

General Use

VDL Keymaps

VDL Keymaps

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Information

Supports Virtual Drumline library version 2.5.5.
Last updated May, 2012.

These General Use keymaps are based on a 25-key M-Audio O2 MIDI keyboard. The 'Octave' you need to use for your keyboard may be different than what is listed in these maps. Consult your VDL User Guide for further information.



They not only show you where the sounds are in relation to a MIDI keyboard, but they also contain the MIDI information needed to access the sounds that are assigned to various ranges of the modwheel and for sounds accessed with keyswitches.

Navigation

Use the bookmarks panel to the left.

C-Key Octave Numbers

The number at the top of every left-most C key correlates to the octave in Kontakt Player. The octave it relates to in your writing environment may be different.

SnareLine Manual

Mod-wheel settings, stick placement on head, for SHADED areas:

- 00-43 = center of head
- 44-89 = halfway to edge
- 90-127 = edge of head

6	Throwoff ON	Throwoff OFF		L Hit	R Hit			Dry Crush	Fat Crush		Short Cresc. Roll	Med Cresc. Roll	Long Cresc. Roll	Octave 4
Snares OFF														
	Stick Shot	Cross Stick Rim Knock	OTH Double Shot	L Shot	R Shot	R Ping		<i>fp</i> Sustained Roll	Sustained Roll		Short Decresc. Roll	Med Decresc. Roll	Long Decresc. Roll	
4	L Rim	R Rim		L Hit	R Hit	L Backstick		Dry Crush	Fat Crush		Short Cresc. Roll	Med Cresc. Roll	Long Cresc. Roll	Octave 2
	Stick Shot	Cross Stick Rim Knock	OTH Double Shot	L Shot	R Shot	Ping	R Backstick			Sustained Roll	Short Decresc. Roll	Med Decresc. Roll	Long Decresc. Roll	
2	Ride Cym Roll	Hi Hat Press Roll		Hi Hat R Tight	Hi Hat R Med	Hi Hat R Loose		Solo L Hit *	Solo R Hit *		Dread L	Dread R	Cowbell Mouth	Octave 0
	Crash	Bell of Ride Cym	Ride Cym	Hi Hat L Tight	Hi Hat L Med	Hi Hat L Loose	Solo Dry Crush	Solo L Shot	Solo R Shot	Solo Fat Crush	Rod L	Rod R	Cowbell w/Tip	
0	This map is compatible with: • SnareLine Manual • SnareLine Manual LITE					Metro. Accent		Vocal "Dut" 2	Vocal "Dut" 1					Octave -2
					Metro.		Sticks In	Snare Shell	Stick Click		Dress Center Harness Hit			

SnareLine (AutoRL)

6	Dry Crush	Fat Crush			<i>fp</i> Sustained Roll												Octave 4
Snares OFF																	
	Shots	Ping	OTH Double Shot	Short Decresc. Roll	Med Decresc. Roll	Long Decresc. Roll	Sustained Roll	Long Cresc. Roll	Med Cresc. Roll	Short Cresc. Roll							
4	Dry Crush	Fat Crush										Stick Shot	Cross Stick Rim Knock				Octave 2
Snares OFF																	
	Shots	Ping	OTH Double Shot	Short Decresc. Roll	Med Decresc. Roll	Long Decresc. Roll	Sustained Roll	Long Cresc. Roll	Med Cresc. Roll	Short Cresc. Roll	Throwoff ON	Throwoff OFF		HITS			
2	Ride Cym Roll	Hi Hat Press Roll						Solo Dry Crush	Solo Fat Crush		Stick Shot	Cross Stick Rim Knock	Backstick				Octave 0
	Crash	Bell of Ride Cym	Ride Cym	Hi Hat Tight	Hi Hat Med	Hi Hat Loose	Solo Hits	Solo Shots			Rods	Dreads	Rims	HITS			
0						Metro. Accent		Vocal "Dut" 2	Vocal "Dut" 1								Octave -2
						Metro.		Sticks In	Snare Shell	Stick Click	Dress Center Harness Hit						

Snare Solo Kevlar

[illegible]

Snare Solo Mylar

[illegible]

SnareLine VDL1

5	Dry Crush	Fat Crush										Mod-wheel settings - ROLL types: • 00-64 = Diminuendo • 65-127 = Crescendo			Octave 3
	SHORT Decres/ Cresc Roll	MEDIUM Decres/ Cresc Roll	LONG Decres/ Cresc Roll	Sustained Buzz Roll											
3				L Dread	R Dread			L Rim	R Rim			L Hit	R Hit		Octave 1
								Stick Shot	Rim Knock	OTH Double Shot		L Shot	R Shot	Ping	
1															Octave -1
	Sticks In	Shell	Stick Click					Crash Cym	Bell of Ride	Ride Cym					

TenorLine Manual

SHADED areas can be keyswitched, regular/puffy mallets.

6				D4 R rod on rim	D3 R rod on rim	D2 R rod on rim	Sp2 L rod on rim	Sp1 L rod on rim	D3 Dread Stir	D1 Dread Stir		Octave 4	
				D4 L rod on rim	D3 L rod on rim	D2 L rod on rim	D1 L rod on rim	D1 R rod on rim	Sp2 R rod on rim	Sp1 R rod on rim	D4 Dread Stir	D2 Dread Stir	
5				D4 Fat Crush	D3 Fat Crush	D2 Fat Crush	Sp2 Dry Crush	Sp1 Dry Crush	This map is compatible with: • TenorLine Manual • TenorLine Manual LITE			Octave 3	
				D4 Dry Crush	D3 Dry Crush	D2 Dry Crush	D1 Dry Crush	D1 Fat Crush	Sp2 Fat Crush	Sp1 Fat Crush			
4				D4 Cresc. Roll	D3 Cresc. Roll	D2 Cresc. Roll	Sp2 Decresc. Roll	Sp1 Decresc. Roll	Mod-wheel settings - buzz rolls: • 00-42 = short • 43-84 = medium • 85-127 = long			Octave 2	
				D4 Decresc. Roll	D3 Decresc. Roll	D2 Decresc. Roll	D1 Decresc. Roll	D1 Cresc. Roll	Sp2 Cresc. Roll	Sp1 Cresc. Roll			
3	D4 Muted Taps	D4 Skank		D4 R Hit	D3 R Hit	D2 R Hit	Sp2 L Hit	Sp1 L Hit				Octave 1	
		D4 Hand Muffle		D4 L Hit	D3 L Hit	D2 L Hit	D1 L Hit	D1 R Hit	Sp2 R Hit	Sp1 R Hit			
1	Mod-wheel settings: • 00-31 = shot • 32-63 = dread • 64-95 = rod • 96-127 = rim			D4 R Shot/Dread Rod/Rim	D3 R Shot/Dread Rod/Rim	D2 R Shot/Dread Rod/Rim	Sp2 L Shot/Dread Rod/Rim	Sp1 L Shot/Dread Rod/Rim	D3 Sustained Buzz	D1 Sustained Buzz	Sp1 Sustained Buzz	Octave -1	
				D4 L Shot/Dread Rod/Rim	D3 L Shot/Dread Rod/Rim	D2 L Shot/Dread Rod/Rim	D1 L Shot/Dread Rod/Rim	D1 R Shot/Dread Rod/Rim	Sp2 R Shot/Dread Rod/Rim	Sp1 R Shot/Dread Rod/Rim	D4 Sustained Buzz	D2 Sustained Buzz	Sp2 Sustained Buzz
0				Cowbell	Low Jam Block	High Jam Block	D3 "Snenor"/ StickShot	D1 "Snenor"/ StickShot	Mod-wheel settings: • 00-64 = "snenor" • 65-127 = stick shots			Octave -2	
	Keyswitch to Regular Mallets	Keyswitch to Puffy Mallets	Vocal "Duts"	Tenor Stand Hit	Hand Clap	Aluminum Mallet Click	Double Stop on Shells	D4 "Snenor"/ StickShot	D2 "Snenor"/ StickShot	Spock "Snenor"/ StickShot			

TenorLine (AutoRL)

SHADED areas can be keyswitched, regular/puffy mallets.

7	Sp1 WET Crush				D3 "Snenor"		D1 "Snenor"						Mod-wheel settings - Dreads/Rods: • 0-64 = Dreads • 65-127 = Rods		Octave 5
					D4 "Snenor"		D2 "Snenor"		Spock "Snenor"				Mod-wheel settings - Shots//Rims: • 0-64 = Shots • 65-127 = Rims		
5	Sp1 Shots/ Rims		D4 Muted Taps		D4 WET Crush				D3 WET Crush		D2 WET Crush				Octave 3
	D4 Hand Muffle		D4 Skank		D4 Rod on Rim		D4 DRY Crush		D3 Rod on Rim		D3 DRY Crush		D2 Rod on Rim		
3	Sp1 Cresc				D4 Shots/ Rims				D3 Shots/ Rims		D2 Shots/ Rims				Octave 1
			D4 Dreads/ Rods		D4 Hits		D3 Dreads/ Rods		D3 Hits		D2 Dreads/ Rods		D2 Hits		
1					D4 Cresc				D3 Cresc		D2 Cresc				Octave -1
			D4 Sustained Buzz		D4 Decresc		D3 Sustained Buzz		D3 Decresc		D2 Sustained Buzz		D2 Decresc		
0	Keyswitch to Regular Mallets		Keyswitch to Puffy Mallets		Vocal "Duts"		Cowbell		Low Jam Block		High Jam Block		D3 Dread Stir		Octave -2
							Tenor Stand Hit		Hand Claps		Aluminum Mallet Click		Double Stop on Shells		
													D4 Dread Stir		
													D1 Dread Stir		
													Mod-wheel settings - buzz roll length: • 0-42 = short • 43-84 = medium • 85-127 = long		

Tenor Solo

SHADED areas can be keyswitched, regular/puffy mallets.

6				D4 R rod on rim	D3 R rod on rim	D2 R rod on rim	Sp2 L rod on rim	Sp1 L rod on rim				Octave 4	
				D4 L rod on rim	D3 L rod on rim	D2 L rod on rim	D1 L rod on rim	D1 R rod on rim	Sp2 R rod on rim	Sp1 R rod on rim			
5				D4 R Crush Fat/Dry	D3 R Crush Fat/Dry	D2 R Crush Fat/Dry	Sp2 L Crush Fat/Dry	Sp1 L Crush Fat/Dry	Mod-wheel settings - crush: • 00-64 = fat • 65-127 = dry			Octave 3	
				D4 L Crush Fat/Dry	D3 L Crush Fat/Dry	D2 L Crush Fat/Dry	D1 L Crush Fat/Dry	D1 R Crush Fat/Dry	Sp2 R Crush Fat/Dry	Sp1 R Crush Fat/Dry			
4				D4 Cresc. Roll	D3 Cresc. Roll	D2 Cresc. Roll	Sp2 Decresc. Roll	Sp1 Decresc. Roll	Mod-wheel settings - buzz rolls: • 00-42 = short • 43-84 = medium • 85-127 = long			Octave 2	
				D4 Decresc. Roll	D3 Decresc. Roll	D2 Decresc. Roll	D1 Decresc. Roll	D1 Cresc. Roll	Sp2 Cresc. Roll	Sp1 Cresc. Roll			
3	D4 Muted Taps	D4 Skank		D4 R Hit	D3 R Hit	D2 R Hit	Sp2 L Hit	Sp1 L Hit				Octave 1	
	D4 Hand Muffle	D4 Skank Late Muffle		D4 L Hit	D3 L Hit	D2 L Hit	D1 L Hit	D1 R Hit	Sp2 R Hit	Sp1 R Hit			
1	Mod-wheel settings: • 00-31 = shot • 32-63 = dread • 64-95 = rod • 96-127 = rim			D4 R Shot/Dread Rod/Rim	D3 R Shot/Dread Rod/Rim	D2 R Shot/Dread Rod/Rim	Sp2 L Shot/Dread Rod/Rim	Sp1 L Shot/Dread Rod/Rim	D3 Sustained Buzz	D1 Sustained Buzz	Sp1 Sustained Buzz	Octave -1	
				D4 L Shot/Dread Rod/Rim	D3 L Shot/Dread Rod/Rim	D2 L Shot/Dread Rod/Rim	D1 L Shot/Dread Rod/Rim	D1 R Shot/Dread Rod/Rim	Sp2 R Shot/Dread Rod/Rim	Sp1 R Shot/Dread Rod/Rim	D4 Sustained Buzz	D2 Sustained Buzz	Sp2 Sustained Buzz
0	Keyswitch to Regular Mallets	Keyswitch to Puffy Mallets		Cowbell	Low Jam Block	High Jam Block	D3 "Snenor"/ StickShot	D1 "Snenor"/ StickShot	Mod-wheel settings: • 00-64 = "snenor" • 65-127 = stick shots			Octave -2	
				Tenor Stand Hit	Hand Clap	Aluminum Mallet Click	Double Stop on Shells	D4 "Snenor"/ StickShot	D2 "Snenor"/ StickShot	Spock "Snenor"/ StickShot			

TenorLine VDL1

5				D4 SHORT Decresc/ Cresc	D3 SHORT Decresc/ Cresc	D2 SHORT Decresc/ Cresc	D1 SHORT Decresc/ Cresc	Sp SHORT Decresc/ Cresc					Octave 3
				D4 Crush	D3 Crush	D2 Crush	D1 Crush	Sp Crush					
4				D4 MED Decresc/ Cresc	D3 MED Decresc/ Cresc	D2 MED Decresc/ Cresc	D1 MED Decresc/ Cresc	Sp MED Decresc/ Cresc	Mod-wheel settings - roll type: • 00-63 = Diminuendo • 64-127 = Crescendo				Octave 2
				D4 LONG Decresc/ Cresc	D3 LONG Decresc/ Cresc	D2 LONG Decresc/ Cresc	D1 LONG Decresc/ Cresc	Sp LONG Decresc/ Cresc					
3		D4 Skank		D4 R Hit	D3 R Hit	D2 R Hit	D1 R Hit	Sp R Hit	Mod-wheel settings - stick type: • 00-63 = Regular mallets • 64-127 = Puffies				Octave 1
		D4 Mute Sound		D4 L Hit	D3 L Hit	D2 L Hit	D1 L Hit	Sp L Hit					
1	Mod-wheel settings: • 00-31 = shot • 32-63 = dread • 64-127 = rim			D4 R Shot/ Dread/Rim	D3 R Shot/ Dread/Rim	D2 R Shot/ Dread/Rim	D1 R Shot/ Dread/Rim	Sp R Shot/ Dread/Rim	D3 Sustained Buzz	D1 Sustained Buzz			Octave -1
				D4 L Shot/ Dread/Rim	D3 L Shot/ Dread/Rim	D2 L Shot/ Dread/Rim	D1 L Shot/ Dread/Rim	Sp L Shot/ Dread/Rim	D4 Sustained Buzz	D2 Sustained Buzz	Sp Sustained Buzz		
0				D3 StickShot	D1 StickShot	Side of Drum							Octave -2
				D4 StickShot	D2 StickShot	Sp StickShot	Stick Click	Cowbell	Low Woodblock	High Woodblock			

BassLine Manual

SHADED areas can be keyswitched, regular/puffy mallets.

6	MW settings - Dread/Rod: • 00-64 = Dread • 65-127 = Rod			D6 Roll w/ Dread/ Rod	D5 Roll w/ Dread/ Rod	D4 Roll w/ Dread/ Rod	D2 Mute w/LH	D1 Mute w/LH	D5 Rim w/ Dread/ Rod	D3 Rim w/ Dread/ Rod	D1 Rim w/ Dread/ Rod	Octave 4	
				D6 Mute w/LH	D5 Mute w/LH	D4 Mute w/LH	D3 Roll w/ Dread/ Rod	D2 Roll w/ Dread/ Rod	D1 Roll w/ Dread/ Rod	D6 Rim w/ Dread/ Rod	D4 Rim w/ Dread/ Rod	D2 Rim w/ Dread/ Rod	
5				D6 Sustained Roll	D5 Sustained Roll	D4 Sustained Roll	D2 Crush	D1 Crush	This map is compatible with: • BassLine Manual • BassLine Manual LITE			Octave 3	
				D6 Crush	D5 Crush	D4 Crush	D3 Sustained Roll	D2 Sustained Roll	D1 Sustained Roll				
4				D6 Cresc. Roll	D5 Cresc. Roll	D4 Cresc. Roll	D2 Decresc. Roll	D1 Decresc. Roll	Mod-wheel settings - buzz rolls: • 00-42 = short • 43-84 = medium • 85-127 = long			Octave 2	
				D6 Decresc. Roll	D5 Decresc. Roll	D4 Decresc. Roll	D3 Cresc. Roll	D2 Cresc. Roll	D1 Cresc. Roll				
3	Unison L Rim	Unison L Hit		D6 R Hit	D5 R Hit	D4 R Hit	D2 L Hit	D1 L Hit				Octave 1	
	Unison Mute w/LH	Unison R Rim	Unison R Hit	D6 L Hit	D5 L Hit	D4 L Hit	D3 R Hit	D2 R Hit	D1 R Hit				
1	Unison Stick Click	Unison L Dread		D6 R Rim/Shot Dread/Rod	D5 R Rim/Shot Dread/Rod	D4 R Rim/Shot Dread/Rod	D2 L Rim/Shot Dread/Rod	D1 L Rim/Shot Dread/Rod	Unison Dread Roll on Rim	Unison Sustained Roll	Unison Cresc. Roll	Octave -1	
	Unison Sticks In	Unison R Dread		D6 L Rim/Shot Dread/Rod	D5 L Rim/Shot Dread/Rod	D4 L Rim/Shot Dread/Rod	D3 R Rim/Shot Dread/Rod	D2 R Rim/Shot Dread/Rod	D1 R Rim/Shot Dread/Rod	Unison Dread Roll on Drum	Unison Decresc. Roll	Unison Crush	
-1				Mod-wheel settings: • 00-32 = Rim • 33-64 = Shot • 65-95 = Dread • 96-127 = Rod			Keyswitch to Regular Mallets	Keyswitch to Puffy Mallets	Vocal "Dut"	D5 Sticks In	D3 Sticks In	D1 Sticks In	Octave -3
										D6 Sticks In	D4 Sticks In	D2 Sticks In	

BassLine (AutoRL)

SHADED areas can be keyswitched, regular/puffy mallets.

5		D6 Crush		D5 Crush		D4 Crush		D3 Crush			D2 Crush	D1 Crush			Octave 3
		D6 Sustained Roll		D5 Sustained Roll		D4 Sustained Roll	Unison Sustained Roll	D3 Sustained Roll	Unison Crush	D2 Sustained Roll		D1 Sustained Roll			
3		D6 Rim/ Rod/Dread		D5 Rim/ Rod/Dread		D4 Rim/ Rod/Dread		D3 Rim/ Rod/Dread			D2 Rim/ Rod/Dread	D1 Rim/ Rod/Dread			Octave 1
		D6 Hits		D5 Hits		D4 Hits	Unison Hits	D3 Hits	Unison Rims	D2 Hits		D1 Hits			
1								UNISON Stick Click			Mod-wheel settings: • 00-42 = rims • 43-85 = rods • 86-127 = dreads				Octave -1
	Keyswitch to Regular Mallets	Keyswitch to Puffy Mallets					Vocal "Duts"	UNISON Sticks IN							

BassLine 10-Drums Manual

SHADED areas can be keyswitched, regular/puffy mallets.

5	D10 Crush	D9 Crush		D8 Crush	D7 Crush	D6 Crush		D5 Crush	D4 Crush		D3 Crush	D2 Crush	D1 Crush		Octave 3
	D10 Sustained Roll	D9 Sustained Roll	UNISON Sustained Roll	D8 Sustained Roll	D7 Sustained Roll	D6 Sustained Roll	UNISON Crush	D5 Sustained Roll	D4 Sustained Roll		D3 Sustained Roll	D2 Sustained Roll	D1 Sustained Roll		
3	D10 R Hit	D9 R Hit		D8 R Hit	D7 R Hit	D6 R Hit		D5 R Hit	D4 R Hit		D3 R Hit	D2 R Hit	D1 R Hit		Octave 1
	D10 L Hit	D9 L Hit	UNISON L Hit	D8 L Hit	D7 L Hit	D6 L Hit	UNISON R Hit	D5 L Hit	D4 L Hit		D3 L Hit	D2 L Hit	D1 L Hit		
1	D10 R Rim/Rod/ Dread	D9 R Rim/Rod/ Dread		D8 R Rim/Rod/ Dread	D7 R Rim/Rod/ Dread	D6 R Rim/Rod/ Dread		D5 R Rim/Rod/ Dread	D4 R Rim/Rod/ Dread		D3 R Rim/Rod/ Dread	D2 R Rim/Rod/ Dread	D1 R Rim/Rod/ Dread		Octave -1
	D10 L Rim/Rod/ Dread	D9 L Rim/Rod/ Dread	UNISON L Rim	D8 L Rim/Rod/ Dread	D7 L Rim/Rod/ Dread	D6 L Rim/Rod/ Dread	UNISON R Rim	D5 L Rim/Rod/ Dread	D4 L Rim/Rod/ Dread		D3 L Rim/Rod/ Dread	D2 L Rim/Rod/ Dread	D1 L Rim/Rod/ Dread		
-1				Mod-wheel settings: <ul style="list-style-type: none">• 00-42 = Rim• 43-85 = Rod• 86-127 = Dread											Octave -3
								Keyswitch to Regular Mallets	Keyswitch to Puffy Mallets					UNISON Sticks-In	

BassLine 10-Drums (AutoRL)

SHADED areas can be keyswitched, regular/puffy mallets.

5			D10 Sustained Roll	D9 Sustained Roll	D8 Sustained Roll	D7 Sustained Roll	D6 Sustained Roll	UNISON Sustained Roll	D5 Sustained Roll	D4 Sustained Roll	D3 Sustained Roll	D2 Sustained Roll	D1 Sustained Roll			Octave 3
3			D10 Hits	D9 Hits	D8 Hits	D7 Hits	D6 Hits	UNISON Hits	D5 Hits	D4 Hits	D3 Hits	D2 Hits	D1 Hits		UNISON Crush	Octave 1
1			D10 Rims/Rods/Dreads	D9 Rims/Rods/Dreads	D8 Rims/Rods/Dreads	D7 Rims/Rods/Dreads	D6 Rims/Rods/Dreads	UNISON Rims	D5 Rims/Rods/Dreads	D4 Rims/Rods/Dreads	D3 Rims/Rods/Dreads	D2 Rims/Rods/Dreads	D1 Rims/Rods/Dreads		UNISON Sticks-In	Octave -1
-1			Mod-wheel settings: • 00-42 = Rims • 43-85 = Rods • 86-127 = Dreads						Keyswitch to Regular Mallets	Keyswitch to Puffy Mallets						Octave -3

BassLine VDL1

4					D5 Sustained Roll	D4 Sustained Roll	D3 Sustained Roll		D2 Sustained Roll	D1 Sustained Roll						Octave 2
					D5 Crush	D4 Crush	D3 Crush		D1 Crush	D1 Crush		D5 Short Cresc	D4 Short Cresc	D3 Short Cresc	D2 Short Cresc	D1 Short Cresc
3	UNISON R Rim	UNISON R Hit			D5 R Hit	D4 R Hit	D3 R Hit		D2 R Hit	D1 R Hit		Mod-wheel settings - stick type: • 00-64 = Regular mallets • 65-127 = Puffies				Octave 1
	UNISON L Rim	UNISON L Hit			D5 L Hit	D4 L Hit	D53 L Hit		D2 L Hit	D1 L Hit						
1					D5 R Dread	D4 R Dread	D3 R Dread		D2 R Dread	D1 R Dread		Mod-wheel settings - roll type: • 00-64 = Diminuendo • 65-127 = Crescendo				Octave -1
	UNISON Sticks In				D5 L Dread	D4 L Dread	D3 L Dread		D2 L Dread	D1 L Dread	UNISON Sustained Roll	UNISON Decresc/ Cresc LONG	UNISON Decresc/ Cresc MED	UNISON Decresc/ Cresc SHORT	UNISON Crush	

Cymbal Line All
Cymbal Line 16in
Cymbal Line 18in
Cymbal Line 20in

SHADED sounds: Unison Cymbal Section
Not SHADED: Solo Cymbal Player

5	Scratch Out	Scratch In		Circular Roll	Tremelo	Whale Call				Mod-wheel settings, Cymbal Line All only: • 00-40 = 20 inch • 41-80 = 18 inch • 81-127 = 16 inch				Octave 3
	Slow Zing	Fast Zing		Flat Roll										
3	Scratch Out	Scratch In		Port Crash	Orchestral Crash	Flat Crash		Sizz/ Suck A	Sizz/ Suck B		Tap Edge	Crunch Choke	HiHat Choke	Octave 1
	Slow Zing	Fast Zing				Crash Choke Secco	Crash Choke Fat	Vacuum Suck	Sizzle	Sizz/ Suck	Tap Choke	Tap Halfway	Ding	Click
1			Circular Roll	Port Crash	Orchestral Crash	Flat Crash		Sizz/ Suck A	Sizz/ Suck B		Tap Edge	Crunch Choke	HiHat Choke	Octave -1
	Whale Call	Tremelo	Flat Roll			Crash Choke Secco	Crash Choke Fat	Vacuum Suck	Sizzle	Sizz/ Suck	Tap Choke	Tap Halfway	Ding	Click

Showstyle Single Tenors

2	L Rim	R Rim											Octave 0
	Manual												
	L Hits	R Hits			Hits	Rims							
					AutoRL								

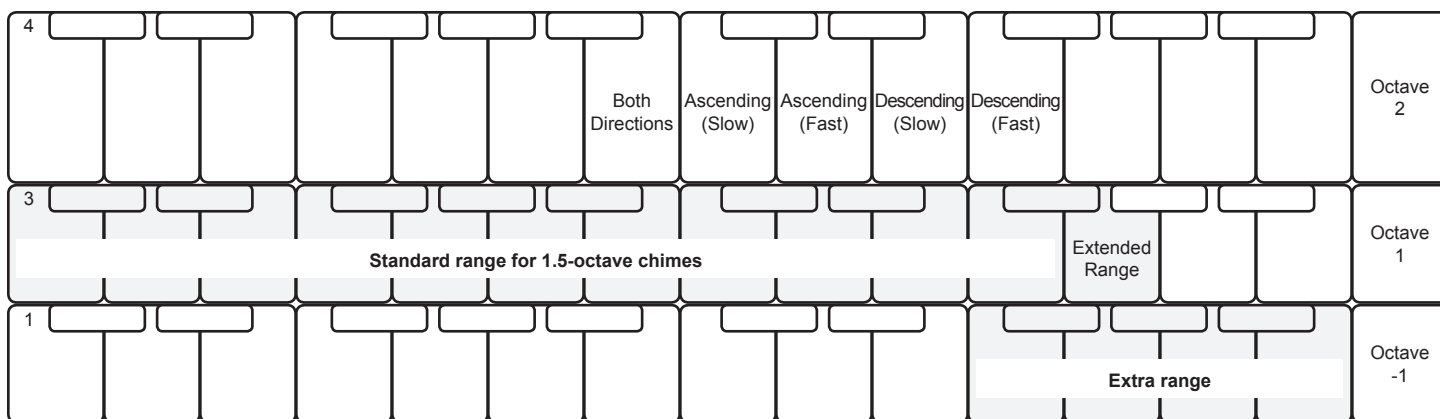
Chimes

Mod-wheel settings (MW):

- 00-64 = Chime tubes ring
- 65-127 = Chime tubes muted

Mod-wheel settings (PED):

- 00-64 = Sustain Pedal UP (dampened)
- 65-127 = Sustain Pedal DOWN (ringing)



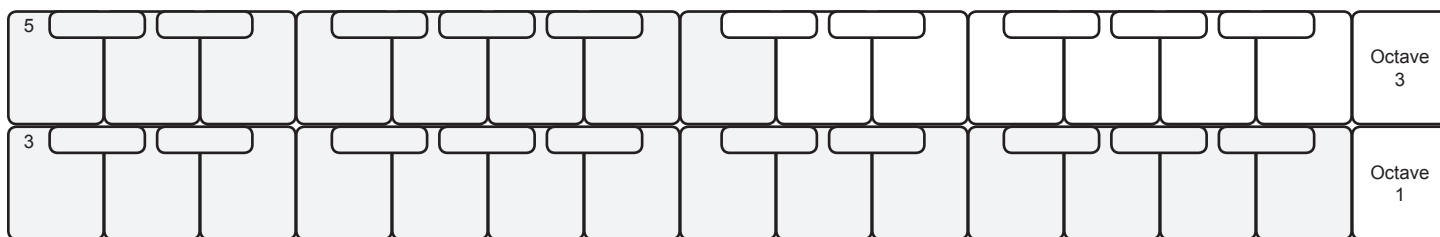
Crotales / Bowed Crotales

Mod-wheel settings (Crotales only):

- 00-64 = Sustaining
- 65-127 = Muted after attack



Almglocken



Glockenspiel

Mod-wheel settings:

- 00-64 = Sustaining
- 65-127 = Muted after attack

4														Octave 2
2														Octave 0
0											Random Rakes 1	Random Rakes 2	Medium Up Down 2	Octave -2

Xylophones

Mod-wheel settings:

- 00-35 = Regular strokes
- 36-64 = Glissando Down
- 65-90 = Glissando Up
- 91-127 = Rolls (tremolo)

[illegible]

Vibraphones

Mod-wheel settings (MW):

- 00-64 = Vibe bars ring
- 65-127 = Vibe bars are muted

Mod-wheel settings (PED):

- 00-64 = Sustain Pedal UP
- 65-127 = Sustain Pedal DOWN

Mod-wheel settings - SusCym:

- 00-64 = Release with full decay
- 65-127 = Muted release

5	<div>Bowed Vibes do not contain SusCymbals</div>		<div>Cresc. Short</div>	<div>Cresc. Medium</div>	<div>Cresc. Long</div>	<div>Crash w/Mallet</div>	<div>Crash Choke (Short)</div>	<div>Crash Choke (Fat)</div>	<div>Endless Sustain</div>				Octave 3
<div>Suspended Cymbal</div>													
4													Octave 2
<div>4-octave only</div>													
2													Octave 0
<div>4-octave only</div>													

Vibe FX

[illegible]

Marimbas

Mod-wheel settings:

- 00-32 = Regular strokes
- 33-64 = Dead strokes
- 65-95 = Birch shaft strokes
- 96-127 = Rolls (tremolo)

Mod-wheel settings - SusCym:

- 00-64 = Release with full decay
- 65-127 = Muted release

[illegible]

Timpani

Mod-wheel settings:

- 00-32 = Regular strokes
- 33-64 = Muffle w/hand after attack
- 65-96 = Hits in center of head
- 97-127 = Rolls (tremolo)

[illegible]

Timpani FX

[illegible]

Timpani Glissandi

[illegible]

Electric Guitar

[illegible]

Bass Guitar

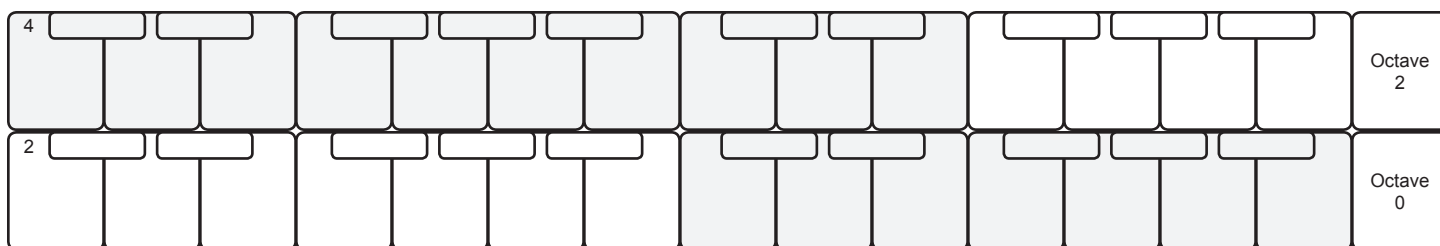
[illegible]

Piano

[illegible]

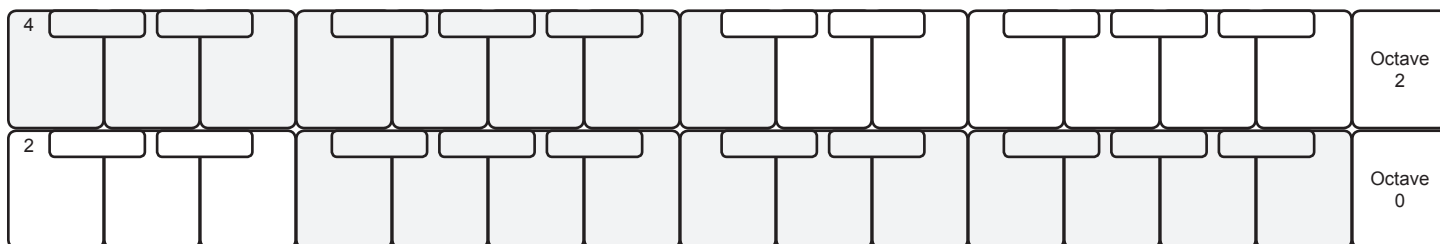
Steel Drum Lead

- Mod-wheel settings:
- 00-64 = Regular strokes
 - 65-127 = Rolls (tremolo)



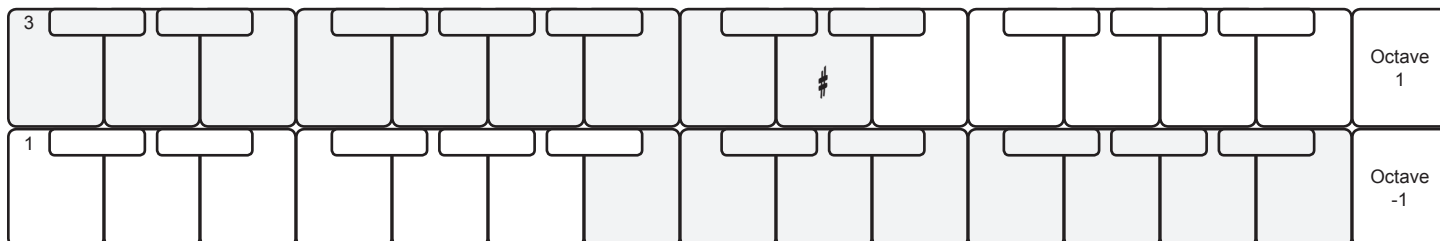
Steel Drum Double 2nds

- Mod-wheel settings:
- 00-64 = Regular strokes
 - 65-127 = Rolls (tremolo)



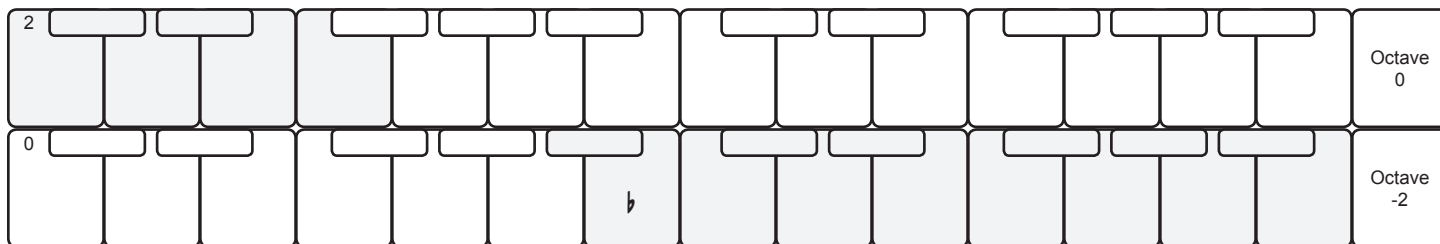
Steel Drum 3 Guitar

- Mod-wheel settings:
- 00-64 = Regular strokes
 - 65-127 = Rolls (tremolo)



Steel Drum 6 Bass

- Mod-wheel settings:
- 00-64 = Regular strokes
 - 65-127 = Rolls (tremolo)



Chinas All
14 Chinese
18 Oriental Trash
19 K China

4	Choke w/Mallet	Choke w/Stick								Mod-wheel settings, Chinas All only: <ul style="list-style-type: none"> • 00-44 = 19" K China • 45-88 = 18" Oriental "Trash" • 89-127 = 14" Chinese 	Octave 2
	Crash w/Mallet	Crash w/Stick	Roll Cresc. Short	Roll Cresc. Medium	Roll Cresc. Long	Muted Cresc. Short	Muted Cresc. Medium				

Crash Cymbals

[illegible]

Ride Cymbal

3								With Tip of Stick Near Edge	With Tip of Stick Further In	Shoulder of Stick on Bell		Octave 1
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Sizzle Cymbal

[illegible]

Splash Cymbals

[illegible]

Suspended Cymbals

Modwheel, **SusCym All** only:

- 00-44 = 20" Constantinople
- 45-88 = 18" Constantinople
- 89-127 = 15" K Zildjian

4											Compatible with: <ul style="list-style-type: none">• SusCym 15 K Zildjian• SusCym 18 Constantinople• SusCym 20 Constantinople• SusCym All				Octave 2
Sustained Roll Natural Release	Sustained Roll Mute Release	L w/Tip of Stick	R w/Tip of Stick	Shoulder of Stick on Bell	Strike w/Stick	Fat Choke w/Stick	Short Choke w/Stick	Coin Scrape Short	Coin Scrape Long						
2															Octave 0
Soft Cresc. Short	Soft Cresc. Medium	Soft Cresc. Long	Cresc. MUTE Short	Cresc. MUTE Medium	Cresc. MUTE Long		Loud Cresc. Short	Loud Cresc. Medium	Loud Cresc. Long	Soft Hit w/Mallet	Loud Hit w/Mallet	Fat Choke w/Mallet	Short Choke w/Mallet		

Swish Knockers

3									Mod-wheel settings: <ul style="list-style-type: none"> • 00-64 = Long decay after hit • 65-127 = Quick decay after hit 	Octave 1
---	--	--	--	--	--	--	--	--	--	----------

Zil-Bells Hi Low

[illegible]

Hi Hat (MW)

4				L Hit w/Shoulder of Stick	R Hit w/Shoulder of Stick							Mod-wheel settings - SHADED keys: <ul style="list-style-type: none"> • 00-12 = Closed very tight • 13-24 = Closed pretty tight • 25-36 = Closed but not as tight • 37-48 = Still closed but relaxed • 49-60 = Kind of loose • 61-72 = Pretty loose • 73-84 = Loose • 85-96 = Open but still touching • 97-108 = Open mostly, still some buzz • 109-127 = Open completely 	Octave 2
3	Foot Splash	Closed Hi Hat w/Foot		L Hit w/Tip of Stick	R Hit w/Tip of Stick	L Hit on Closed Bell	R Hit on Closed Bell	L Hit on HH Stand	R Hit on HH Stand				Octave 1

Hi Hat Manual

3	R	R		R	R	R		R	R		R Closed Hi Hat Bell		R Hi Hat Stand	Octave 1
<div>Closed</div> <div>With SHOULDER of Stick</div> <div>Open</div>														
	L	L		L	L	L		L	L		L Closed Hi Hat Bell		L Hi Hat Stand	
1	R	R		R	R	R		R	R		R	R	R	Octave -1
<div>Closed</div> <div>With TIP of Stick</div> <div>Open</div>														
	L	L		L	L	L		L	L		L	L	L	
0														Octave -2
		Hi Hat Closed w/Foot 1	Hi Hat Closed w/Foot 2	Hi Hat Closed w/Foot 3	Hi Hat Foot Splash 1	Hi Hat Foot Splash 2								

Bowed Gong

Chinese Gongs

[illegible]

Opera Gong

[illegible]

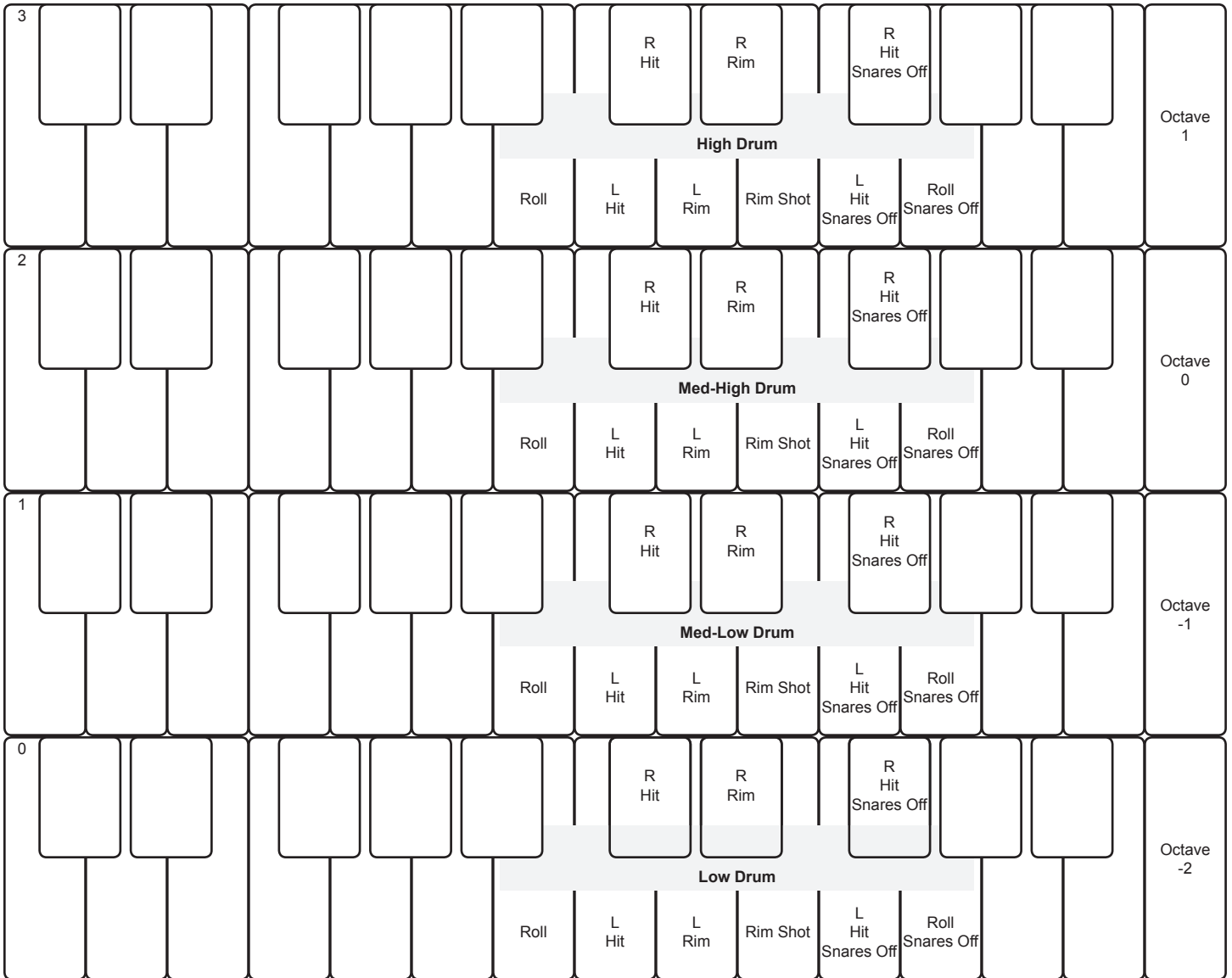
Tam Tams

[illegible]

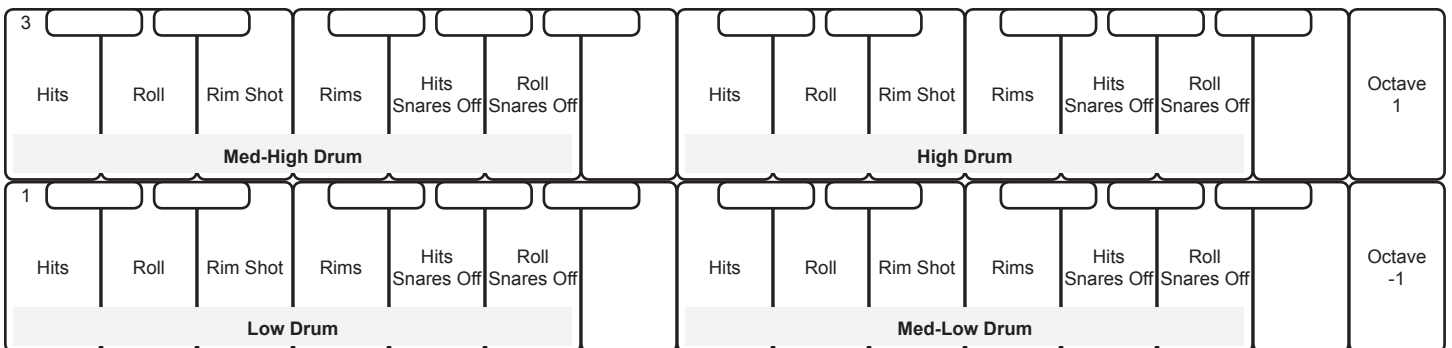
Wind Gongs

2											
Compatible with: <ul style="list-style-type: none">• Wind Gong 22in• Wind Gong 30in * 22" only.			* Roll <i>p</i>	<i>f</i> Long	<i>f</i> Medium	<i>f</i> Short	Soft Hit	Mezzo Hit	Forte Hit	Octave 0	

4 Snare Drums Manual



4 Snare Drums (AutoRL)



Concert Bass Drum

[illegible]

2 Concert Bass Drums

4	Open Hit w/Warm Mallet	Dampened w/Warm Mallet	Hit w/Muffled Head	Open Hit w/Staccato Mallet	Dampened w/Staccato Mallet	ROLL Sustained	Cresc. Roll Short 1	Cresc. Roll Short 2	Cresc. Roll Long 1	Cresc. Roll Long 2					Octave 2
Concert Bass 2															
2	Open Hit w/Warm Mallet	Dampened w/Warm Mallet	Hit w/Muffled Head	Open Hit w/Staccato Mallet	Dampened w/Staccato Mallet	ROLL Sustained	Cresc. Roll Short 1	Cresc. Roll Short 2	Cresc. Roll Long 1	Cresc. Roll Long 2					Octave 0
Concert Bass 1															

Concert Snare / Piccolo Snare / Field Drum / Rope Drum

3					Hits Snare Off	Roll Snare Off	Roll	Hits	Rims	Rim Shots	SHADED sounds: AutoRL	Octave 1
2						R Hit Snare Off		R Hit	R Rim			Octave 0

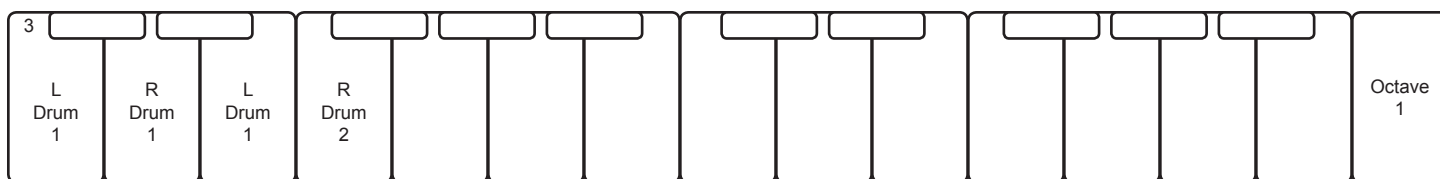
Concert Toms Full

3			Tom 6 Rims		Tom 5 Rims		Tom 4 Rims		Tom 3 Rims		4		Tom 2 Rims		Tom 1 Rims		SHADED sounds: AutoRL			Octave 1			
	D1 Roll		Tom 6 Hits		Tom 5 Hits		Tom 4 Hits						Tom 3 Hits		Tom 2 Hits		Tom 1 Hits						
1			D6 R Hit		D5 R Hit		D4 R Hit		D3 R Hit				D2 R Hit		D1 R Hit					Octave -1			
			D6 L Hit		D5 L Hit		D4 L Hit		D3 L Hit				D2 L Hit		D1 L Hit		D6 Roll						
-1			D6 R Rim		D5 R Rim		D4 R Rim		D3 R Rim				D2 R Rim		D1 R Rim					Octave -3			
			D6 L Rim		D5 L Rim		D4 L Rim		D3 L Rim				D2 L Rim		D1 L Rim								
																		Mod-wheel settings, for Full only: <ul style="list-style-type: none">• 00-64 = Sticks• 65-127 = Mallets Also compatible with: <ul style="list-style-type: none">• Concert Toms Mallets *• Concert Toms Sticks * Does not contain Rolls.					

Firecracker Drum

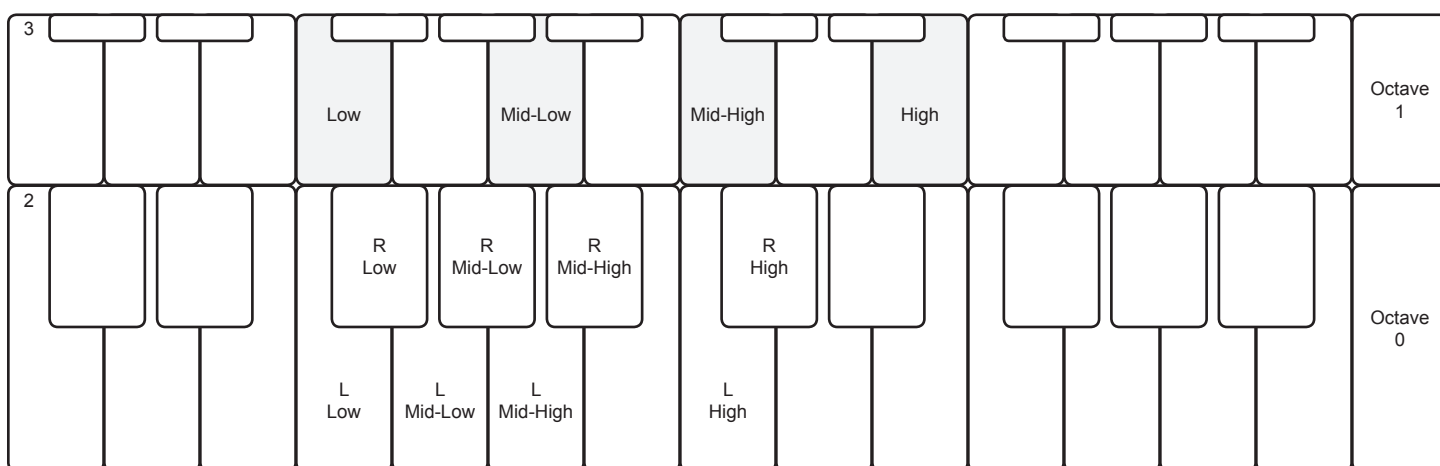
3									Roll		Hits		Rims		Rimshots		SHADED sounds: AutoRL			Octave 1	
2											R Hit		R Rim		R Rimshot					Octave 0	
									Roll		L Hit		L Rim		L Rimshot						

Impact Drums



Roto Toms

SHADED sounds: AutoRL



Drumset Manual

5	R High Tom Rim	R Snare Rim	<p>SHADED areas: Keyswitching controls whether snares are on or off. Not only does this turn the snares off, but it also prevents the toms and kick drum from creating extraneous snare buzz.</p> <p>* Crush sounds available only when snares are on.</p>										<p>** Mod-wheel settings, Hi Hat Closed R & L:</p> <ul style="list-style-type: none"> • 00-12 = Closed very tight • 13-24 = Closed pretty tight • 25-36 = Closed but not as tight • 37-48 = Still closed but relaxed • 49-60 = Kind of loose • 61-72 = Pretty loose • 73-84 = Loose • 85-96 = Open but still touching • 97-108 = Open mostly, still some buzz • 109-127 = Open completely 										Octave 3
3	L High Tom Rim	L Snare Rim	R Snare Hit	R Snare Rimshot	Snare Crush *	** R Hi Hat Closed	R Hi Hat Open	Ride Cym w/Tip Toward Crown	15" A Custom Crash		R Floor Tom Rim	R Mid Tom Rim		Octave 1									
	L Snare Hit	L Snare Rimshot	Snare Roll	Snare Crush *	** L Hi Hat Closed	L Hi Hat Open	Ride Cymbal Tip	Ride Cymbal Bell	17" Dark K Crash	19" K China Cymbal	8" K Splash	L Floor Tom Rim	L Mid Tom Rim										
1	Keyswitch Snares ON	Keyswitch Snares OFF							Bass Drum 2		R Floor Tom	R Mid Tom	R High Tom	Octave -1									
								Hi Hat w/Foot Pedal	Bass Drum 1		L Floor Tom	L Mid Tom	L High Tom	Cross Stick Rim Knock									

Drumset (AutoRL)

** Mod-wheel settings, Hi Hat Closed:

- 00-12 = Closed very tight
- 13-24 = Closed pretty tight
- 25-36 = Closed but not as tight
- 37-48 = Still closed but relaxed
- 49-60 = Kind of loose
- 61-72 = Pretty loose
- 73-84 = Loose
- 85-96 = Open but still touching
- 97-108 = Open mostly, still some buzz
- 109-127 = Open completely

2			Floor Tom Rim	Mid Tom Rim	High Tom Rim	Snare Drum Rim	Snare Crush *	Hi Hat Open	Ride Cymbal Bell	15" A Custom Crash	Octave 0			
	Hi Hat w/Foot Pedal	Bass Drum	Floor Tom	Mid Tom	High Tom	Snare Drum	Snare Rimshot	Snare Roll	Cross Stick	** Hi Hat Closed	Ride Cymbal w/Tip	17" Dark K Crash	19" K China Cymbal	8" K Splash
1	Keyswitch Snares ON	Keyswitch Snares OFF					<p>SHADED areas: Keyswitching controls whether snares are on or off. Not only does this turn the snares off, but it also prevents the toms and kick drum from creating extraneous snare buzz.</p> <p>* Crush sound available only when are snares on.</p>					Octave -1		

Agogo Bells

3																			
			Roll	Muted Stroke	Open Stroke	Tip Stroke	Clasp Bells Together	Tip Stroke	Open Stroke	Muted Stroke	Roll								Octave 1
			LOW Agogo						HIGH Agogo										

Ankle Bells

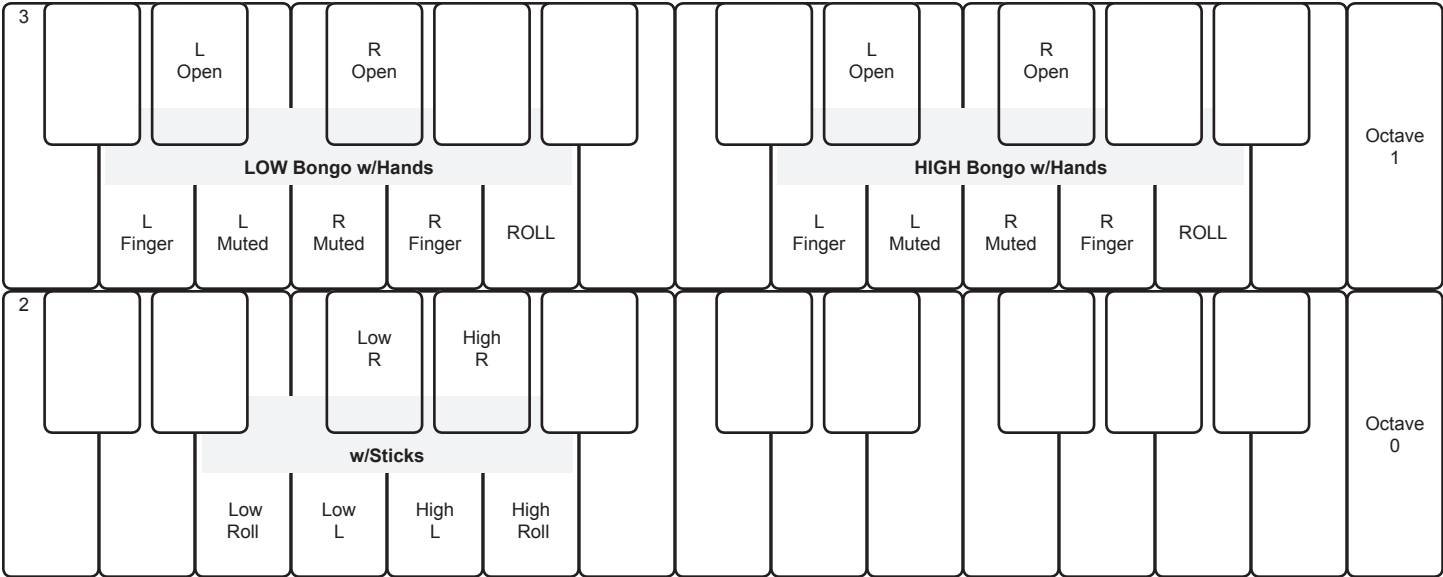
3																			
	Single Shake	Strike	Short Shaken Roll	Medium Shaken Roll	Long Shaken Roll 1	Long Shaken Roll 2													Octave 1

Anklung

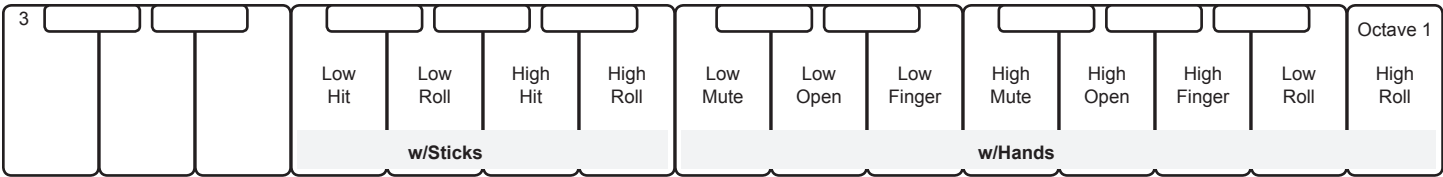
White keys only.

5																			Octave 3	
	Anklung Tremolo																			
3																			Octave 1	
	Anklung Single Hits																			
1																			Octave -1	
	Rubato - Accel/Rit																			

Bongos Manual

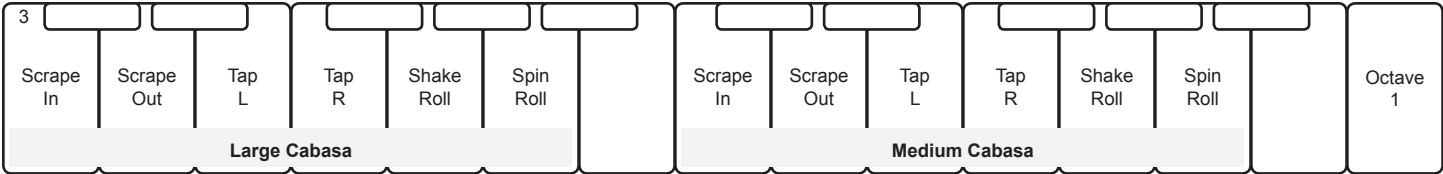


Bongos (AutoRL)



Cabesas Hi and Low

Also compatible with each individual Cabasa instrument.



Congas Manual

3									L Open Stroke	L Bass Tone		R Bass Tone	R Open Stroke	R Muted Slap	Octave 1
									HIGH Conga w/Hands						
							L Muted Slap	L Open Slap	L Muted Stroke	L Heel/Toe Hits	R Heel/Toe Hits	R Muted Stroke	R Open Slap	ROLL	Rubato Bending
2									L Open Stroke	L Bass Tone		R Bass Tone	R Open Stroke	R Muted Slap	Octave 0
									LOW Conga w/Hands						
						Rubato Bending	ROLL	L Muted Slap	L Open Slap	L Muted Stroke	L Heel/Toe Hits	R Heel/Toe Hits	R Muted Stroke	R Open Slap	
1									Low R	High R					Octave -1
									w/Mallets						
							Low ROLL	Low L	High L	High ROLL					

Congas (AutoRL)

4	Heel/Toe Hits	Bass Tone	Muted Stroke	Open Stroke	Open Slap	Muted Slap	Roll	Rubato Bending							Octave 2
HIGH Conga w/Hands															
2	Low ROLL	Low Hits	High ROLL	High Hits		Rubato Bending	Roll	Heel/Toe Hits	Bass Tone	Muted Stroke	Open Stroke	Open Slap	Muted Slap		Octave 0
w/Mallets						LOW Conga w/Hands									

Djembe 14in

4			Light, Airy Finger Roll	Roll 1	Roll 2	Bending Rubato 1	Bending Rubato 2								Octave 2
2						Dampened Slap		Open Slap	Muted Bass Tone	Muted Bass Tone	Open Slap	Open Flam			Octave 0
						LEFT Hand					RIGHT Hand				
						High Finger Harmonic	Open Flam	Muted Slap	Open Bass Tone	Low Pat	Low Pat	Open Bass Tone	Muted Slap	Dampened Slap	High Finger Harmonic

Djembe Big

4			Light, Airy Finger Roll	Soft Roll	Loud Roll	Bending Rubato 1	Bending Rubato 2	Up & Down Roll							Octave 2
2						Open Fingers		Open Slap	Muted Bass Tone	Muted Bass Tone	Open Slap	Soft Taps			Octave 0
						LEFT Hand					RIGHT Hand				
						High Finger Harmonic	Soft Taps	Muted Slap	Open Bass Tone	Low Pat	Low Pat	Open Bass Tone	Muted Slap	Open Fingers	High Finger Harmonic

Doumbek

Shaded keys are AutoRL.

4	Bass Tone Muted	Bass Tone	Slap	Slap Muted	Flam	Muffled Hit									Octave 2
2								L Slap Muted	L Bass Tone	R Bass Tone	R Slap Muted	Muffled Hit 1			Octave 0
						Muffled Hit 2	Flam 2	L Slap	L Bass Tone Muted	RH Bass Tone Muted	R Slap	Flam 1			

Log Drum (Auto RL)

Shaded keys: hard mallets. Non-shaded keys: soft mallets.

3				Low	Low	Med Low	Med Low	Medium	Medium	Med High	Med High	High	High				Octave 1
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Shakerines

Diagram illustrating the neural circuitry for Shakerine and Mini Shakerine. The Shakerine circuit (left) shows three input neurons (Hit 1, Hit 2, Roll) connected to a single output neuron (Octave 1). The Mini Shakerine circuit (right) shows three input neurons (Hit 1, Hit 2, Roll) connected to a single output neuron (Octave 1). The Shakerine circuit is shaded light blue, and the Mini Shakerine circuit is shaded light green.

Shekere

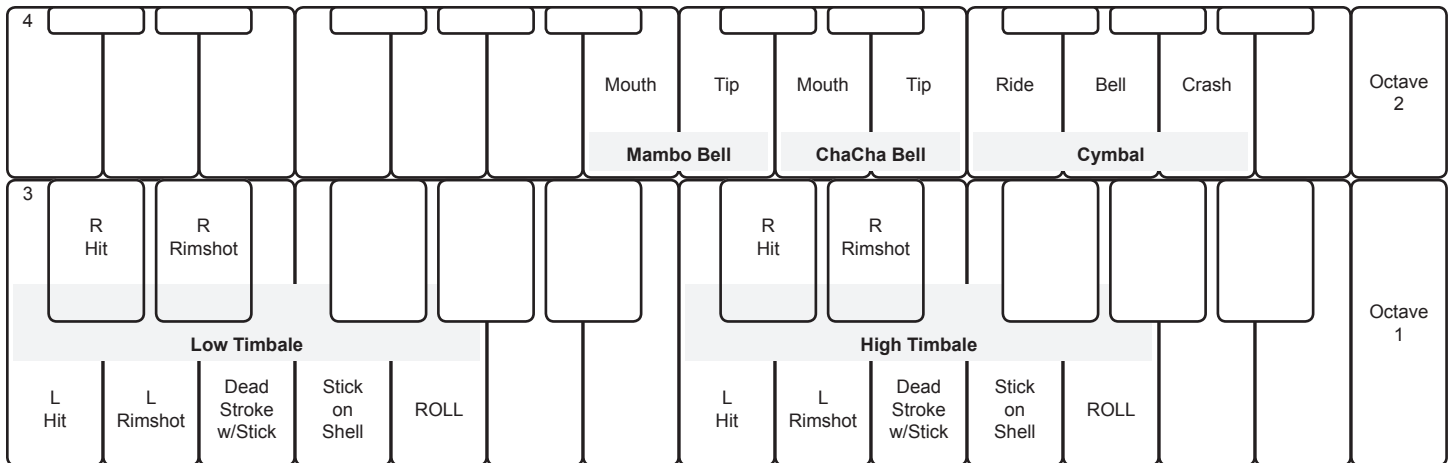
3														
Bass Tone	Low Comp Shake In	Low Comp Shake Out g	L Tap	R Tap	Shake In	Shake Out	Spin 1	Spin 2	Spin 3	Long Spin	Rattle Shake			Octave 1

Taiko Drum

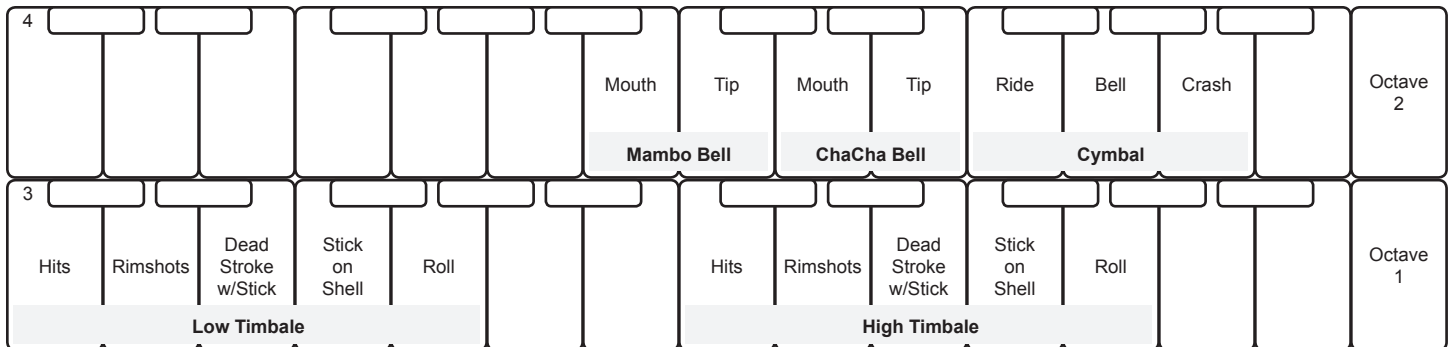
Diagram of the 2nd octave of a piano keyboard. The keys are labeled as follows:

- L Rim
- R Rim
- Flam Rim
- Roll 1
- Roll 2
- Rubato
- Slow Rubato
- Three empty boxes
- Octave 0

Timbales Manual



Timbales (AutoRL)



[illegible]

Diagram illustrating the SHADed sounds: AutoRL architecture. The diagram shows a sequence of 12 blocks. The first three blocks are labeled "Brake Drums" and are shaded. The next three blocks are labeled "SHADed sounds: AutoRL" and are shaded. The final three blocks are labeled "R Br Dr 1", "R Br Dr 2", and "R Br Dr 3" and are shaded. The last block is labeled "Octave 1". The diagram shows the flow of information from left to right, with connections between blocks.

Castanets All

The **Castanet Machine** and **Hand Castanets** instruments both include the sound "Roll w/Paddle Castanets on Machine Castanets" in their individual patches.

3														
L 4-Stroke Ruff	L Flam	L Hit	R Hit	R Flam	R 4-Stroke Ruff	Roll	Roll w/Paddle Castanets on Machine Castanets	L Flam	L Hit	R Hit	R Flam	Roll		Octave 1
Castanet Machine (Plastic)							Hand Castanets (Epstein Rosewood)							

4										Compatible with: • Claves Pearl Synthetic • Claves Rosewood * Claves Rosewood only	Octave 2
	Hits	Rubato 1	Rubato 2	Quasi Roll *							

Cowbells

4	Mouth	Tip	Mute	Roll					Mouth	Tip	Mute	Roll					Octave 2
BlackBeauty								Small									
2	Mouth	Tip	Mute	Roll					Mouth	Tip	Mute	Roll					Octave 0
Large								Medium									

Finger Cymbals

The diagram shows a 12-string guitar fretboard with 12 frets. The fret positions are labeled as follows:

- Fret 3: Clapsed
- Fret 4: Edge Against Bell
- Fret 5: Edge Against Edge
- Fret 6: Muted Clap
- Fret 7: Scrape
- Fret 8: (Empty)
- Fret 9: (Empty)
- Fret 10: (Empty)
- Fret 11: (Empty)
- Fret 12: Octave 1

Guiró

Metal Guiro

Diagram illustrating the fretboard layout for a 12-string guitar, showing fret positions and corresponding techniques:

- Fret 3:** Long Scrape
- Fret 4:** Average Scrape
- Fret 5:** Short Scrape IN
- Fret 6:** Short Scrape OUT
- Fret 7:** Tap
- Fret 8:** Legato Scrape
- Fret 9:** (Empty)
- Fret 10:** (Empty)
- Fret 11:** (Empty)
- Fret 12:** (Empty)
- Fret 13:** (Empty)
- Fret 14:** (Empty)
- Fret 15:** (Empty)
- Fret 16:** (Empty)
- Fret 17:** (Empty)
- Fret 18:** (Empty)
- Fret 19:** (Empty)
- Fret 20:** (Empty)
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- Fret 198:** (Empty)
- Fret 199:** (Empty)
- Fret 200:** (Empty)
- Fret 201:** (Empty)
- Fret 202:** (Empty)
- Fret 203:** (Empty)
- Fret 204:** (Empty)
- Fret 205:** (Empty)
- Fret 206:** (Empty)
- Fret 207:** (Empty)
- Fret 208:** (Empty)
- Fret 209:** (Empty)
- Fret 210:** (Empty)
- Fret 211:** (Empty)
- Fret 212:** (Empty)
- Fret 213:** (Empty)
- Fret 214:** (Empty)
- Fret 215:** (Empty)
- Fret 216:** (Empty)
- Fret 217:** (Empty)
- Fret 218:** (Empty)
- Fret 219:** (Empty)
- Fret 220:** (Empty)
- Fret 221:** (Empty)
- Fret 222:** (Empty)
- Fret 223:** (Empty)
- Fret 224:** (Empty)
- Fret 225:** (Empty)
- Fret 226:** (Empty)
- Fret**

[illegible]

3

Long Low Cactus

Fast Low Cactus

Low Plastic

Long High Cactus

Fast High Cactus

High Plastic

Octave 1

4				Slow Sustained	Fast Sustained	Fast Long 1	Fast Long 2	Fast Medium 1	Fast Medium 2	Fast Short 1	Fast Short 2				Octave 2
3	Very Short 1	Very Short 2	Short 1	Short 2	Medium 1	Medium 2	Long 1	Long 2	Long Slow 1	Long Slow 2					Octave 1

3	One Shake BACK	One Shake FORTH	Roll	Back/ Forth Shake	Cresc/ Dim Roll			One Shake BACK	One Shake FORTH	Roll	Back/ Forth Shake				Octave 1
Ganza						Egg Shaker									
1	One Shake IN	One Shake OUT	Roll	Back/ Forth Shake				One Shake IN	One Shake OUT	Roll	Back/ Forth Shake				Octave -1
Shaker Plastic						Shaker Metal Canister									

[illegible]

Diagram illustrating the SleighBells instrument layout, showing a row of 12 keys:

- Key 1: 3
- Key 2: Hit
- Key 3: Roll
- Key 4: Hit
- Key 5: Roll
- Key 6: Dark Brass
- Key 7: Chrome
- Key 8: Hit
- Key 9: Roll
- Key 10: Hit
- Key 11: Roll
- Key 12: Also compatible with:
 - SleighBells Chrome
 - SleighBells Dark Brass
- Key 13: Octave 1

4	ROLL (Shaken)	ROLL (Smooth Shake)	SHORT Cresc. Roll	MEDIUM Cresc. Roll	LONG Cresc. Roll	LONG Dim. Roll	MEDIUM Dim. Roll	SHORT Dim. Roll									Octave 2
2								Thumb Roll w/Heel of Hand Release	Thumb Roll w/Fingertip Release		Fist/Knee DOWN	Fist/Knee UP					Octave 0
						L Fingers on Shell	R Fingers on Shell	Thumb Roll Short Cresc.	Thumb Roll SHORT	Thumb Roll LONG	FINGERTIP on Head	FIST on Head	PALM on Head				

[illegible]

Triangles All

Mod-wheel settings:

- 00-64 = Polyphonic (sounds may ring together).
- 65-127 = Single voice limited (only one voice may trigger at a time).

	Abel 6in														
4	Open Hit w/ Overtones	Dampened After Attack w/ Overtones	Muffled Hit	Open Hit w/ No Overtones	Dampened After Attack w/ No Overtones	ROLL Let Ring on Release	ROLL Dampened on Release								Octave 2
2	Open Hit w/ Overtones	Dampened After Attack w/ Overtones	Muffled Hit	Open Hit w/ No Overtones	Dampened After Attack w/ No Overtones	ROLL Let Ring on Release	ROLL Dampened on Release	Open Hit w/ Overtones	Dampened After Attack w/ Overtones	Muffled Hit	Open Hit w/ No Overtones	Dampened After Attack w/ No Overtones	ROLL Let Ring on Release	ROLL Dampened on Release	Octave 0
	Grover 9in							Grover 6in							

Triangle Abel 6in

Triangle Grover 6in

Triangle Grover 9in

[illegible]

Water Triangle

[illegible]

[illegible]

3

L R Tip of Stick

LOW Block

L R Tip of Stick

HIGH Block

Octave 1

3			Block* 5 Mallets	Block* 5 Sticks	Block* 4 Mallets	Block* 4 Sticks	Block* 3 Mallets	Block* 3 Sticks	Block* 2 Mallets	Block* 2 Sticks	Block* 1 Mallets	Block* 1 Sticks			Octave 1
1			Block 5 Rubato Swell	Block 5 Rubato Accel-Dim	Block 4 Rubato Swell	Block 4 Rubato Accel-Dim	Block 3 Rubato Swell	Block 3 Rubato Accel-Dim	Block 2 Rubato Swell	Block 2 Rubato Accel-Dim	Block 1 Rubato Swell	Block 1 Rubato Accel-Dim	Wacky Random		Octave -1

3			Block* 5 Mallets	Block* 5 Sticks	Block* 4 Mallets	Block* 4 Sticks	Block* 3 Mallets	Block* 3 Sticks	Block* 2 Mallets	Block* 2 Sticks	Block* 1 Mallets	Block* 1 Sticks			Octave 1
1			Block 5 Rubato Swell	Block 5 Rubato Rit-Dim	Block 4 Rubato Swell	Block 4 Rubato Rit-Dim	Block 3 Rubato Swell	Block 3 Rubato Rit-Dim	Block 2 Rubato Swell	Block 2 Rubato Rit-Dim	Block 1 Rubato Swell	Block 1 Rubato Rit-Dim	Wacky Random 1	Wacky Random 2	Octave -1

Woodblocks Three

Diagram illustrating the 128-key piano keyboard layout for the 2022 Yamaha Disklavier Pro, showing the arrangement of mallets and blocks across three octaves (Octave 3, Octave 2, and Octave 1).

The keyboard is divided into three main sections, each containing a **HIGH Block** and a **LOW Block** (or **MEDIUM Block** for Octave 1).

Octave 3 (Top):

- HIGH Block:** L Soft Mallet, R Soft Mallet, L Hard Mallet, R Hard Mallet.
- LOW Block:** Soft Mallet AutoRL, Rubato Dim-Rit Soft Mallet, Hard Mallet AutoRL, Rubato Dim-Rit Hard Mallet.

Octave 2 (Middle):

- HIGH Block:** L Soft Mallet, R Soft Mallet, L Hard Mallet, R Hard Mallet.
- LOW Block:** Soft Mallet AutoRL, Rubato Dim-Rit Soft Mallet, Hard Mallet AutoRL, Rubato Dim-Rit Hard Mallet.

Octave 1 (Bottom):

- HIGH Block:** L Soft Mallet, R Soft Mallet, L Hard Mallet, R Hard Mallet.
- MEDIUM Block:** Soft Mallet AutoRL, Rubato Dim-Rit Soft Mallet, Hard Mallet AutoRL, Rubato Dim-Rit Hard Mallet.

Patio Chimes

3

All f

All p

Large f

Large p

Small f

Small p

Octave 1

Wind Chimes

[illegible]

BD and Tam Tam

3					Hit	Medium Cresc. Forte	Long Cresc. Forte	Medium Cresc. Mezzo	Long Cresc. Mezzo						Octave 1
Tam Tam															
2					Sustained Roll	Staccato Mallet Full	Staccato Mallet Dampened	w/Towel Dampened	Regular Mallet Dampened	Regular Mallet Full					Octave 0
Concert BD															
1								Short 1	Short 2	Long 1	Long 2				Octave -1
BD Crescendo Rolls															

General MIDI Set

-3	Low Bongo High Bongo	Open High Conga Mute High Conga Low Conga	Low Timbale High Timbale	Low Agogo High Agogo	Maracas Cabasa	Short Whistle	Short Guiro Scape Long Whistle	Claves Long Guiro Scape			Muted Triangle Open Triangle		Octave 1	
-1	SD Cross Stick Bass Drum 2	Hand Clap SD Hit	Closed Hi Hat Low Floor Tom	Pedal Hi Hat High Floor Tom	Open Hi Hat Low Tom		Crash Cymbal 1 High Mid Tom	Ride Cymbal Tip 1 High Tom		Tambourine Ride Cymbal Bell	Cowbell Splash Cym{bal	Vibraslap Crash Cymbal 2		Octave -1
-1												Bass Drum 1		Octave -3

Concert Band Combo

* Asterisked sounds are Auto RL.

5				Low (stick)	Medium (stick)	High (stick)		Block 4 *	Block 2 *		Fingers on Shell *	Thumb Roll (short)	Thumb Roll (short cresc.)	Octave 3
				Woodblocks				Temple Blocks			Tambourine			
					Low (mallet)	Medium (mallet)	High (mallet)	Block 5 *	Block 3 *	Block 1 *	Fingers on Head *	Fist / Knee *	Thumb Roll	Roll (shaken)
4	Choke w/Mallet	Choke w/Stick		Muted Cresc. (short)	Muted Cresc. (medium)	Muted Cresc. (long)		Sustained Roll (mute release)	Sticks w/Shoulder On Bell					Octave 2
				Suspended Cymbal										
	Hit w/Mallet	Hit w/Stick		Cresc. (short)	Cresc. (medium)	Cresc. (long)		Sustained Roll	Sticks w/Tip Near Edge *	Coin Scrape (short)	Coin Scrape (long)			
2	Hits * w/Snares Off	Rolls w/Snares Off			Crash Choke			Hits * w/Snares Off	Rolls w/Snares Off			Dampened After Hit	Roll (muted)	Octave 0
	Military Drum			Hand Cymbals				Snare Drum			Triangle			
	Hits *	Rolls	Rim *	Rim Shot	Crash	Sizzle Crash	Scrape (zing)	Hits *	Rolls	Rim *	Rim Shot	Regular Hit	Muted Hit	Roll (ringing)
0				Dampened Hit	Muted Cresc. (short)	Muted Cresc. (medium)					Drum 5 *	Drum 3 *	Drum 1 *	Octave -2
				Tam Tam						Toms				
				Regular Hit	Cresc. (short)	Cresc. (medium)	Sticks *	Triangle Beaters *	Scrape (short)	Scrape (long)	Drum 6 *	Drum 4 *	Drum 2 *	
-1								Regular Muted	Chamois Muted					Octave -3
				Bass Drum										
				Cresc. Short 1	Cresc. Short 2	Cresc. Long 1	Cresc. Long 2	Regular Mallet Hit *	Chamois Mallet Hit *	Sustained Roll				

Cymbal Rack Combo

6	Choke w/Mallet		Choke w/Stick		Muted Cresc. (short)		Muted Cresc. (longer)								Mod-wheel settings ***: • 00-44 = Low cymbals • 45-88 = Medium cymbals • 89-127 = High cymbals		Octave 4				
Chinas ***																					
	Hit w/Mallet		Hit w/Stick		Cresc. (short)		Cresc. (medium)		Cresc. (long)												
4	Choke w/Mallet (short)		Choke w/Stick (short)		Muted Cresc. (short)		Muted Cresc. (medium)		Muted Cresc. (long)		Sustained Roll (mute release)		Sticks w/Shoulder On Bell		Choke w/Mallet (fat)		Choke w/Stick (fat)	Octave 2			
Suspended Cymbals ***																					
	Hit w/Mallet		Hit w/Stick		Cresc. (short)		Cresc. (medium)		Cresc. (long)		Sustained Roll		Sticks w/Tip Near Edge *		Coin Scrape (short)		Coin Scrape (long)				
2	Low (quick release)		High (quick release)		Shoulder (closed)		Shoulder (loose)		Shoulder (open)								Splash Choke w/Stick	Octave 0			
Swish Knockers Hi Hat (Auto RL) Ride (Auto RL) Kit Cymbals ***																					
	Low		High		Tip (closed)		Tip (loose)		Tip (open)		Closed w/Foot Pedal		Stick Near Edge		Stick Further In		Stick On Bell	Crash w/Stick	Splash w/Mallet	Splash w/Stick	
0							Crash Choke				Choke After Hit				Choke After Hit						Octave -2
Hand Cymbals *** Low Zil-Bell High Zil-Bell Sizzle Cymbal																					
					Crash		Sizzle Crash		Zing (Scrape)		Hit (Auto RL)		Roll		Hit (Auto RL)		Roll	Hit	Roll		

Finale Marching Perc Map

5	China Crash	Agogo Low		Vibraslap	Cabasa	High Conga Open Tone		Triangle (muted)	Whistle (short)					Octave 3
	SusCym Crash	Cowbell	Agogo High	Claves	Tambourine	High Conga Muted Slap	Low Conga Open Tone	Concert BD	Triangle (open)	Whistle (long)	Tam Tam			
3	Snare on Cymbal Bell	Snare on Hi Hat (open)		Tenor D4 Rimshots		Tenor D3 Rimshots		Tenor D2 Rimshots			Tenor D1 Roll	Tenor Sp Rimshots	Tenor Rims (high)	Octave 1
	Snare Buzz Roll	Snare on Ride	Snare on Hi Hat (closed)	Tenor D4 Hits	Tenor D4 Roll	Tenor D3 Hits	Tenor D3 Roll	Tenor D2 Hits	Tenor D2 Roll	Tenor D1 Hits	Tenor D1 Rimshots	Tenor Sp Hits	Tenor Rims (low)	Tenor Shell Hits
1	BD Unison Rim Click	BD Unison Hit		BD Unison Roll	Cym Line Sizzle	Cym Line Hi Hat		Snare L Rimshots	Snare R Rimshots		Snare Crush (wet)	Snare R Rim Clicks	Snare Stick Shot	Octave -1
	BD 5 Hits	BD 4 Hits	BD 3 Hits	BD 2 Hits	BD 1 Hits	Cym Line Crash	Cym Line Crash Choke	Snare L Hits	Snare R Hits	Snare Ping Shot	Snare Crush (secco)	Snare L Rim Clicks	Snare Rim Knock	Snare Stick Click

Latin Combo

5																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																				
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Metal Combo

5	<div>Hit</div> <div>Choke</div> <div>Sizzle Cymbal</div> <div>Splash Cymbal</div>			<div>w/Tip</div> <div>Bell</div> <div>Crash</div> <div>Bell</div> <div>Ride Cymbal</div>		<div>SHORT Cresc. Roll</div> <div>MED Cresc. Roll</div> <div>LONG Cresc. Roll</div> <div>Sustained Roll</div> <div>Suspended Cymbal</div>			<div>Trash Can</div> <div>Earth Plate Hit</div> <div>Earth Plate Scrape</div>		Octave 3 Thunder-sheet
3	<div>Low</div> <div>High</div> <div>Ankle Bells Strike</div> <div>Agogo</div>			<div>Long Scrape</div> <div>Short Scrape</div> <div>Finger Cymbals Clapsed</div> <div>Bell Tree Scrape</div> <div>Metal Guiro</div>		<div>Hit</div> <div>Roll</div> <div>Zil-Bell</div> <div>Sleigh Bells</div>			<div>Closed</div> <div>Open</div> <div>Hit</div> <div>Choke</div> <div>Hi Hat</div> <div>China Cymbal</div>		Octave 1
1	<div>Bell Plate</div> <div>w/Triangle Beaters</div> <div>Strike</div> <div>Tam Tam</div>			<div>Scrape (med)</div> <div>Double-row Mark Tree</div> <div>Brake Drum 2</div> <div>Brake Drum 1</div>		<div>Propane Tank</div> <div>Ribbon Crasher</div> <div>Open</div> <div>Triangle</div>			<div>Closed</div> <div>Roll</div> <div>Large</div> <div>Small</div> <div>Cowbell</div>		Octave -1

Rack Combo A

5																			
	Hit	Choke	Sizzle Cymbal	w/Tip	Bell	Crash	Bell	SHORT Cresc. Roll	MED Cresc. Roll	LONG Cresc. Roll	Sustained Roll								Octave 3
	Splash Cymbal			Ride Cymbal		Suspended Cymbal													
3																			
	5	4	3	2	1	Roll	Hits	Rim Shot	Roll	Hits	Closed	Open	Hit	Choke					Octave 1
	Concert Toms					Concert Snare			Tenor Drum		Hi Hat		China Cymbal						
1																			
	Crash Cymbals	Crash Cymbals Choke	22" Wind Gong	Shaker	Double-row Mark Tree	Brake Drum 2	Brake Drum 1	5	4	3	2	1	Large Cowbell	Impact Drum					Octave -1
								Synthetic Temple Blocks											

Rack Combo B

5																			
	Hit	Choke	Sizzle Cymbal	w/Tip	Bell	Crash	Bell	SHORT Cresc. Roll	MED Cresc. Roll	LONG Cresc. Roll	Sustained Roll								Octave 3
	Splash Cymbal			Ride Cymbal		Suspended Cymbal													
3																			
	5	4	3	2	1	Finger Cymbals Clasped	Bell Tree Scrape	Hit	Roll	Zil-Bell	Closed	Open	Hit	Choke					Octave 1
	Concert Toms							Sleigh Bells			Hi Hat		China Cymbal						
1																			
	Crash Cymbals (Ring)	Concert Bass Drum Hit (Open)	Tam Tam Strike	Shaker	Double-row Mark Tree	Brake Drum 2	Brake Drum 1	Strike	Shake	Open	Closed	Roll	Large Cowbell	Wood-block					Octave -1
								Tambourine		Triangle									

Drum Major

3																			
	"Mark!"	"Time!"	"Hut!"	"Ten!"	"Band!"	"Corps!"	Drum Major Hand Claps	"One!"	"Two!"	"Three!"	"Four!"	"Ready!"	"Go!"	"Front!"					Octave 1
1																		"Resume!"	Octave -1

Vocals

4																			
	"Y"			<i>fp</i> Cresc. "Ohhhh!"	"CH!"	"Shhh!"		"Ha!" 1	"Hey!" 1		"Hoo!" 1	"Yeah!" 1	"Dut!" 1						Octave 2
	"X"	"Z"	"Yah!" 1	"Yah!" 2	Cresc. "Ohhhh!"	"Go!"	"Yo!" 1	"Yo!" 2	"Ha!" 2	"Hey!" 2	"Hiss!"	"Hoo!" 2	"Yeah!" 2	"Dut!" 2			"Dut!" 3		
2																			
	"B"	"D"		"G"	"I"	"K"		"N"	"P"		"S"	"U"	"W"						Octave 0
	"A"	"C"	"E"	"F"	"H"	"J"	"L"	"M"	"O"	"Q"	"R"	"T"	"V"	"Dub!"					

Air Raid Siren

[illegible]

Bell Plates

[illegible]

Birds Meinl

[illegible]

Cricket

The diagram shows a horizontal sequence of 12 notes, represented by rounded rectangles. The first note is labeled with a '3' above it. The fifth note is labeled 'Chirp' below it. The last note is labeled 'Octave 1' below it. Vertical lines connect each note to a common horizontal line at the bottom.

Earth Plate

2						L Plastic Mallet	R Plastic Mallet	L Brass Mallet	R Brass Mallet	Fast Scrape	Slow Scrape	Scratch IN	Scratch OUT	Octave 0
---	--	--	--	--	--	------------------	------------------	----------------	----------------	-------------	-------------	------------	-------------	----------

Energy Chimes

2

Mod-wheel settings:

- 00-64 = Fully ringing
- 65-127 = Dampened after Strike

Low Med Low Medium Med High High Octave 0

Flexatones

Diagram illustrating the layout of a 12-string guitar fretboard, showing the arrangement of strings and frets, and the placement of flexatone techniques.

The fretboard is divided into two main sections:

- Flexatones High (Octave 2):** This section covers the upper fretboard, specifically the 4th and 5th strings. It shows a sequence of notes (F, G, A, B, C, D, E, F) and a double sharp symbol (F#) indicating a specific fret.
- Flexatones Low (Octave 0):** This section covers the lower fretboard, specifically the 2nd and 3rd strings. It shows a sequence of notes (F, G, A, B, C, D, E, F) and a double sharp symbol (F#) indicating a specific fret.
- Flexatone Bends:** This section is located at the bottom of the fretboard, showing a sequence of notes (F, G, A, B, C, D, E, F) and a double sharp symbol (F#) indicating a specific fret.

Frogs

3

Growl 1 Growl 2 Growl 3

Rosined Frog

Scrape 1 Scrape 2 Scrape 3 Tap

Wood Frog Rasp

Octave 1

Garden Weasel

A diagram of a 12-bit input bus. The bus is represented by a horizontal line with 12 vertical lines extending downwards from it. The bits are grouped into four sets of three. The first set of three bits is labeled '3' at the top left. The second set of three bits is labeled 'Taps' at the bottom. The third set of three bits is labeled 'Shaken' at the bottom. The fourth set of three bits is labeled 'Octave 1' at the bottom right.

[illegible][illegible]

3	<div>Clicks</div> <div>Accents</div> <div>Woodblock</div>	<div>Clicks</div> <div>Accents</div> <div>Claves</div>	<div>Clicks</div> <div>Accents</div> <div>Dr. Beat</div>	<div>Clicks</div> <div>Accents</div> <div>Cowbell</div>	Octave 1
1	<div>Clicks</div> <div>Accents</div> <div>Dr. Beat</div>	<div>Clicks</div> <div>Accents</div> <div>Cowbell</div>	<div>Clicks</div> <div>Accents</div> <div>Dr. Beat</div>	<div>Clicks</div> <div>Accents</div> <div>Cowbell</div>	Octave -1

3 Moderately Brisk Smooth

Octave 1

2							L Hit	R Hit	Tremolo	Tremolo on Edge	Accel/Rit Cresc/Dim	Accel/Rit Cresc/Dim on Edge	Dim/Rit	Dim/Rit on Edge	Octave 0 Random Crazy
---	--	--	--	--	--	--	-------	-------	---------	-----------------	------------------------	-----------------------------------	---------	--------------------	------------------------------------

3								L Hit	R Hit							Octave 1
---	--	--	--	--	--	--	--	-------	-------	--	--	--	--	--	--	----------

[illegible][illegible]

Diagram illustrating the fretboard layout for a 12-string guitar, showing the sequence of frets and their corresponding labels:

- Fret 1: 3
- Fret 2: L Side
- Fret 3: R Side
- Fret 4: L Rim
- Fret 5: R Rim
- Fret 6: L Lid Edge
- Fret 7: R Lid Edge
- Fret 8: L Lid Center
- Fret 9: R Lid Center
- Fret 10: Octave 1
- Fret 11: Octave 1
- Fret 12: Octave 1

Typewriter Manual

[illegible]

VibraTones

[illegible]

Waterphone

White keys only.

[illegible]

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