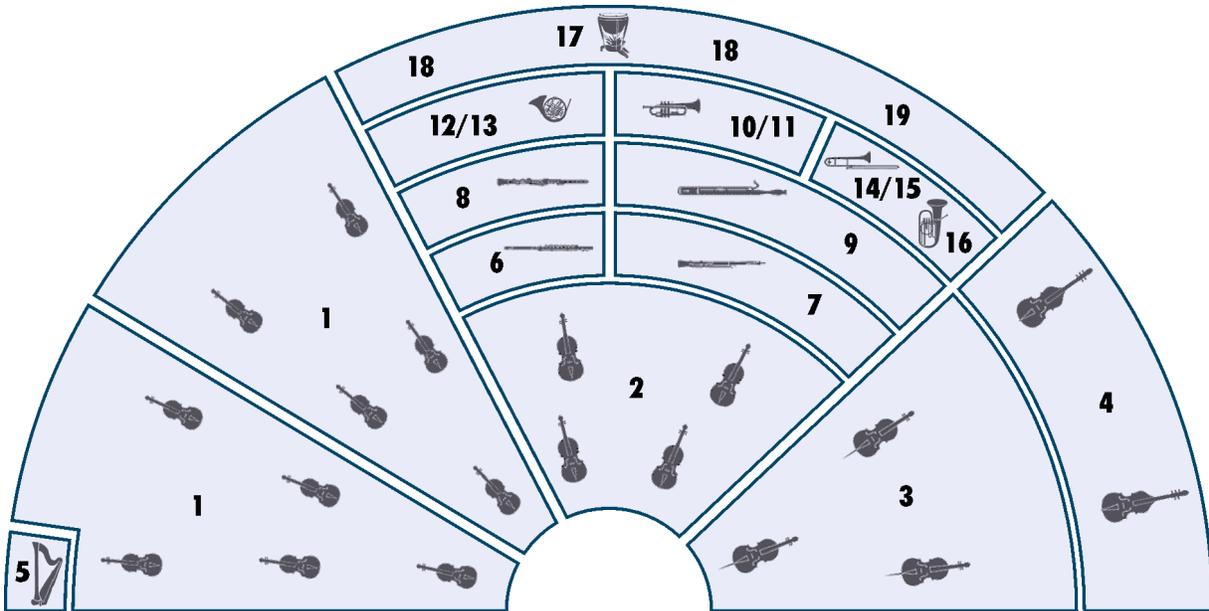


|   |   |   |   |
|---|---|---|---|
| 1 | 1st and 2nd violin | 9 | Bassoon, contrabassoon |
| 2 | Viola | 10/11 | Trumpet |
| 3 | Cello | 12/13 | Horn |
| 4 | Double bass | 14/15 | Trombone |
| 5 | Harp | 16 | Tuba |
| 6 | Concert flute, piccolo | 17 | Timpani |
| 7 | Oboe, English horn | 18 | Drums,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

# Cymbals Standard Library

**Vienna Instruments folder path:** D – Percussion Patches / 83 Cymbals - Gongs

## Patches

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**01D Piatti-A**  **Range: C3–C5**  **Samples: 80**  **RAM: 5 MB**

Single hits, damped fast and slow
Normal and slow hits
Performance repetitions
8 velocity layers

> **Mapping:**
> C3–D3: single hits, damped fast
> F3–G3: single hits, damped slow
> C4–D4: single hits, normal
> F4–G4: single hits, slow
> C5: performance repetitions (3 reps.)



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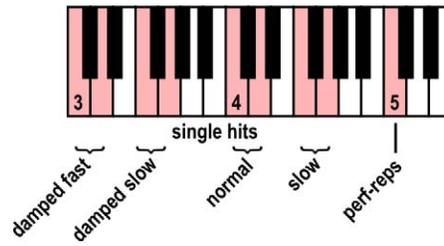
**02D Piatti-B_13Z-Za**  **Range: C3–C4**  **Samples: 15**  **RAM: 1 MB**

Zildijan Avedis, 13"
Muted and open hits
5 velocity layers

> **Mapping:**
> C3: muted, var. 1 (shorter)
> D3: muted, var. 2 (longer)
> C4: open



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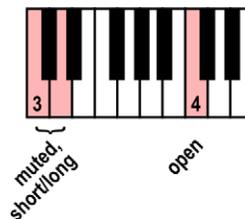
## 03D Piatti-B_18Z-Is / 04D Piatti-B_20Z-Is / 05D Piatti-B_22Z-Za

| | | | |
|---|---|---|---|
| | **Range: C3–F4** | **Samples: 24** | **RAM: 1 MB** |

Istanbul Janissary, 18" / Istanbul Symphonic, 20" / Zildijan Avedis, 22"
Muted and open hits, scrapes
6 velocity layers

### Mapping:
C3: muted, var. 1 (shorter)
D3: muted, var. 2 (longer)
C4: open
F4: scraped
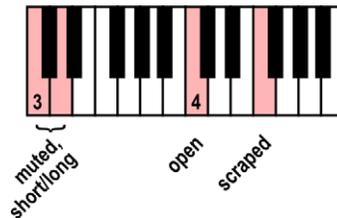


## 06D Cymbal_Stick

| | | | |
|---|---|---|---|
| | **Range: C4–A#6** | **Samples: 103** | **RAM: 6 MB** |

Single hits, normal and damped
Performance repetitions
Tremolo normal (AB switch: long and short release) and dynamics
8 velocity layers
Release samples
AB switch: crescendo/diminuendo

### Mapping:
C4–D4: single hits, normal
F4–G4: single hits, damped (shorter)
A4–B4: single hits, damped (longer)
C5: performance repetitions (3 reps.)
C6: tremolo, normal
D#6–A#6: medium and strong crescendo, 1, 2, and 4 sec. (strong crescendo on black keys)
A6–A#6: medium and strong dynamics, 8 sec. (AB switch, strong dynamics on black key)
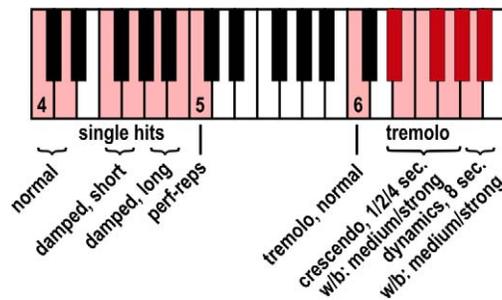
**07D Cymbal_Mallet**          Range: C4–A#6          Samples: 119     RAM: 7 MB

Single hits, soft and hard mallets
Damped
Performance repetitions
Tremolo normal (AB switch: long and short release) and dynamics
8 velocity layers
Release samples
AB switch: crescendo/diminuendo

**Mapping:**
C4–D4: single hits, soft mallets
C#4–D#4: single hits, hard mallets
F4–G4: single hits, damped (shorter)
A4–B4: single hits, damped (longer)
C5: performance repetitions (3 reps.)
C6: tremolo, normal
D#6–A#6: medium and strong crescendo, 1, 2, and 4 sec. (strong crescendo on black keys)
A6–A#6: medium and strong dynamics, 8 sec. (AB switch, strong dynamics on black key)



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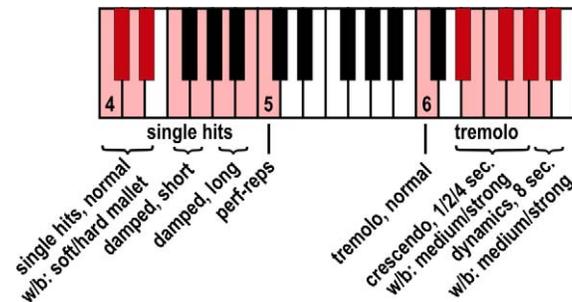
**11D Triangle**          Range: C4–A7          Samples: 128     RAM: 8 MB

Single notes, open and damped (4 alternations)
Performance repetitions
1–3 upbeats
Tremolo normal (with release samples) and dynamics
8 velocity layers
Release samples
AB switch: crescendo/diminuendo

**Mapping:**
C4–D#4: hit from the side, open/damped (damped on black keys)
F4–G#4: hit from above, open/damped
C5, D5: performance repetitions (strokes alternating on lower and higher key)
F6–A6: 1–3 upbeats
C7: tremolo, normal
E7–A7: tremolo, strong crescendo and diminuendo (AB switch)
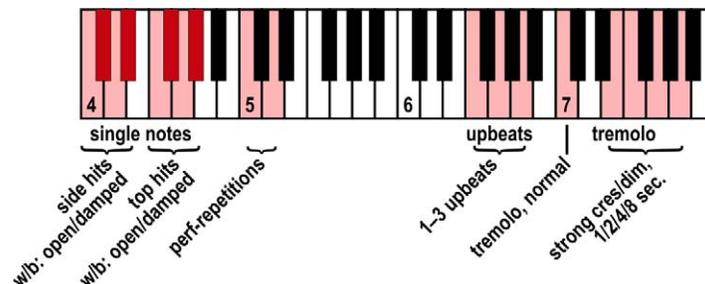
**21D Waterphone_basic**      Range: C3–G5      Samples: 11      RAM: 1 MB

Single notes: bowed, straight
1 velocity layer

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**22D Waterphone_modulation**      Range: C3–E7      Samples: 20      RAM: 1 MB

Single notes: bowed, modulated. The modulation of the tone is effected by tipping the instrument or moving it in circles.
1 velocity layer

# Matrices

## DL-Matrix Cymbal                                           Samples: 222    RAM: 13 MB

Patches:
06D Cymbal_Stick
07D Cymbal_Mallet

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

|     | C1 | C#1 |
| --- | --- | --- |
| V1 | 06D Cymbal_Stick | 07D Cymbal_Mallet |

## DL-Matrix Piatti                                           Samples: 167    RAM: 10 MB

Patches:
01D Piatti-A
Piatti-B_13/18/20/22"

**Matrix switches:**   Horizontal: Keyswitches, C1–E1

|     | C1 | C#1 | D1 | D#1 | E1 |
| --- | --- | --- | --- | --- | --- |
| V1 | 01D Piatti-A | 02D Piatti-B_13Z-Za | 03D Piatti-B_18Z-Is | 04D Piatti-B_20Z-Is | 05D Piatti-B_22Z-Za |

## DL-Matrix Triangle                                         Samples: 128    RAM: 8 MB

Patch:
11D Triangle

## DL-Matrix Waterphone                                       Samples: 31    RAM: 1 MB

Patches:
21D Waterphone_basic
22D Waterphone_modulation

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

|     | H1 |
| --- | --- |
| V1 | 21D Waterphone_basic |
| V2 | 22D Waterphone_modulation |

# Cymbals Full Library

## 83 Cymbals - Gongs

### Cymbals

Nowadays the orchestral cymbal family consists of the pair (piatti), the suspended cymbal and the small antique cymbals.

The **pair of cymbals** is used especially to accentuate musical climaxes and from the Romantic period it has played an important role in the orchestra. Its powerful sound can rise above the entire orchestra. It is sounded by striking one plate against the other.

**Suspended cymbals** are struck with a stick or mallet. In the orchestra the standard instrument is the **Turkish cymbal**, which is used especially to create tension. The Chinese cymbal was introduced to the orchestra in the 20th century because of its exotic sound.

# Patches

## 01 PIATTI - A

### 01 Piatti-A_Single-Hits          Range: C3–C5          Samples: 80     RAM: 5 MB

Single hits, damped fast and slow
Normal and slow hits
Performance repetitions
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
Release samples

**Mapping:**
C3–D3: Single hits, damped fast
F3–G3: Single hits, damped slow
C4–D4: Single hits, normal
F4–G4: Single hits, slow
C5: performance repetitions (3 reps.)
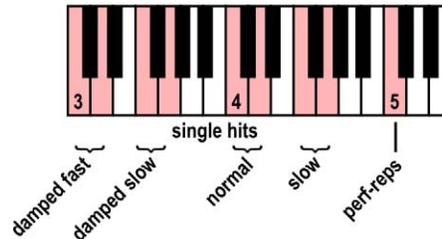


## 02 PIATTI - series B

11", 13", 15", 16", 18", 20" and 22" cymbals
Muted and open hits, scrapes

### 01 Piatti-B_11Z-Chi (13Z-Za/15Z-Za/16Z-K)     Range: C3–C4     Samples: 15     RAM: 1 MB

Cymbals: Chinese, 11"; Zildijan Avedis, 13" and 15"; Avedis K1, 16"
Muted and open hits
5 velocity layers

**Mapping:**
C3: muted, var. 1 (shorter)
D3: muted, var. 2 (longer)
C4: open
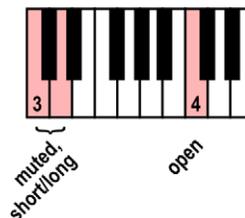
**05 Piatti-B_16Z-K2 (18Z-Is/20Z-Is/20Z-Za/22Z-Za)**          Range: C3–F4     Samples: 20

**RAM: 1 MB**

Cymbals: Avedis K2, 16"; Istanbul Janissary, 18"; Istanbul Symphonic, 20"; Zildijan Avedis, 20" and 22"
Muted and open hits,
scrapes
5 velocity layers

> **Mapping:**
> C3: muted, var. 1 (shorter)
> D3: muted, var. 2 (longer)
> C4: open
> F4: Scraped
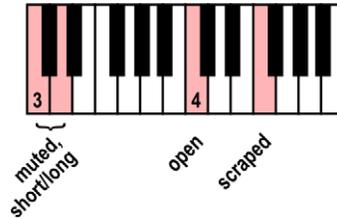


## 03 CYMBAL standard - A

Drumsticks and mallets
Single hits normal and damped
Performance repetitions,
Tremolo normal and dynamics

**01 Cym-A_Stick**          Range: C4–A#6          Samples: 103      RAM: 6 MB

Single hits, normal and damped
Performance repetitions
Tremolo normal (AB switch: long and short release) and dynamics
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
Release samples
AB switch: crescendo/diminuendo

> **Mapping:**
> C4–D4: Single hits, normal
> F4–G4: Single hits, damped (shorter)
> A4–B4: Single hits, damped (longer)
> C5: performance repetitions (3 reps.)
> C6: tremolo, normal
> D#6–A#6: medium and strong crescendo, 1, 2, and 4 sec. (strong crescendo on black keys)
> A6–A#6: medium and strong dynamics, 8 sec. (AB switch, strong dynamics on black key)
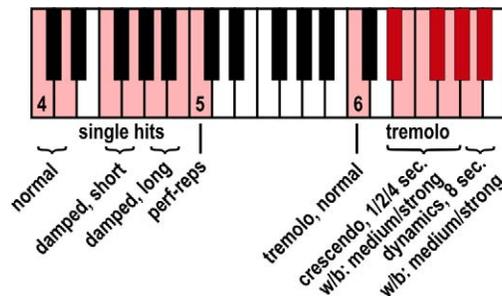
**02 Cym-A_Mallet**          **Range: C4–A#6**          **Samples: 119**   **RAM: 7 MB**

Single hits, soft and hard mallets
Damped
Performance repetitions
Tremolo normal (AB switch: long and short release) and dynamics
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
Release samples
AB switch: crescendo/diminuendo

**Mapping:**
C4–D4: Single hits, soft mallets
C#4–D#4: Single hits, hard mallets
F4–G4: Single hits, damped (shorter)
A4–B4: Single hits, damped (longer)
C5: performance repetitions (3 reps.)
C6: tremolo, normal
D#6–A#6: medium and strong crescendo, 1, 2, and 4 sec. (strong crescendo on black keys)
A6–A#6: medium and strong dynamics, 8 sec. (AB switch, strong dynamics on black key)

## 04 CYMBAL standard - B

Drumsticks, wool mallets, metal rod, brushes
Single hits normal and damped
Tremolo normal and dynamics

| **01 Cym-B_Stick (Mallet)** | Range: C4–A#6 | Samples: 33 | RAM: 2 MB |
|---|---|---|---|

01 Wood sticks/02 Wool mallets
Single hits, normal and damped
Tremolo normal (AB switch: long and short release) and dynamics
3 velocity layers
Release samples
AB switch: crescendo/diminuendo

**Mapping:**
C4–D4: Single hits, normal
F4–G4: Single hits, damped
C6: tremolo, normal
F#6: Strong dynamics, 2 sec.
G6–A#6: medium and strong dynamics, 4 and 8 sec. (AB switch, strong dynamics on black keys)
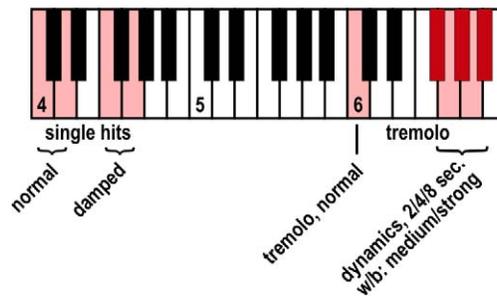


| **03 Cym-B_Metal** | Range: C4–A#6 | Samples: 36 | RAM: 2 MB |
|---|---|---|---|

Metal rod
Single hits, normal and damped
Tremolo normal (AB switch: long and short release) and dynamics
3 velocity layers
Release samples
AB switch: crescendo/diminuendo

**Mapping:**
C4–D4: Single hits, normal
F4–G4: Single hits, damped
C6: tremolo, normal
F6–A#6: medium and strong dynamics, 2, 4, and 8 sec. (AB switch, strong dynamics on black keys; dim only 2 and 8 sec.)
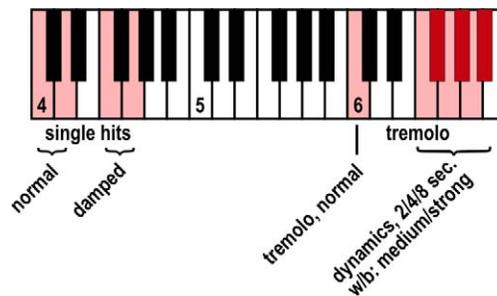
**04 Cym-B_Brush**  **Range: C4–A6**  **Samples: 18**  **RAM: 1 MB**

Brushes
Single hits, normal and damped
Tremolo normal (AB switch: long and short release) and dynamics
2 velocity layers
Release samples
AB switch: crescendo/diminuendo

**Mapping:**
C4–D4: Single hits, normal
F4–G4: Single hits, damped
C6: tremolo, normal
F6–A6: Strong dynamics, 2, 4, and 8 sec. (AB switch; dim only 2 and 8 sec.)
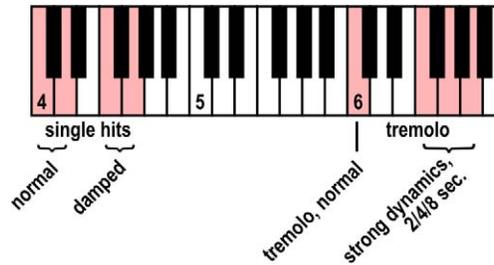


## 05 CYMBAL standard - C

Drumsticks, wool mallets, metal rod
Single hits normal and damped
Tremolo normal and dynamics

**01 Cym-C_Stick (Mallet/Metal)**  **Range: C4–A#6**  **Samples: 36**  **RAM: 2 MB**

01 Wood sticks/02 Wool mallets/03 Metal mallets
Single hits, normal and damped
Tremolo normal (AB switch: long and short release) and dynamics
3 velocity layers
Release samples
AB switch: crescendo/diminuendo

**Mapping:**
C4–D4: Single hits, normal
F4–G4: Single hits, damped
C6: tremolo, normal
F6–A#6: medium and strong dynamics, 2, 4, and 8 sec. (AB switch, strong dynamics on black keys; dim only 2 and 8 sec.)
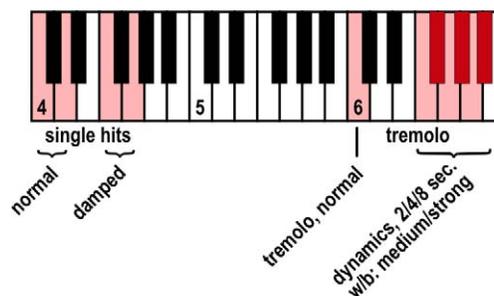
## 06 CYMBAL standard - D          Range: C4–A#6

Drumsticks, woll mallets, metal rod, brushes
Single hits normal and damped
Tremolo normal and dynamics

### 01 Cym-D_Stick (Mallet/Metal)          Samples: 36     RAM: 2 MB

01 Wood sticks/02 Wool mallets/03 Metal mallets
Single hits, normal and damped
Tremolo normal (AB switch: long and short release) and dynamics
3 velocity layers
Release samples
AB switch: crescendo/diminuendo

> **Mapping:**
> C4–D4: Single hits, normal
> F4–G4: Single hits, damped
> C6: tremolo, normal
> F6–A#6: medium and strong dynamics, 2, 4, and 8 sec. (AB switch, strong dynamics on black
> keys; dim only 2 and 8 sec.)
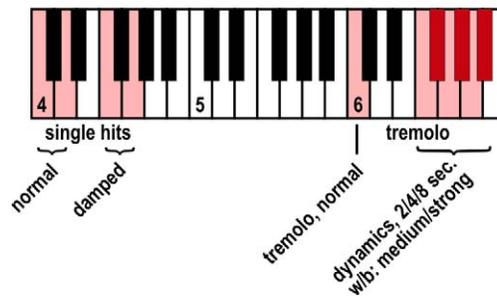


### 04 Cym-D_Brush          Range: C4–A6          Samples: 19     RAM: 1 MB

Brushes
Single hits, normal and damped
Tremolo normal (AB switch: long and short release) and dynamics
2 velocity layers
Release samples
AB switch: crescendo/diminuendo

> **Mapping:**
> C4–D4: Single hits, normal
> F4–G4: Single hits, damped
> C6: tremolo, normal
> F6–A6: Strong dynamics, 2, 4, and 8 sec. (AB switch; dim only 2 and 8 sec.)
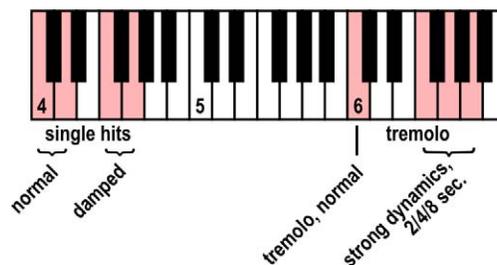
## 07 CYMBAL Crash

15" and 16" crash cymbals
Drumsticks, mallets, timpani mallets, brushes, metal rod, and bowed
Rim, middle and dome hits, normal and damped

| 01 Cym-Crash_15Z_Stick (Mallet/Tmp) | Range: C3–B5 | Samples: 105 | RAM: 6 MB |
|---|---|---|---|

01 Wood sticks/02 Mallet/03 Timpani mallet
Rim, middle, and dome hits
Normal and damped
5 velocity layers

**Mapping:**
C3–B3 – rim hits
C4–B4 – body hits
C5–B5 – dome hits
C–E: Normal/hard/soft attack
F–G: muted, short
A–B: muted, long
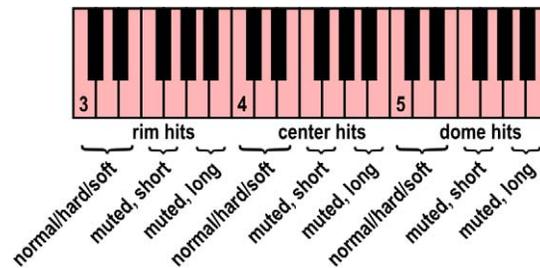


| 04 Cym-Crash_15Z_Brush | Range: C4–B4 | Samples: 7 | RAM: 1 MB |
|---|---|---|---|

Brushes: Normal hit, rubs, and muted hits
1 velocity layer

**Mapping:**
C4: Single hit, normal
C#4–D#4: Rubs, var. 1/2
F4–G4: muted, short
A4–B4: muted, long
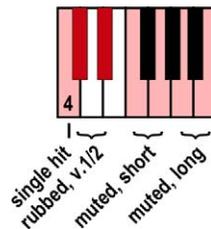
**05 Cym-Crash_15Z_Rod**     Range: C4–B4     Samples: 6     RAM: 1 MB

Metal rod: Normal hit, rub, and muted hits
1 velocity layer

**Mapping:**
C4: Single hit, normal
C#4: Rub
F4–G4: muted, short
A4–B4: muted, long
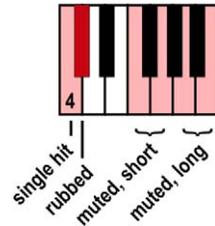


**06 Cym-Crash_15Z_Bow**     Range: C4–A4     Samples: 6     RAM: 1 MB

Bowed, variations 1–6
1 velocity layer

**Mapping:**
C4–A4: bowed, var. 1–6
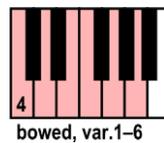


**11 Cym-Crash_16Z_Stick (Mallet/Tmp)**     Range: C3–B5     Samples: 105     RAM: 6 MB

11 Wood sticks/12 Mallet/13 Timpani mallet
Rim, middle, and dome hits
Normal and damped
5 velocity layers

**Mapping:**
C3–B3 – rim hits
C4–B4 – body hits
C5–B5 – dome hits
C–E: Normal/hard/soft attack
F–G: muted, short
A–B: muted, long
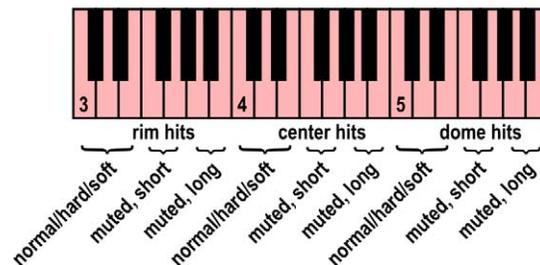
**14 Cym-Crash_16Z_Brush**        **Range: C3–C5**        **Samples: 9**        **RAM: 1 MB**

Brushes: Rim, middle, and dome hits
Middle rubs
1 velocity layer

**Mapping:**
Rim:
C3: Single hit, normal
D3–E3: muted, short/long
Body:
C4: Single hit, normal
C#4–D#4: Rubs
D4–E4: muted, short/long
Dome:
C5: Single hit, normal
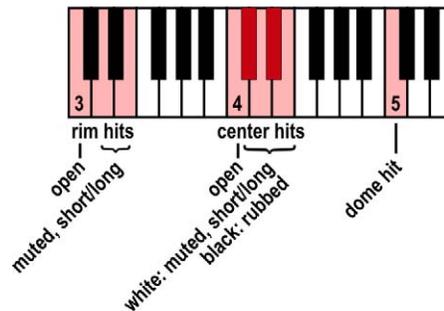


**15 Cym-Crash_16Z_Rod**        **Range: C3–C5**        **Samples: 8**        **RAM: 1 MB**

Metal rod: Rim, middle, and dome hits
Middle rub
1 velocity layer

**Mapping:**
Rim:
C3: Single hit, normal
D3–E3: muted, short/long
Body:
C4: Single hit, normal
C#4: Rub
D4–E4: muted, short/long
Dome:
C5: Single hit, normal
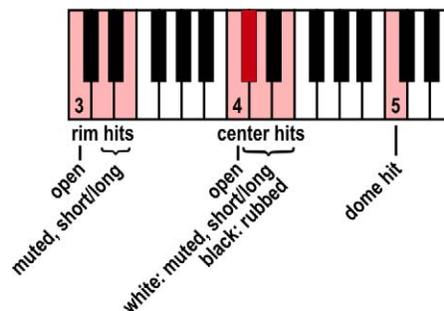


**16 Cym-Crash_16Z_Bow**        **Range: C4–F4**        **Samples: 4**        **RAM: 1 MB**

Bowed, variations 1–4
1 velocity layer

**Mapping:**
C4–F4: bowed, var. 1–4



bowed, var.1–4
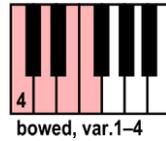
## 08 CYMBAL China

18" and 22" Chinese cymbals
Drumsticks, mallets, timpani mallets, brushes, metal rod, and bowed
Rim and middle hits, normal and damped

| **01 Cym-China_18Z_Stick (Mallet/Tmp)** | **Range: C3–B4** | **Samples: 70** | **RAM: 4 MB** |
| --- | --- | --- | --- |

01 Wood sticks/02 Mallet/03 Timpani mallet
Rim and middle hits
Normal and damped
5 velocity layers

**Mapping:**
C3–B3 – rim hits
C4–B4 – body hits
C–E: Normal/hard/soft attack
F–G: muted, short
A–B: muted, long
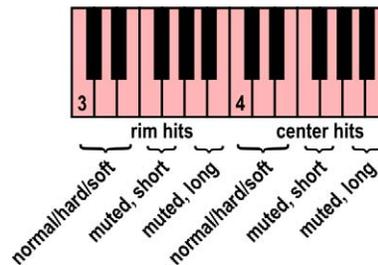


| **04 Cym-China_18Z_Brush** | **Range: C4–G4** | **Samples: 6** | **RAM: 1 MB** |
| --- | --- | --- | --- |

Brushes: Normal hits, rubs, and muted hits
1 velocity layer

**Mapping:**
C4–D4: Single hits, normal
C#4–D#4: Rubs, var. 1/2
F4: muted, short
G4: muted, long
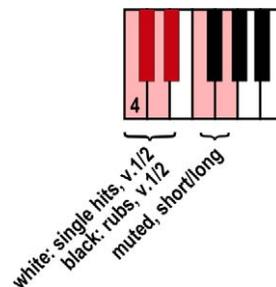
**05 Cym-China_18Z_Rod**  **Range: C4–G4**  **Samples: 4**  **RAM: 1 MB**

Metal rod: Normal hit, rub, and muted hits
1 velocity layer

**Mapping:**
C4: Single hit, normal
C#4: Rub
F4: muted, short
G4: muted, long
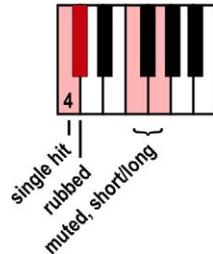


**06 Cym-China_18Z_Bow**  **Range: C4–F4**  **Samples: 4**  **RAM: 1 MB**

Bowed, variations 1–4
1 velocity layer

**Mapping:**
C4–F4: bowed, var. 1–4
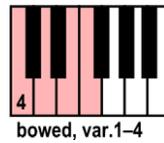


**11 Cym-China_22Z_Stick (Mallet/Tmp)**  **Range: C3–B4**  **Samples: 69**  **RAM: 4 MB**

11 Wood sticks/12 Mallet/13 Timpani mallet
Rim and middle hits
Normal and damped
5 velocity layers

**Mapping:**
C3–B3 – rim hits
C4–B4 – body hits
C–E: Normal/hard/soft attack
F–B: muted, var. 1–4
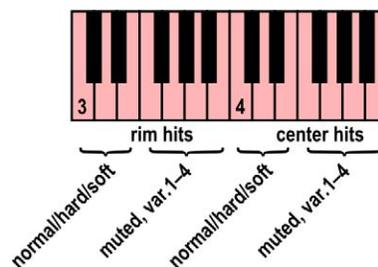
## 14 Cym-China_22Z_Brush  Range: C4–G4    Samples: 4    RAM: 1 MB

Brushes: Normal hit, rub, and muted hits
1 velocity layer

**Mapping:**
C4: Single hit, normal
C#4: Rub
F4–G4: muted, var. 1/2



single hit  rubbed  muted, v.1/2

---
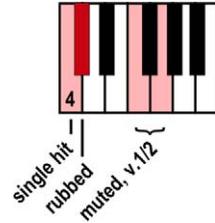
## 15 Cym-China_22Z_Rod  Range: C4–G4    Samples: 4    RAM: 1 MB

Metal rod: Normal hit, rub, and muted hits
1 velocity layer

**Mapping:**
C4: Single hit, normal
C#4: Rub
F4–G4: muted, var. 1/2



single hit  rubbed  muted, v.1/2

---
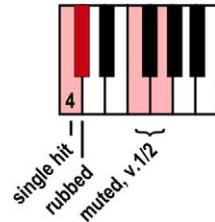
## 16 Cym-China_22Z_Bow  Range: C4–G4    Samples: 5    RAM: 1 MB

Bowed, variations 1–5
1 velocity layer

**Mapping:**
C4–G4: bowed, var. 1–5



bowed, var.1–5
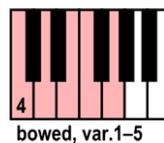
## 09 CYMBAL Ride

20" and 22" ride cymbals
Drumsticks, mallets, timpani mallets, brushes, metal rod, and bowed
Rim, middle and dome hits, normal and damped

| **01 Cym-Ride_2OZ_Stick (Mallet/Tmp)** | Range: C3–B5 | Samples: 101 | RAM: 6 MB |
| --- | --- | --- | --- |

01 Wood sticks/02 Mallet/03 Timpani mallet
Rim, middle, and dome hits
Normal and damped
5 velocity layers

**Mapping:**
C3–B3 – rim hits
C4–B4 – body hits
C5–B5 – dome hits
C–E: Normal/hard/soft attack
F–G: muted, short
A–B: muted, long
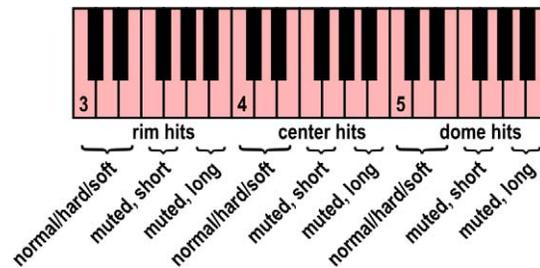


| **04 Cym-Ride_2OZ_Brush** | Range: C4–G4 | Samples: 4 | RAM: 1 MB |
| --- | --- | --- | --- |

Brushes: Normal hit, rub, and muted hits
1 velocity layer

**Mapping:**
C4: Single hit, normal
C#4: Rub
F4–G4: muted, short/long
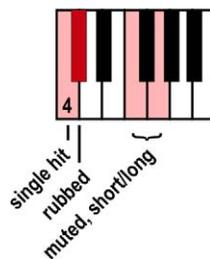
## 05 Cym-Ride_2OZ_Rod  Range: C4–G4  Samples: 4  RAM: 1 MB

Metal rod: Normal hit, rub, and muted hits
1 velocity layer

**Mapping:**
C4: Single hit, normal
C#4: Rub
F4–G4: muted, short/long
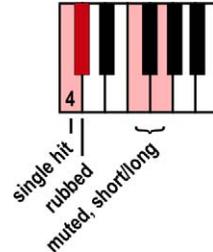


## 06 Cym-Ride_2OZ_Bow  Range: C4–F4  Samples: 4  RAM: 1 MB

Bowed, variations 1–4
1 velocity layer

**Mapping:**
C4–F4: bowed, var. 1–4
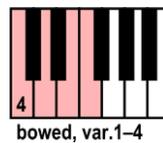


## 11 Cym-Ride_22Z_Stick (Mallet/Tmp)  Range: C3–B5  Samples: 105  RAM: 6 MB

11 Wood sticks/12 Mallet/13 Timpani mallet
Rim, middle, and dome hits
Normal and damped
5 velocity layers

**Mapping:**
C3–B3 – rim hits
C4–B4 – body hits
C5–B5 – dome hits
C–E: Normal/hard/soft attack
F–G: muted, short
A–B: muted, long
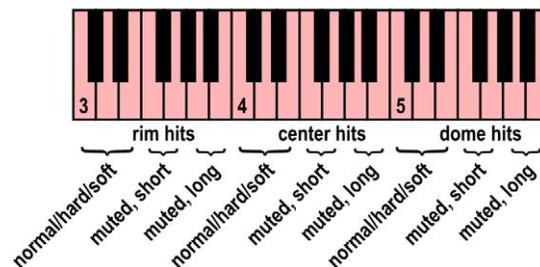
**14 Cym-Ride_22Z_Brush**   Range: C3–G5   Samples: 11   RAM: 1 MB

Brushes: Rim, middle, and dome hits
Middle rubs
1 velocity layer

**Mapping:**
Rim:
C3: Single hit, normal
F3–G3: muted, short/long
Body:
C4: Single hit, normal
C#4–D#4: Rubs
F4–G4: muted, short/long
Dome:
C5: Single hit, normal
F5–G5: muted, short/long
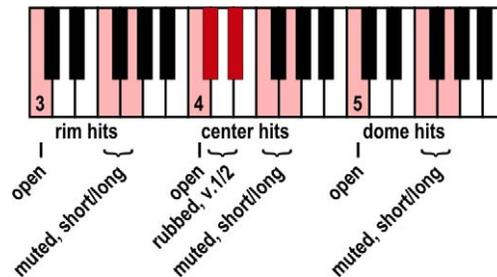


**15 Cym-Ride_22Z_Rod**   Range: C3–G5   Samples: 10   RAM: 1 MB

Metal rod: Rim, middle, and dome hits
Middle rub
1 velocity layer

**Mapping:**
Rim:
C3: Single hit, normal
F3–G3: muted, short/long
Body:
C4: Single hit, normal
C#4: Rub
F4–G4: muted, short/long
Dome:
C5: Single hit, normal
F5–G5: muted, short/long
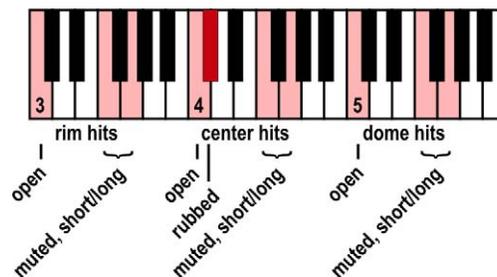
**16 Cym-Ride_22Z_Bow**  **Range: C4–C5**  **Samples: 8**  **RAM: 1 MB**

Bowed, variations 1–8
1 velocity layer

**Mapping:**
C4–C5: bowed, var. 1–8



bowed, var.1–8
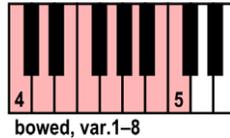
## 10 CYMBAL Splash

6", 8", and 12" splash cymbals
Drumsticks, mallets, timpani mallets, brushes, metal rod, and bowed
Rim, middle and dome hits, normal and damped

**01 Cym-Splash_6Z_Stick**  **Range: C4–B4**  **Samples: 35**  **RAM: 2 MB**

Wood sticks: Single hits, normal, hard, and soft attack
Damped, var. 1–4
5 velocity layers

**Mapping:**
Rim hits:
C4–E4: Single hits, normal/hard/soft attack
F4–B4: muted, var. 1–4



rim hits
normal/hard/soft
muted, var.1–4
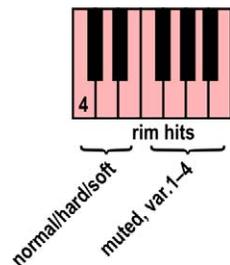
**02 Cym-Splash_6Z_Mallet (Tmp)**  **Range: C4–B4**  **Samples: 35**  **RAM: 2 MB**

02 Mallet/03 Timpani mallet
Single hits, normal, hard, and soft attack
Damped, short and long
5 velocity layers

**Mapping:**
Rim hits:
C4–E4: Single hits, normal/hard/soft attack
F4–G4: muted, short
A4–B4: muted, long



rim hits
normal/hard/soft
muted, short
muted, long
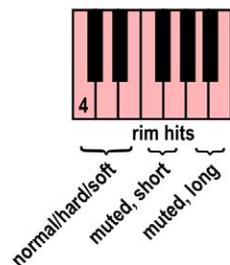
## 04 Cym-Splash_6Z_Brush (Rod)  Range: C4–G4  Samples: 4  RAM: 1 MB

04 Brushes/05 Metal rod
Normal and muted hits
1 velocity layer

### Mapping:
C4–D4: Single hits, normal
F4–G4: muted, var. 1/2
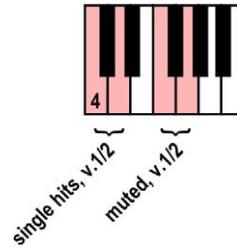


## 06 Cym-Splash_6Z_Bow  Range: C4–G4  Samples: 5  RAM: 1 MB

Bowed, variations 1–5
1 velocity layer

### Mapping:
C4–G4: bowed, var. 1–5
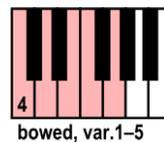


## 11 Cym-Splash_8Z_Stick  Range: C3–B4  Samples: 70  RAM: 4 MB

Wood sticks: Rim and middle hits
Normal and damped
5 velocity layers

### Mapping:
C3–B3 – rim hits
C4–B4 – body hits
C–E: Normal/hard/soft attack
F–G: muted, short
A–B: muted, long
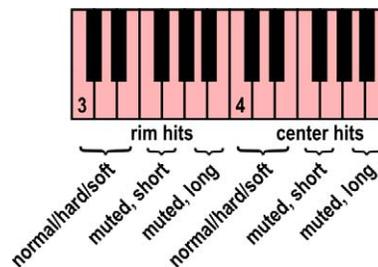
| **12 Cym-Splash_8Z_Mallet (Tmp)** | **Range: C4–B4** | **Samples: 28** | **RAM: 1 MB** |
|---|---|---|---|

12 Mallet/13 Timpani mallet
Rim hits, normal, hard, and soft attack
Damped, short and long
4 velocity layers

**Mapping:**
Rim hits:
C4–E4: Single hits, normal/hard/soft attack
F4–G4: muted, short
A4–B4: muted, long
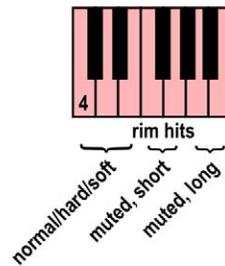


| **14 Cym-Splash_8Z_Brush (Rod)** | **Range: C4–G4** | **Samples: 4** | **RAM: 1 MB** |
|---|---|---|---|

14 Brushes/15 Metal rod
Normal and muted hits
1 velocity layer

**Mapping:**
C4–D4: Single hits, normal
F4–G4: muted, var. 1/2
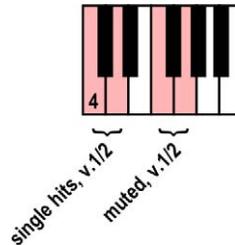


| **16 Cym-Splash_8Z_Bow** | **Range: C4–A4** | **Samples: 6** | **RAM: 1 MB** |
|---|---|---|---|

Bowed, variations 1–6
1 velocity layer

**Mapping:**
C4–A4: bowed, var. 1–6
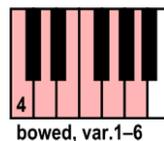
## 21 Cym-Splash_12Z_Stick (Mallet/Tmp)          Range: C3–B4          Samples: 70     RAM: 4 MB

21 Wood sticks/22 Mallet/23 Timpani mallet
Rim  and dome hits
Normal and damped
5 velocity layers

> **Mapping:**
> C3–B3 – rim hits
> C4–B4 – dome hits
> C–E: Normal/hard/soft attack
> F–B: muted, var. 1–4
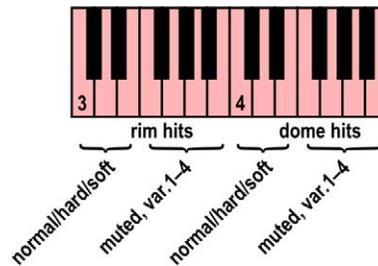


## 24 Cym-Splash_12Z_Brush (Rod)          Range: C4–C5          Samples: 4     RAM: 1 MB

24 Brushes/25 Metal rod
Rim hits, normal and damped
Dome hit, normal
1 velocity layer

> **Mapping:**
> C4: rim hit, normal
> F4–G4: rim hits, muted, var. 1–2
> C5: dome hit, normal
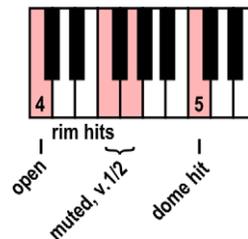


## 26 Cym-Splash_12Z_Bow          Range: C4–G4          Samples: 5     RAM: 1 MB

Bowed, var. 1–5
1 velocity layer

> **Mapping:**
> C4–G4: bowed, var. 1–5
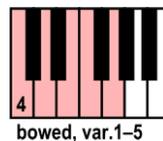
# Matrices

## Matrix - LEVEL 1

### L1 01 Piatti                                         Samples: 167     RAM: 10 MB

Piatti A: Single hits
Piatti B: 13, 18, 20, and 22"

**Matrix switches:**   Horizontal: Keyswitches, C1–E1

|    | C1 | C#1 | D1 | D#1 | E1 |
|----|----|-----|----|-----|----|
| V1 | 01 Piatti-A_Single-Hits | 02 Piatti-B_13Z-Za | 06 Piatti-B_18Z-Is | 07 Piatti-B_20Z-Is | 09 Piatti-B_22Z-Za |

### L1 02 Cymbals                                        Samples: 222     RAM: 13 MB

Patches:
01 Cym-A_Stick
02 Cym-A_Mallet

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

|    | C1 | C#1 |
|----|----|-----|
| V1 | 01 Cym-A_Stick | 02 Cym-A_Mallet |

## Matrix - LEVEL 2

### 01 Piatti all                                        Samples: 256     RAM: 16 MB

Piatti A: Single hits
Piatti B: 13", 15", 16" K and K2, 18", 20" Istanbul and Avedis, 22"

**Matrix switches:**   Horizontal: Keyswitches, C1–A1

|    | C1 | C#1 | D1 | D#1 | E1 | F1 | F#1 | G1 | G#1 | A1 |
|----|----|-----|----|-----|----|----|-----|----|-----|----|
| V1 | 01 Piatti-A_Single-Hits | 01 Piatti-B_11Z-Chi | 02 Piatti-B_13Z-Za | 03 Piatti-B_15Z-Za | 04 Piatti-B_16Z-K | 05 Piatti-B_16Z-K2 | 06 Piatti-B_18Z-Is | 07 Piatti-B_20Z-Is | 08 Piatti-B_20Z-Za | 09 Piatti-B_22Z-Za |

### 02 Cymbal-A all                                      Samples: 222     RAM: 13 MB

Patches:
01 Cym-A_Stick
02 Cym-A_Mallet

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

|    | C1 | C#1 |
|----|----|-----|
| V1 | 01 Cym-A_Stick | 02 Cym-A_Mallet |

### 03 Cymbal-B all                                      Samples: 122     RAM: 7 MB

Cymbal B
Drumsticks, mallets, metal mallets, brushes

**Matrix switches:**   Horizontal: Keyswitches, C1–D#1

|    | C1 | C#1 | D1 | D#1 |
|----|----|-----|----|-----|
| V1 | 01 Cym-B_Stick | 02 Cym-B_Mallet | 03 Cym-B_Metal | 04 Cym-B_Brush |

### 04 Cymbal-C all                                      Samples: 108     RAM: 6 MB

Cymbal C
Drumsticks, mallets, metal mallets

**Matrix switches:**   Horizontal: Keyswitches, C1–D1

|     | C1 | C#1 | D1 |
|-----|-----|-----|-----|
| V1 | 01 Cym-C_Stick | 02 Cym-C_Mallet | 03 Cym-C_Metal |

## 05 Cymbal-D all                                                  Samples: 126     RAM: 7 MB

Cymbal D
Drumsticks, mallets, metal mallets, brushes

**Matrix switches:**   Horizontal: Keyswitches, C1–D#1

|     | C1 | C#1 | D1 | D#1 |
|-----|-----|-----|-----|-----|
| V1 | 01 Cym-D_Stick | 02 Cym-D_Mallet | 03 Cym-D_Metal | 04 Cym-D_Brush |

## 06 Cymbal crash 15Z all                                          Samples: 334     RAM: 20 MB

15" crash cymbal
Drumsticks, mallets, timpani mallets, brushes, metal rod, bowed

**Matrix switches:**   Horizontal: Keyswitches, C1–F1

|     | C1 | C#1 | D1 | D#1 | E1 | F1 |
|-----|-----|-----|-----|-----|-----|-----|
| V1 | 01 Stick | 02 Mallet | 03 Timpani m. | 04 Brush | 05 Rod | 06 Bow |

## 07 Cymbal crash 16Z all                                          Samples: 336     RAM: 21 MB

16" crash cymbal
Drumsticks, mallets, timpani mallets, brushes, metal rod, bowed

**Matrix switches:**   Horizontal: Keyswitches, C1–F1

|     | C1 | C#1 | D1 | D#1 | E1 | F1 |
|-----|-----|-----|-----|-----|-----|-----|
| V1 | 11 Stick | 12 Mallet | 13 Timpani m. | 14 Brush | 15 Rod | 16 Bow |

## 08 Cymbal china 18Z all                                          Samples: 224     RAM: 14 MB

18" China cymbal
Drumsticks, mallets, timpani mallets, brushes, metal rod, bowed

**Matrix switches:**   Horizontal: Keyswitches, C1–F1

|     | C1 | C#1 | D1 | D#1 | E1 | F1 |
|-----|-----|-----|-----|-----|-----|-----|
| V1 | 01 Stick | 02 Mallet | 03 Timpani m. | 04 Brush | 05 Rod | 06 Bow |

## 09 Cymbal china 22Z all                                          Samples: 222     RAM: 13 MB

22" China cymbal
Drumsticks, mallets, timpani mallets, brushes, metal rod, bowed

**Matrix switches:**   Horizontal: Keyswitches, C1–F1

|     | C1 | C#1 | D1 | D#1 | E1 | F1 |
|-----|-----|-----|-----|-----|-----|-----|
| V1 | 11 Stick | 12 Mallet | 13 Timpani m. | 14 Brush | 15 Rod | 16 Bow |

## 10 Cymbal ride 20Z all                                           Samples: 323     RAM: 20 MB

20" ride cymbal
Drumsticks, mallets, timpani mallets, brushes, metal rod, bowed

**Matrix switches:**   Horizontal: Keyswitches, C1–F1

|     | C1 | C#1 | D1 | D#1 | E1 | F1 |
|-----|-----|-----|-----|-----|-----|-----|
| V1 | 01 Stick | 02 Mallet | 03 Timpani m. | 04 Brush | 05 Rod | 06 Bow |

## 11 Cymbal ride 22Z all                                           Samples: 344     RAM: 21 MB

22" ride cymbal
Drumsticks, mallets, timpani mallets, brushes, metal rod, bowed

**Matrix switches:**   Horizontal: Keyswitches, C1–F1

|    | C1 | C#1 | D1 | D#1 | E1 | F1 |
|----|----|-----|----|-----|----|----|
| V1 | 11 Stick | 12 Mallet | 13 Timpani m. | 14 Brush | 15 Rod | 16 Bow |

## 12 Cymbal splash 6Z all                                     Samples: 118    RAM: 7 MB

6" splash cymbal
Drumsticks, mallets, timpani mallets, brushes, metal rod, bowed

**Matrix switches:**   Horizontal: Keyswitches, C1–F1

|    | C1 | C#1 | D1 | D#1 | E1 | F1 |
|----|----|-----|----|-----|----|----|
| V1 | 01 Stick | 02 Mallet | 03 Timpani m. | 04 Brush | 05 Rod | 06 Bow |

## 13 Cymbal splash 8Z all                                     Samples: 147    RAM: 9 MB

8" splash cymbal
Drumsticks, mallets, timpani mallets, brushes, metal rod, bowed

**Matrix switches:**   Horizontal: Keyswitches, C1–F1

|    | C1 | C#1 | D1 | D#1 | E1 | F1 |
|----|----|-----|----|-----|----|----|
| V1 | 11 Stick | 12 Mallet | 13 Timpani m. | 14 Brush | 15 Rod | 16 Bow |

## 14 Cymbal splash 12Z all                                    Samples: 220    RAM: 13 MB

12" splash cymbal
Drumsticks, mallets, timpani mallets, brushes, metal rod, bowed

**Matrix switches:**   Horizontal: Keyswitches, C1–F1

|    | C1 | C#1 | D1 | D#1 | E1 | F1 |
|----|----|-----|----|-----|----|----|
| V1 | 21 Stick | 22 Mallet | 23 Timpani m. | 24 Brush | 25 Rod | 26 Bow |

## 86 Percussion

## Patches

### 01 TRIANGLE

Triangle A–D
Single notes, performance repetitions, upbeats, tremolo normal and dynamics

| **01 Tri-A** | **Range: C4–A7** | **Samples: 128** | **RAM: 8 MB** |
| --- | --- | --- | --- |

Single notes, open and damped (4 alternations)
Performance repetitions
1–3 upbeats
Tremolo normal (with release samples) 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 tremolo, 4 layers
Release samples
AB switch: crescendo/diminuendo

>  **Mapping:**
>  C4–D#4: hit from the side, open/damped (damped on black keys)
>  F4–G#4: hit from above, open/damped
>  C5, D5: performance repetitions (strokes alternating on lower and higher key)
>  F6–A6: 1–3 upbeats
>  C7: tremolo, normal
>  E7–A7: tremolo, strong crescendo and diminuendo, 1/2/4/8 sec.



| **02 Tri-A_perf-rep_dyn9** | **Range: C4–D4** | **Samples: 18** | **RAM: 1 MB** |
| --- | --- | --- | --- |

Performance repetitions
Dynamics, 9 repetitions
1 velocity layer

>  **Mapping:**
>  C4: crescendo; D4: diminuendo
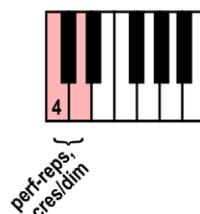
**03 Tri-B**                   Range: C4–A7                   Samples: 128     RAM: 8 MB

Single notes, open and damped (4 alternations)
Performance repetitions
1–3 upbeats
Tremolo 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
Repetitions, upbeats, and normal tremolo, 4 layers
Release samples
AB switch: crescendo/diminuendo

> **Mapping:**
> C4–D#4: hit from the side, open/damped (damped on black keys)
> F4–G#4: hit from above, open/damped
> C5, D5: performance repetitions (strokes alternating on lower and higher key)
> F6–A6: 1–3 upbeats
> C7: tremolo, normal
> E7–A7: tremolo, strong crescendo and diminuendo, 1/2/4/8 sec.
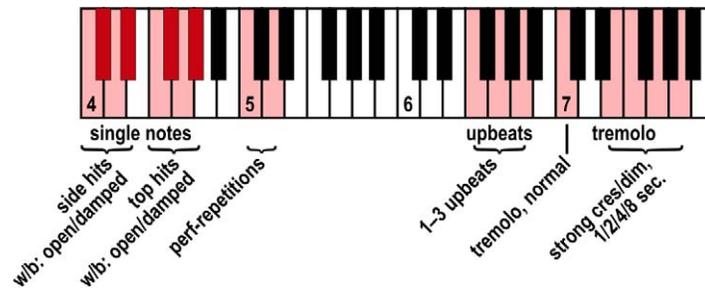


**04 Tri-B_perf-rep_dyn9**                   Range: C4–D4                   Samples: 18     RAM: 1 MB

Performance repetitions
Dynamics, 9 repetitions
1 velocity layer

> **Mapping:**
> C4: crescendo; D4: diminuendo
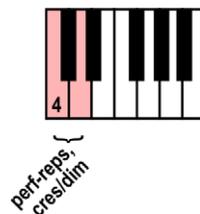
**05 Tri-C**          **Range: C2–A#7**          **Samples: 157**     **RAM: 9 MB**

Various beaters
Single notes, open and damped
Performance repetitions
1–4 upbeats
Tremolo normal and dynamics
Velocity mapping: Single hits and repetitions, 4 layers
Upbeats, 2 layers
Normal tremolo, 3 layers
Release samples
AB switch: crescendo/diminuendo

**Mapping:**
Wood beater:
C2–D#2: hit from the side, open/damped (damped on black keys)
F2–G2: with vibrato, var. 1/2
Plastic beater:
C3–D#3: hit from the side, open/damped (damped on black keys)
F3–G3: with vibrato, var. 1/2
Thin metal beater:
C4–D#4: hit from the side, open/damped (damped on black keys)
E4: muted fast
F4–G4: with vibrato, var. 1/2
A4–B4: hit from above, var. 1/2
Thick metal beater:
C5–D#5: hit from the side, open/damped (damped on black keys)
F5–G5: with vibrato, var. 1/2
A5–B5: hit from above, var. 1/2
Phrases:
D#6–B6: 1–4 upbeats, slow and fast (slow upbeats on black keys)
C7: tremolo, normal
F7–A#7: tremolo, medium and strong crescendo and diminuendo, 1/2/4 sec. (strong dynamics on black keys)
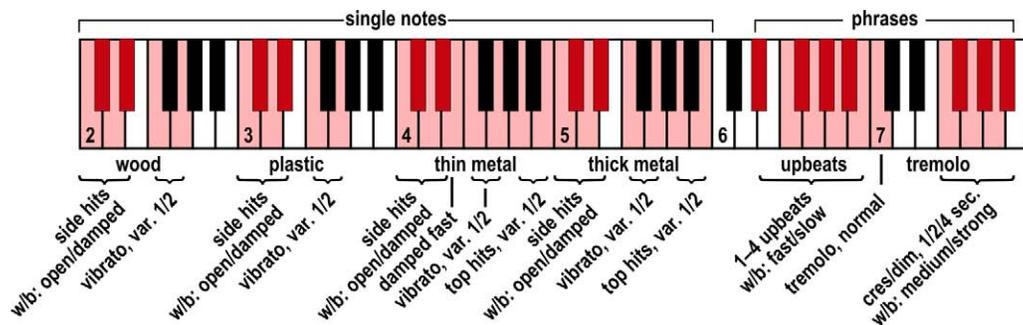
**06 Tri-D**                    **Range: C2–A#7**            **Samples: 139    RAM: 8 MB**

Various beaters
Single notes, open and damped
Performance repetitions
1–3 upbeats
Tremolo normal and dynamics
Velocity mapping: Single hits, repetitions, and normal tremolo, 3 layers
Upbeats, 2 layers
Release samples
AB switch: crescendo/diminuendo

> **Mapping:**
> C2–B2 – wood beater
> C3–B3 – plastic beater
> C4–B4 – thin metal beater
> C5–B5 – thick metal beater
>
> C–D#: hit from the side, open/damped (damped on black keys)
> F–G: with vibrato, var. 1/2
> A–B: hit from above, var. 1/2
> D#6–B6: 1–4 upbeats, slow and fast (slow upbeats on black keys)
> C7: tremolo, normal
> F7–A#7: tremolo, medium and strong crescendo and diminuendo, 1/2/4 sec. (strong dynamics on black keys)
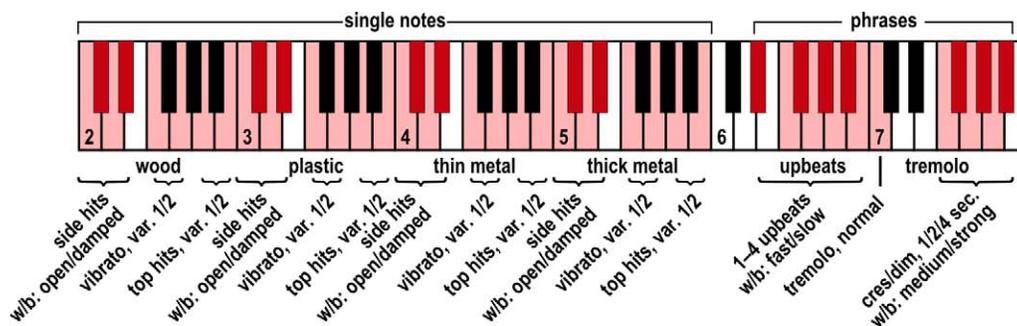


## 10 WATERPHONE

Single notes, bowed, straight and modulated
Pizzicato
Repetitions
3-note arpeggios
Effects

**01 WP_basic**                  **Range: C3–G5**            **Samples: 11    RAM: 1 MB**

Single notes
Bowed, straight
1 velocity layer

**02 WP_basic_modulation**    **Range: C3–E7**    **Samples: 20**    **RAM: 1 MB**

Single notes
Bowed, modulated
The modulation of the tone is effected by tipping the instrument or moving it in circles.
1 velocity layer

**Mapping:**
C3–F5: Low modulations
G5–E7: High modulations



low modulation          high modulation

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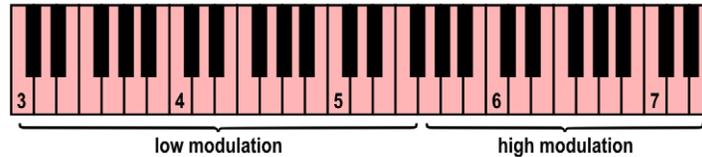
**03 WP_pizz**    **Range: E3–C6**    **Samples: 11**    **RAM: 1 MB**

Single notes
Pizzicato
1 velocity layer

---

**04 WP_repetition**    **Range: E3–C6**    **Samples: 33**    **RAM: 2 MB**

Repetitions, bowed. Each tone is repeated 8 times; due to the quick action of the bow, the water starts to move in the body and modulates the tone, which can be heard especially well in the decay phase of the samples.
1 velocity layer
Release samples
AB switch: release duration long/short

---

**05 WP_arpeggio**    **Range: E3–A5**    **Samples: 9**    **RAM: 1 MB**

Arpeggios, bowed. These arpeggios each consist of three notes. The tones sound together after the strokes because of the long decay time, which creates a "singing" effect.
1 velocity layer

**06 WP_FX**                    **Range: G1–A#7**          **Samples: 31**     **RAM: 1 MB**

This Patch contains various effects that can be created with the waterphone, ranging from pizzicato tremolos to multivoice bowing with repetitions. Most of these effects have two variations, each mapped to two keys to allow for a little transposition. Some of the samples are quite long, so – hold the key!

1 velocity layer

**Mapping:**

G1–A#1: pizzicato, tremolo
C2–D#2: pizzicato, short glissando
F2–G#2: glissando, slow
C3–D#3: spherical sounds, bowed
G3–A#3: cluster glissando
C4–D#4: glissando, fast
F4–G#4: glissando, slow (same as above)
C5–B5: short glissando, low (7 variations)
C6–F#6: short glissando, high (4 variations)
C7–A#7: multivoice (6 variations)
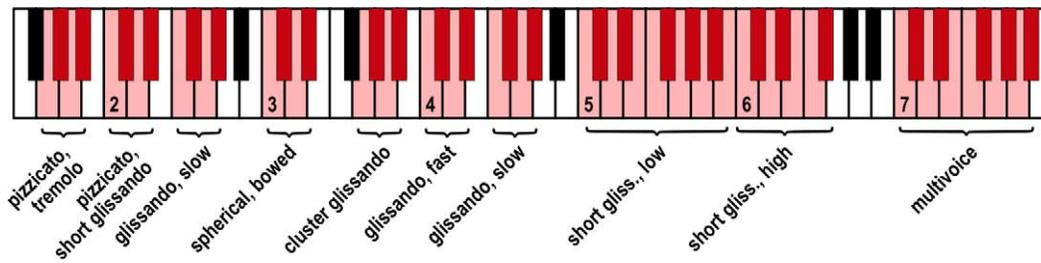
# Matrices

## Matrix - LEVEL 1

### L1 01 Triangle-A                                     Samples: 128    RAM: 8 MB

Patch:
01 Tri-A

### L1 06 Waterphone                                     Samples: 31    RAM: 1 MB

Patches:
01 WP_basic
02 WP_basic_modulation

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

|     | H1 |
| --- | --- |
| V1 | 01 WP_basic |
| V2 | 02 WP_basic_modulation |

## Matrix - LEVEL 2

### 01 Triangle-A                                     Samples: 146    RAM: 9 MB

Patches:
01 Tri-A
02 Tri-A_perf-rep_dyn9

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

|     | C1 | C#1 |
| --- | --- | --- |
| V1 | 01 Tri-A | 02 Tri-A_perf-rep_dyn9 |

### 02 Triangle-B                                     Samples: 146    RAM: 9 MB

Patches:
03 Tri-B
04 Tri-B_perf-rep_dyn9

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

|     | C1 | C#1 |
| --- | --- | --- |
| V1 | 03 Tri-B | 04 Tri-B_perf-rep_dyn9 |

### 11 Waterphone                                     Samples: 115    RAM: 7 MB

Sounds normal and modulated
Pizzicato
Repetitions
Arpeggio
Effects

**Matrix switches:**   Horizontal: Keyswitches, C1–E1          Vertical: Modwheel, 2 zones

|     | C1 | C#1 | D1 | D#1 | E1 |
| --- | --- | --- | --- | --- | --- |
| V1 | 01 WP_basic | 03 WP_pizz | 04 WP_repetition | 05 WP_arpeggio | 06 WP_FX |
| V2 | 02 WP_basic_modulation | 03 WP_pizz | 04 WP_repetition | 05 WP_arpeggio | 06 WP_FX |