

CINEPERC

Welcome to CinePerc v1.1!

Cinesamples is proud to present CinePerc, our comprehensive percussion library. CinePerc comes in four parts; Core, Pro, Epic, and Aux. All of these instruments were recorded in excruciating detail at the SONY Scoring Stage in Los Angeles, and mixed by master engineer Dennis Sands.

CORE

The Core library brings you the bread and butter of the orchestral percussion section - generally instruments that were standard in pre-20th Century scores. This set of instruments will cover a large part of your day-to-day orchestral percussion needs.

PRO

CinePerc PRO includes many more percussion instruments for your orchestral template. In general these patches give you control over sounds that were more recently standardized in 20th Century music.

EPIC

CinePerc EPIC is the most beastly of the four CinePerc packages. This library includes enormous-sounding single and ensemble percussion patches to give your cues that punch they need. Trailer music composers will find themselves reaching for these patches first to get that larger-than-life sound.

AUX

CinePerc AUX is an expansion to the other CinePerc options that will expand your template along with your creativity. This expansion includes ethnic instruments, toys, and other knick-knacks to give your pieces an extra flavor.

WHAT'S NEW IN V1.1

All Libraries:

- Changed Patch List names to be better searchable by "importance"
- Added 6db to all patches to make the full mix blend better with other libraries
- ON MOST libraries (where we had keyboard real estate) Rolls were stretched to A# with no release, so you have an option to have a release trigger (playing "B") or not have a release trigger. Keyswitches still function as normal with C0 and A#-1
- Misc sample ending edits, roll smoothing and releases, see notes to each library below:

Core:

- C03 Bass Drums 1: Re-Denoised, smoothed xfades, removed all clicks and noise floor buildups. Removed one or two lowest velocity regions that were below the noise floor. (New Sample Set Download required)
- C04 Bass Drums 2: Re-Denoised, smoothed xfades, removed all clicks and noise floor buildups. Removed one or two lowest velocity regions that were below the noise floor. (New Sample Set Download required)
- C05 Snares - Concert + Piccolo + Popcorn: Cut the ends of the tails a bit to remove some bad room noises. Fixed the default audio output routing, so cc7 will respond now. Fixed a loop on the Piccolo Snare so there is no more "dropout"
- C06 Snares - Tenor + Military + Metal: Cut the ends of the tails a bit to remove some bad room noises.
- C07 Concert Toms: leveled out the rolls a bit better so they sound more consistent with the hits.
- C08 Orchestral Cymbals: Made the crossfades of the rolls better and releases a bit smoother. Adjusted the layout a bit so there are hits on C1 (copied and pitched from C0)
- C09 Orchestral Cymbals - Scrapes: ADDED patch - took the scrapes from of the Orchestral Cymbals and Tam-Tam to make one patch, no round robins, no velocities - all scrapes are on scrape per key. (NO sample set download needed)
- C11 Gongs + Tam Tam: Adjusted a few tails to remove some talking and bad stage noises. Adjusted the ADSR on the release samples so they fade out a bit quicker. Smoothed out a few of the release samples on the rolls
- C13 Triangles + Mark Tree: Adjusted some of the rolls so they feel better, Moved the "release" of the single hits to from C to F# and C# to G#. This way you can play a "roll" and these keys now act as a proper mute and will mute the C or C# Group. Removed the voices on B2 tail.
- C15 Xylophone: minor roll tweaks and Volume tweaks on the Full Group (+10db instead of +6db)

Pro:

- P02 Drum Kit - General Midi: Fixed the layout to better respond to the standard mapping, removed all CC cymbal control and Cymbal Releases. HiHat closed now cuts off the HiHat open properly, this is now the basic, slimmed version of the full kit.
- P06 Vibraphone: Completely new sample set. Each sample was denoised, removing as much of the noise floor as possible and ticks and other room noises. Adjusted a few

performance programming to compensate for the new sample set (i.e., Volumes, crossfades, releases, etc) (New Sample set Download Required)

- P12 Orchestral Shakers: Fixed Sample start, added a default value so shakers feel a bit tighter, can be adjusted in the settings under the sample start knob. Added filter control to the rolls via CC1.
- P13 Sticks and Tickies: Fixed Sample start, added a default value so shakers feel a bit tighter, can be adjusted in the settings under the sample start knob. Added filter control to the rolls via CC1.
- P15 Wood Blocks + Clavs + Castinets + Slap: Added filter control to the rolls via CC1.
- P16 Brake Drum + Anvil + Bell Tree + CowBells: Added CC1 filter control to CowBell Rolls
- P18 Waterphone - Dry: Fixed a few release samples so they sound smoother.

Epic:

- E01 Ensemble - Full: Adjusted some loops and release samples
- E01 Ensemble - Full: Increased the sample start time to 100ms so the instrument feels tighter and added a sample start default value.
- E08 Taikos: Fixed Keyboard layout so the soft mallet hits would land on C and D and E instead of A and B (example: Soft hit on A1 would now be on C2 and Rough on B1 would now be on E2). Fixed a few tails to remove some talking.
- E09 Shime Daiko: Fixed Keyboard layout so hand hits would now be on C instead of A.
- 2 NEW PATCHES: E13 Monster Hits and E14 Monster Swooshes. All made from the CinePerc Library, processed on ALL mics, each mic provides a different quality of the hit. See Keyboard layout for more detail. (New sample set download required)

Aux:

- A12 Anklungs: added filter control via CC1 to the rolls
- A13 Ethnic Shakers 1+2: Added a default Sample Start value to make the shakers feel "tighter" can be adjusted back via the settings page. Also added filter control via CC1 to the rolls.
- A15 Ethnic Shakers Extra: added filter control via CC1 to the rolls
- 2 NEW PATCHES: A16 Puili Sticks - Single and A17 Puili Sticks -Groups (new sample set download required)
- A18 Monkey Stick and Agogo: added filter control via CC1 to the rolls
- A21 Glass Jars and Water Pots: Tuned the Water Pots and Bottle Blows to ~A440

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DENNIS SANDS

Keeping the trend we started with CineBrass and continued with CineWinds, we were able to bring Dennis in to once again lend his legendary talent to this project. Dennis is one of the most sought after mixers in Hollywood. His credit list is a sight to behold (Back to the Future, The Avengers, Captain America, Shawshank Redemption, American Beauty), and includes some of our favorite scores. As usual, it was an honor to work with Dennis; his contribution to CinePerc is the crucial ingredient that gives the library its trademark Hollywood sound.



THE SONY PICTURES SCORING STAGE

The Sony Pictures Scoring Stage is the largest motion picture scoring venue in the world. The main scoring area has remained unchanged since the 1930s to preserve its unmatched acoustics and unique ambiance. It measures 93' wide by 67' long by 34' high. One of the first scores recorded there was the ***Wizard of Oz*** (Herbert Stothart). Its success allowed the stage to become primarily dedicated to the art of the film score. John Williams has used the stage on many occasions for scores such as ***ET***, ***Schindler's List***, ***War Horse***, and ***The Adventures of Tin-Tin***. Other scores recently recorded there include ***Toy Story 3*** (Randy Newman), ***Spider-Man*** (Danny Elfman), ***Alice in Wonderland*** (Danny Elfman), ***Transformers: Dark of the Moon*** (Steve Jablonsky), ***Wall-E*** (Thomas Newman), ***The Amazing Spider-Man*** (James Horner) and ***Star Trek*** (Michael Giacchino).



CinePerc is revolutionary in its scope and sound quality. The library was designed by composers, for composers, with direct feedback from the film music community during its development. The result is a library that is easy to use, composer-friendly, and sounds professionally mixed right out of the box.

THE INTERFACE

The **MIXER** tab will be open by default when you load your first patch. The number of faders you'll see depends on the patch, but all patches contain a similar set of mic channels to help you dial in the perfect mix for the job.

The Mix presets are there to give you quick and diverse options for the sound of the instrument, and will save you a ton of time if you are mixing on a deadline. If you do have time to tweak, feel free to enter the Custom Mix preset and create your own settings. Use the on/off switch and mute buttons on each fader to enable/disable those channels. Keep in mind that this will affect your RAM usage. Also note that the Full Mix and Quad Mix were created using the other available mics and outboard processing, so if you try to mix channels together that share audio material, conflicting channels will automatically mute to avoid phasing. You can also click “output” at the bottom of each fader to route channels to different Kontakt outputs should you so desire.

Also note the send and pan knobs. The send knob will allow you to send different amounts of signal per channel to the patch's reverb, which is controlled on the Settings page.



The **MAPPING** tab will often have parameters that allow you to switch mallet type, playing style, and other performance variables on the fly. We kept the mapping tab around for every patch in case we want to add content in the future, but many patches don't utilize it. In those cases the slots on that particular tab may be empty.

Be sure to check this tab for every instrument so you are aware of its capabilities. In most cases you can customize different articulations and playing methods so that they are controllable in a way that suits your workflow. Use the Custom Map to make your own presets.

On many patches there are KEYSWITCHES that you can enable/disable but not change. On the example below, you'll see you can set Release Samples to "Keyswitch," which will enable you to turn release samples on/off with predetermined keyswitches, which will be displayed in red on the keyboard display. By default A#-1 will turn release samples ON, and C#0 will turn release samples OFF.

Note that CC#100 and 101 are used internally to control attack and release, so you shouldn't use those controller numbers on these patches as it can cause problems with the way the patches behave.



The **SETTINGS** tab provides you with even more control over the way the instrument will behave. The first thing you will notice in the top left section is the Reverb control. Here you can turn the reverb on, set the overall amount, and choose your preset by clicking the Preset button. This convolution reverb uses impulse responses from the amazing-sounding Bricasti M7 reverb. Note that the send knobs on the mixer page are sending signal to this reverb control.

Next to this you'll see a switch called L/R swap. This exchanges the left and right channels. You might want to do this on the Drum Set and mallets for example, to choose whether the listener should hear from the conductors perspective or the more traditional drummer's perspective.



Beneath the Reverb controls there is a dynamics fader that will allow you to compress the dynamic range of the instrument. For example, if you are controlling dynamics with the mod wheel, this slider will allow you to “zoom in” on a specific dynamic range and have the sound of the instrument affected less by extreme changes in the mod wheel's position.

Across the bottom of the Settings tab, you will see more sample controls. When set to Random, the Round Robin switch will randomly cycle through different samples to prevent the dreaded “machine-gun effect.” When set to Cycle, the engine will just cycle through the round robin samples in the same order every time. The RR reset, when set to ON, will reset the order of the round robin cycling after you have stopped hitting any midi keys. The RR reset knob controls how long it will take to reset. Pushing/sliding it all the way down will make it reset in 1 second, and pushing/sliding it all the way up will cause it to reset in 10 seconds. This enables you to control, down to the sample, exactly how the patch will behave each time your track is played.

Turning on the Sample Start control will let you use the knob to advance the sample start position. This will make the attack of the note sound less realistic, but can lead to increased tightness and responsiveness from the instrument. The default range of this knob is 25ms; any exceptions to this range will be noted on the master articulations list at the end of this document. **Also note that certain articulations will have a long attack - we’ve notated the predelay amounts that you should set on your midi tracks in the master articulation list as well.**

The Attack and Release knobs are linked to a traditional ADSR. Turn the attack up for a longer, smoother attack, and turn the release up to hear more of the instrument’s ring out.

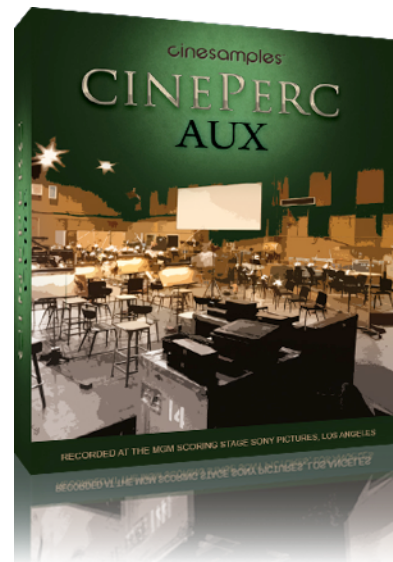
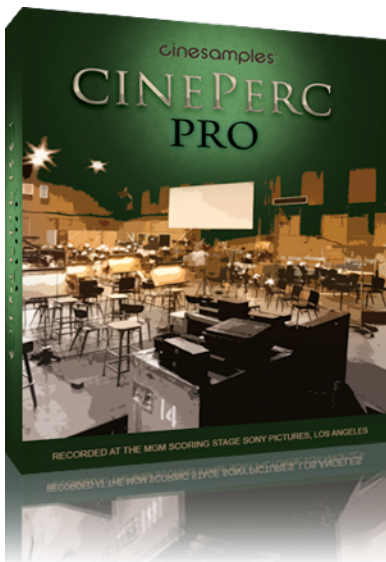
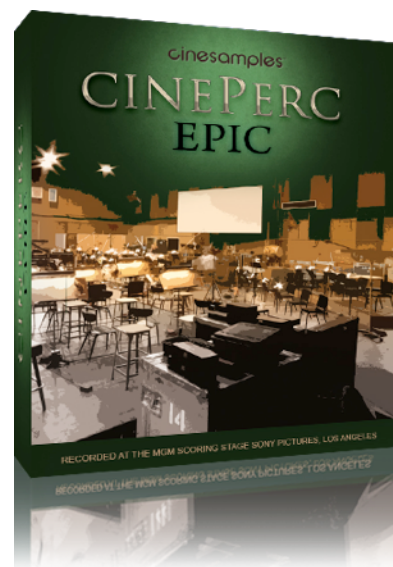
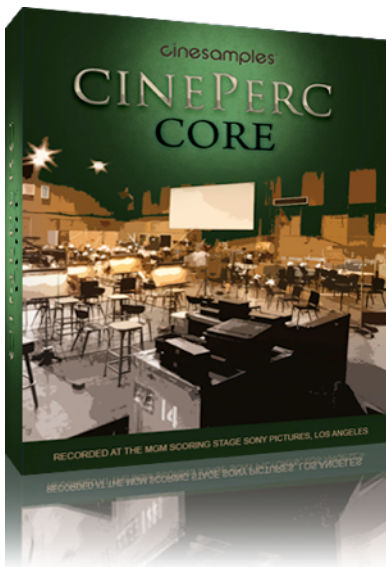
We have also provided multiple effects for your convenience - HiPass and LowPass filters, Delay, Stereo Imaging, Chorus, Lo-Fi, Distortion and Compression. When using these built-in Kontakt effects keep in mind that they can be very heavy on your CPU.



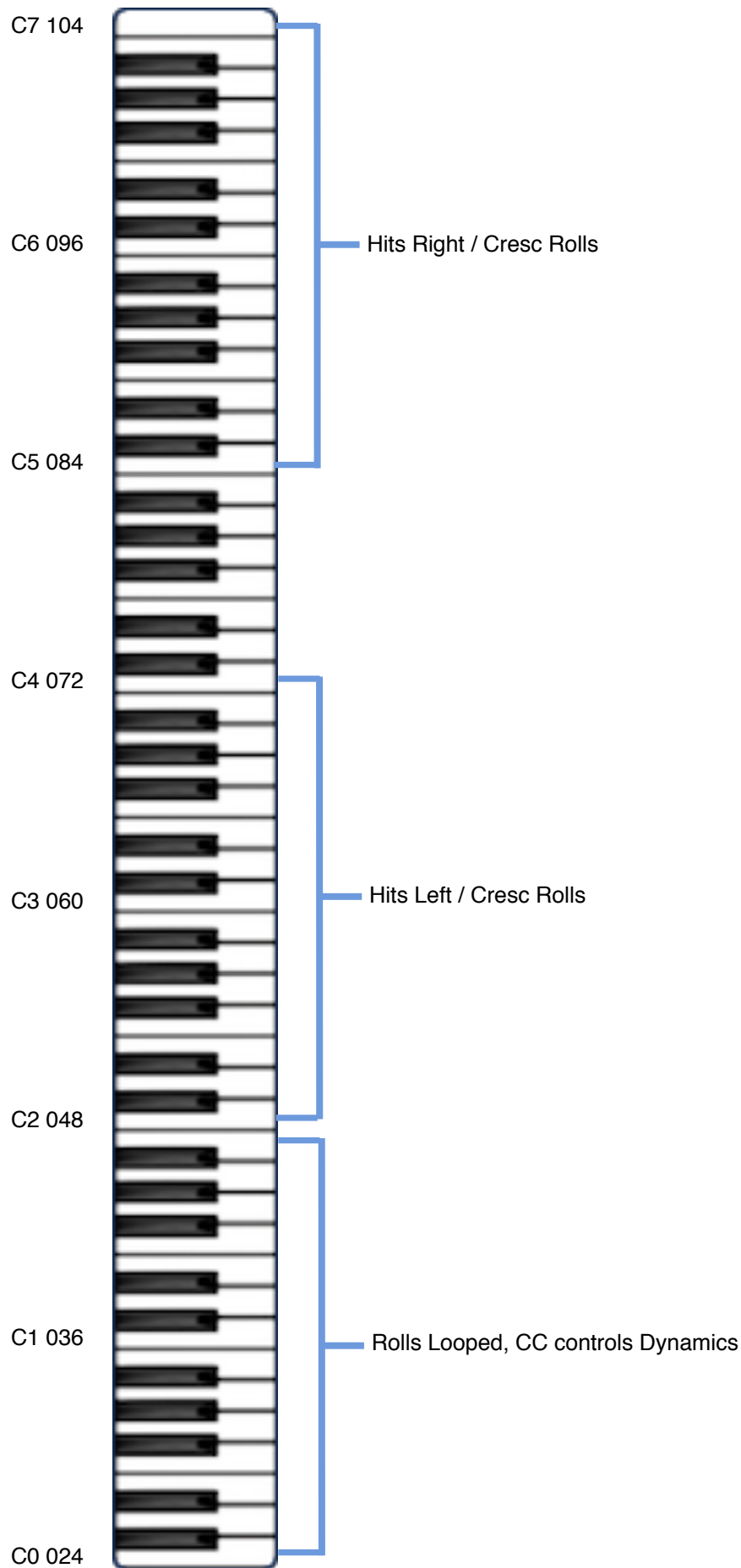
KEYBOARD LAYOUTS

In the following pages you'll find detailed descriptions of the way each patch is laid out on the keyboard. If you see "(Duplicate)" next to a labeled piano key, it means that set of Round Robins is identical to the non-duplicate version, and was just mapped again for ease of playing back and forth on two different keys. Striking the two keys together is not recommended as if it triggers the same sample you will hear phasing.

This manual includes all four CinePerc libraries, so if you are only looking for a certain library or patch, use the Table of Contents or click the boxes below to skip to the relevant section of the manual.

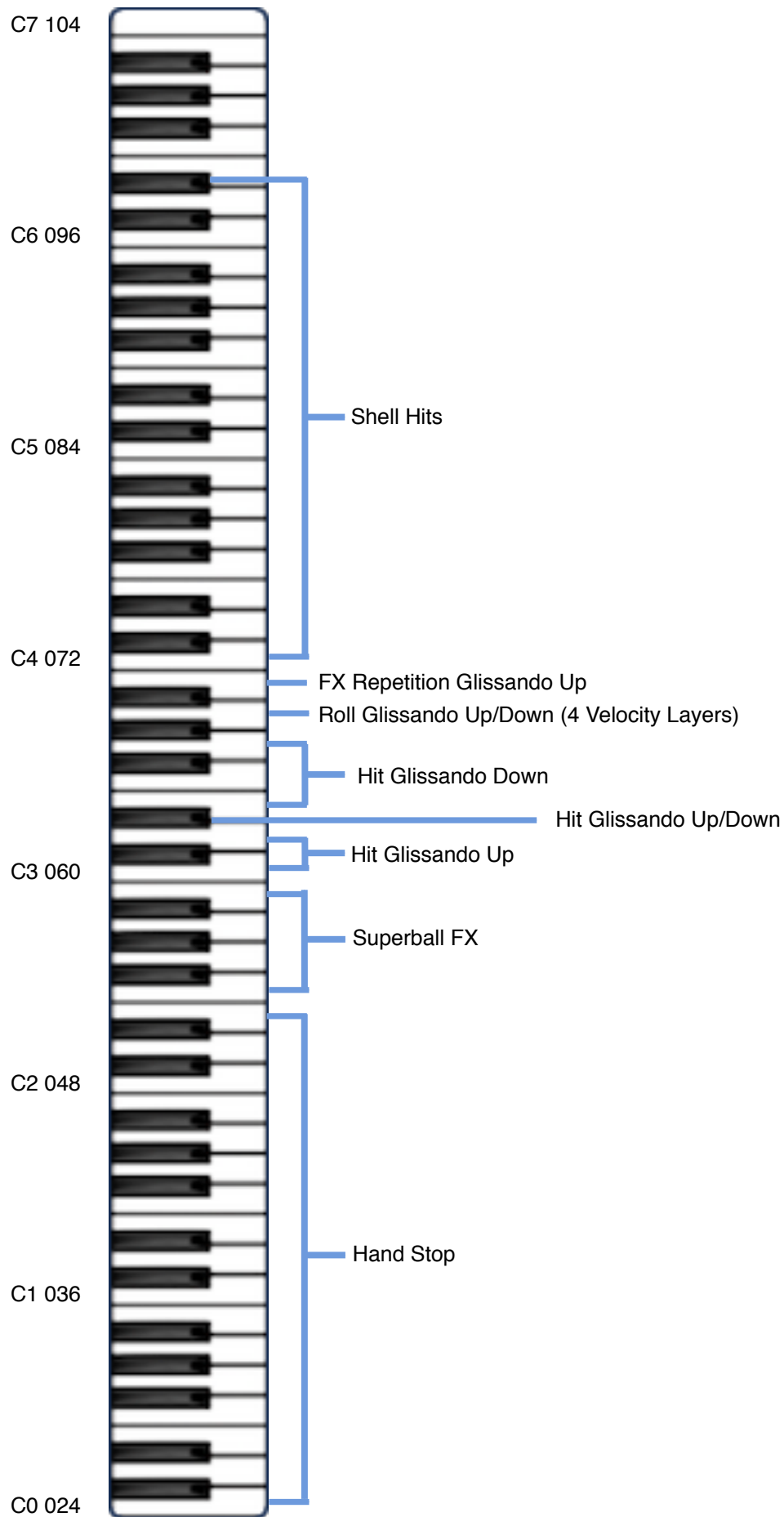


CO1 TIMPANI



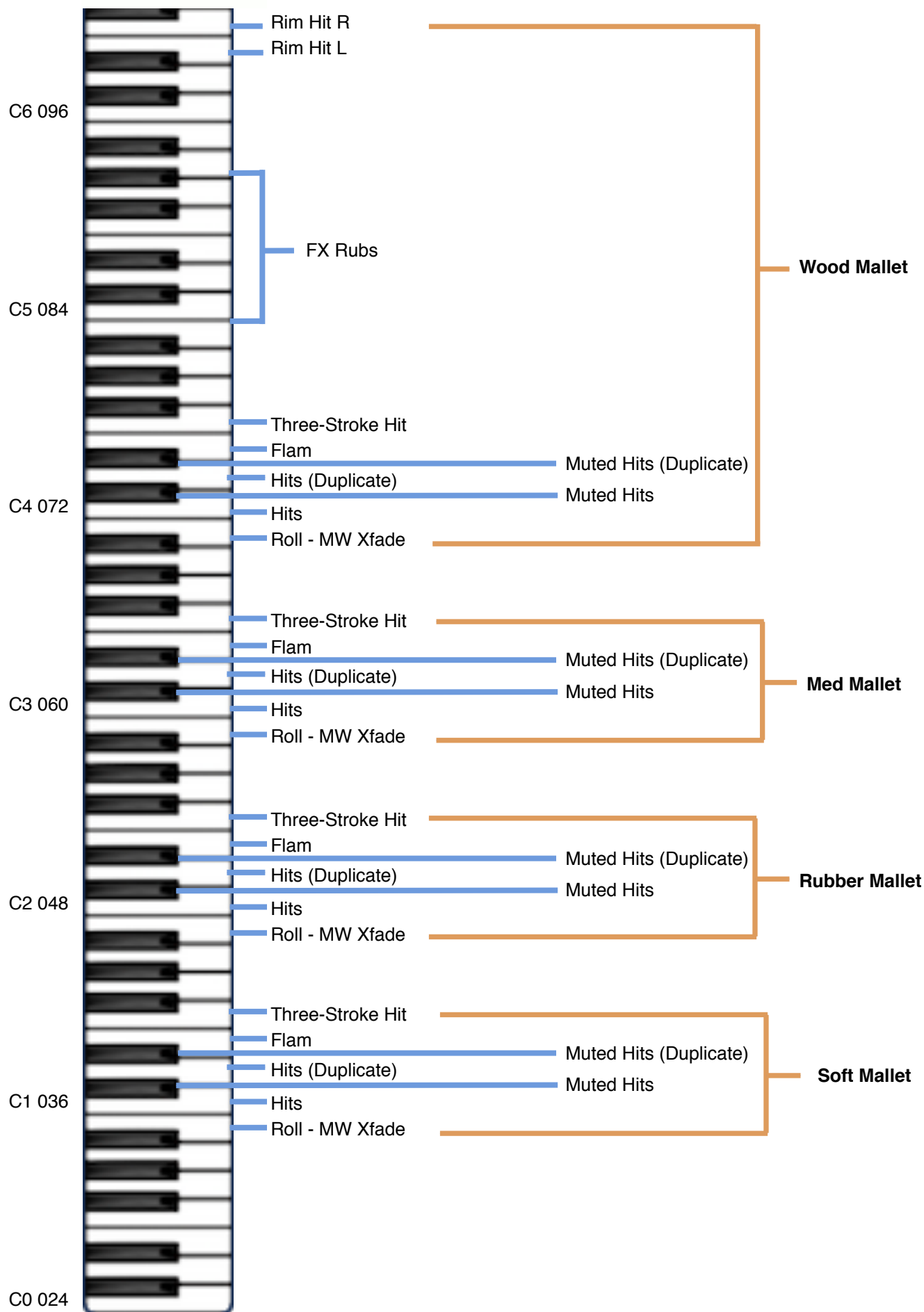
Note: See MAPPING tab for details on switching between Soft, Medium, and Hard mallets (default is velocity) and switching between hits and crescendo rolls (default is pedal)

CO2 TIMPANI FX



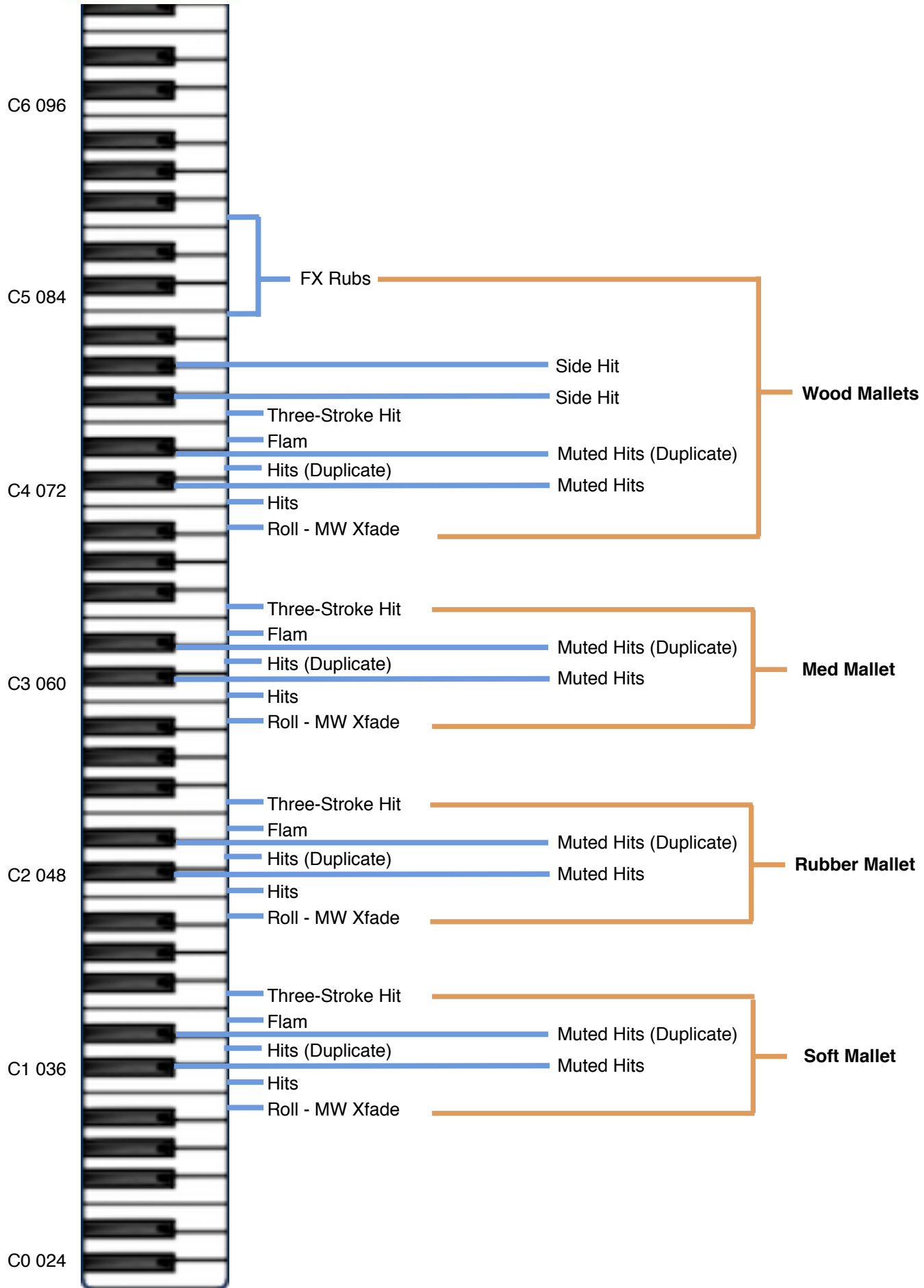
C03 BASS DRUM 1 - 28IN

CINEPERC
CORE



C04 BASS DRUM 2 - 36IN

CINEPERC
CORE

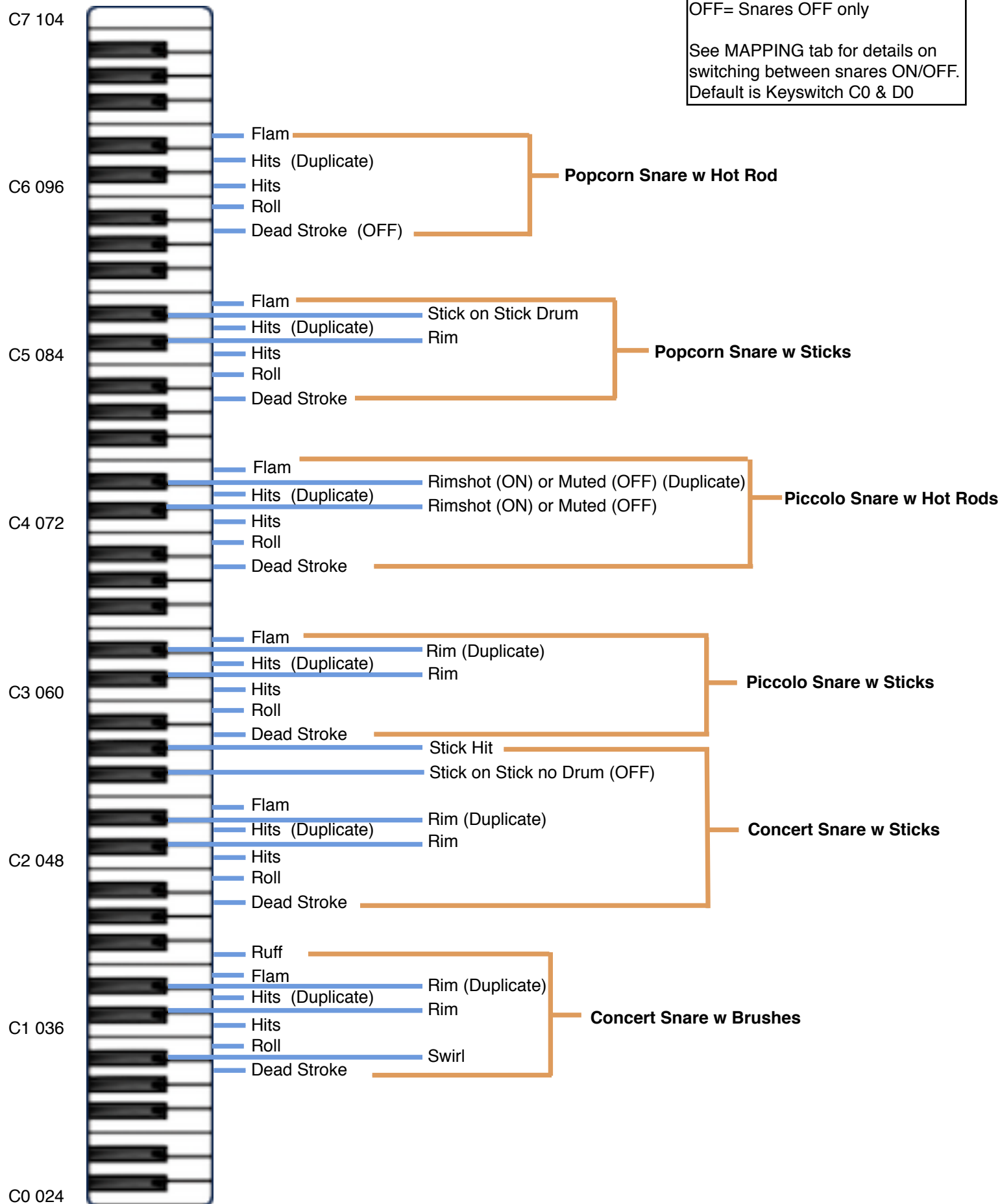


C05 SNARES - CONCERT + PICCOLO + POPCORN

CINEPERC
CORE

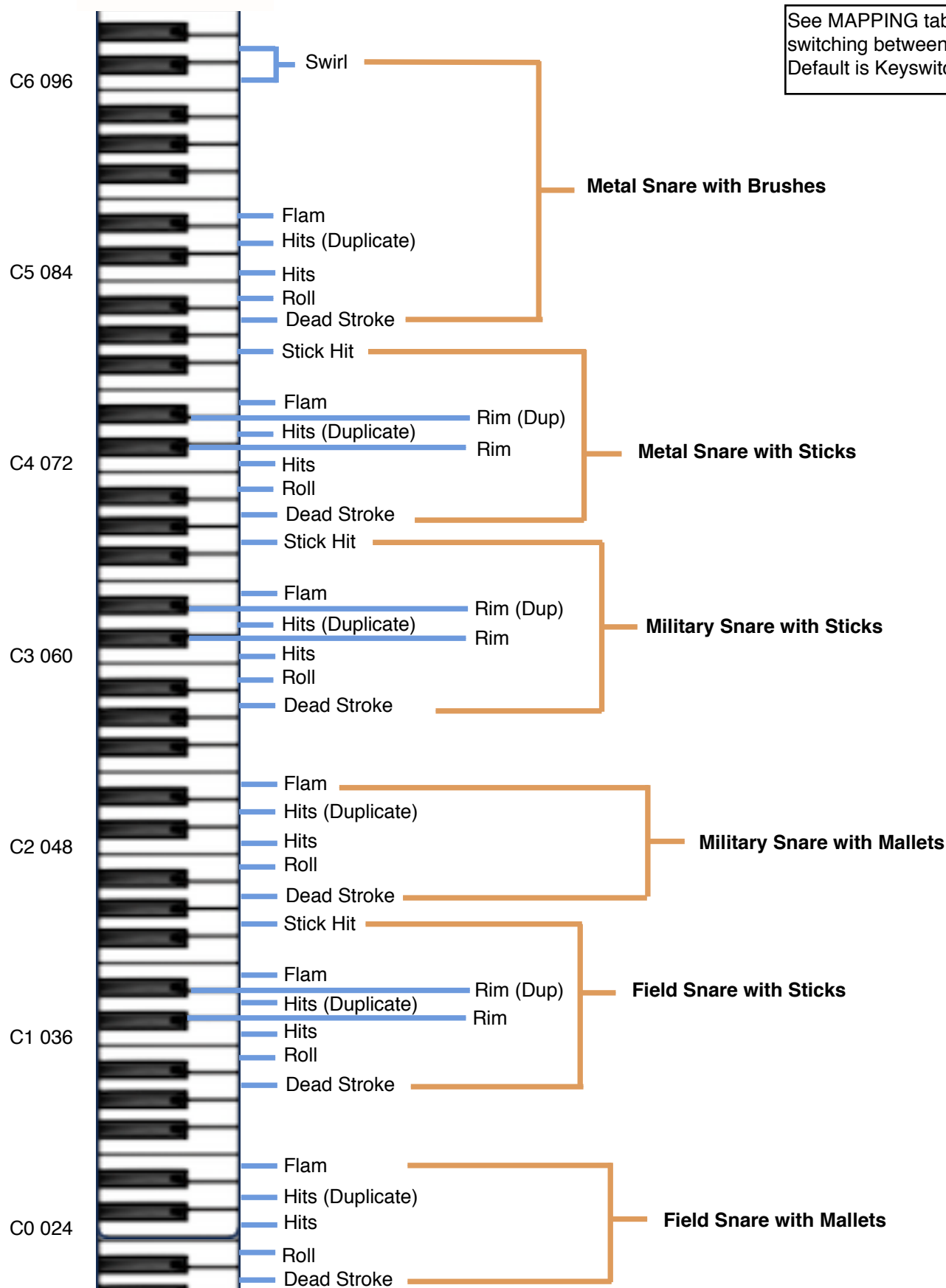
ON = Snares ON only
OFF= Snares OFF only

See MAPPING tab for details on
switching between snares ON/OFF.
Default is Keyswitch C0 & D0

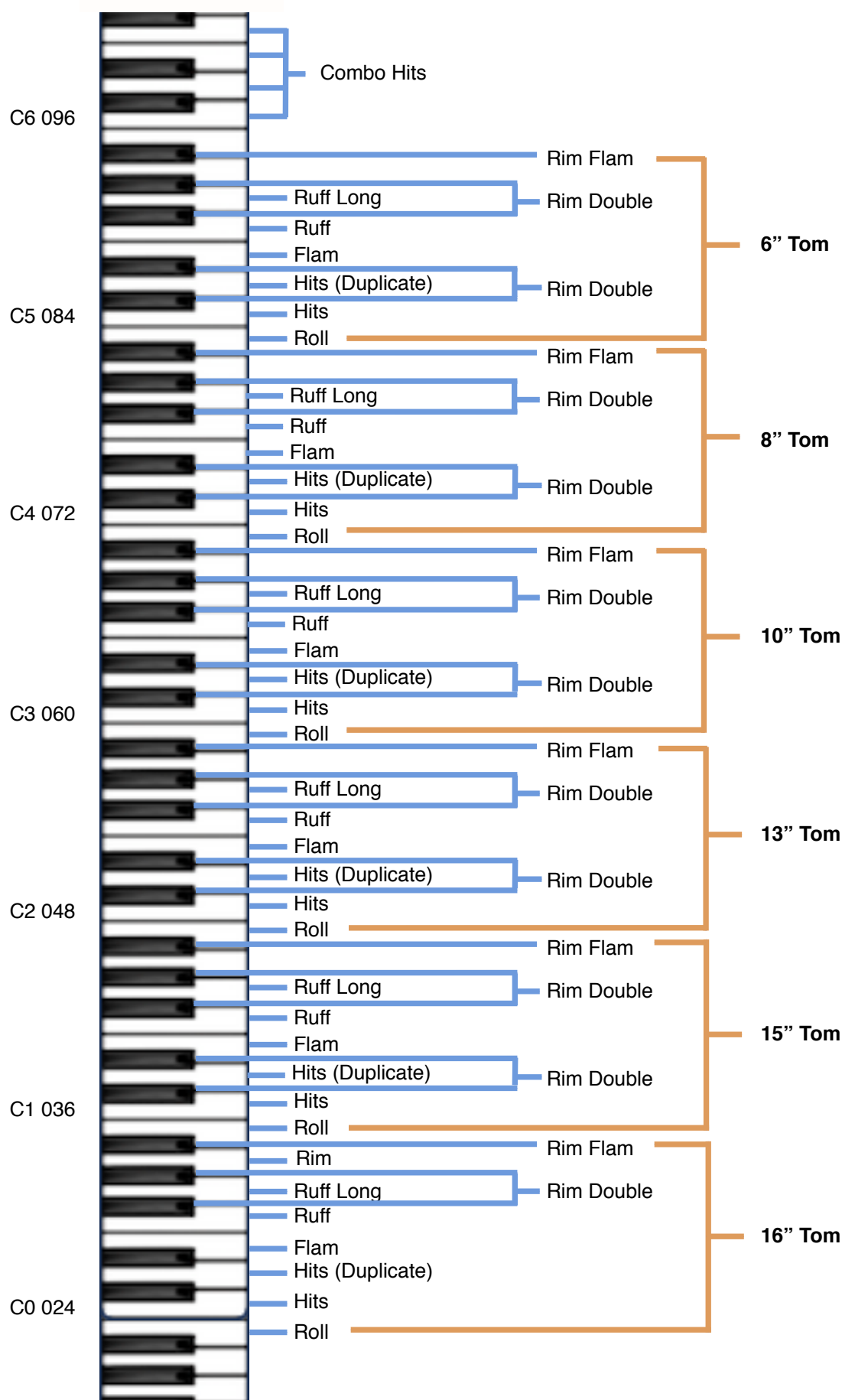


C06 SNARES - TENOR + MILITARY + METAL

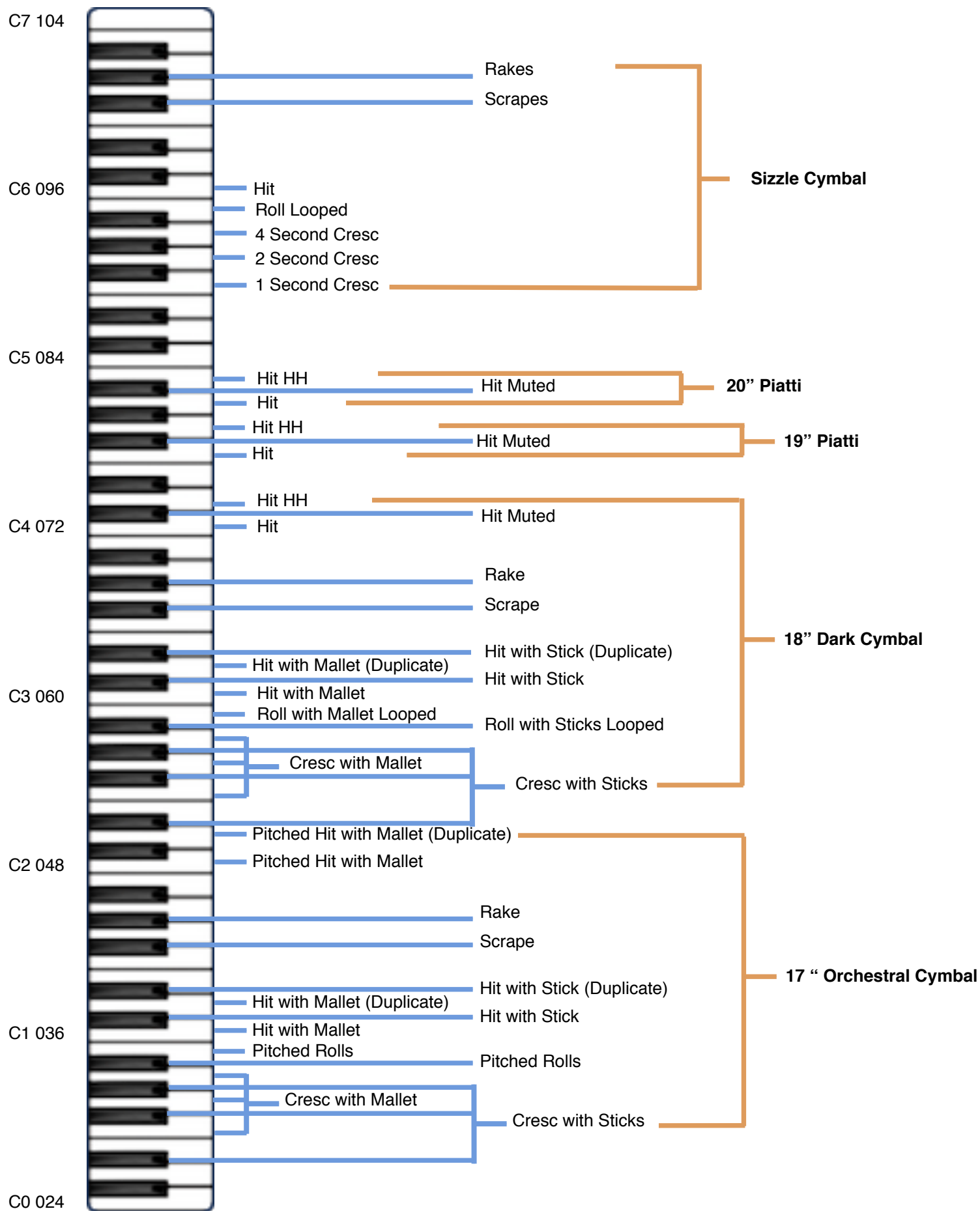
See MAPPING tab for details on switching between snares ON/OFF. Default is Keyswitch F#0 and G#0



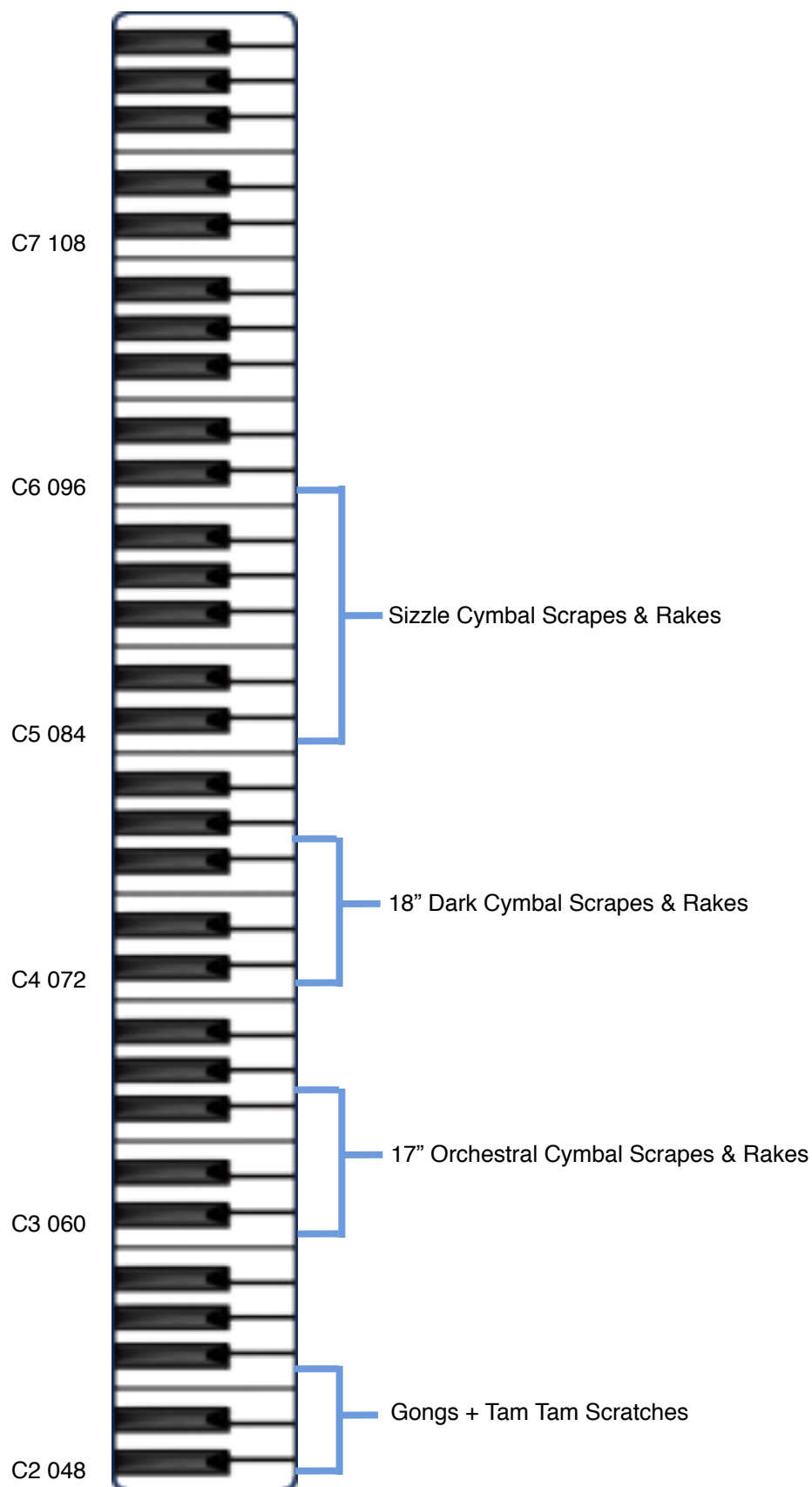
C07 CONCERT TOMS



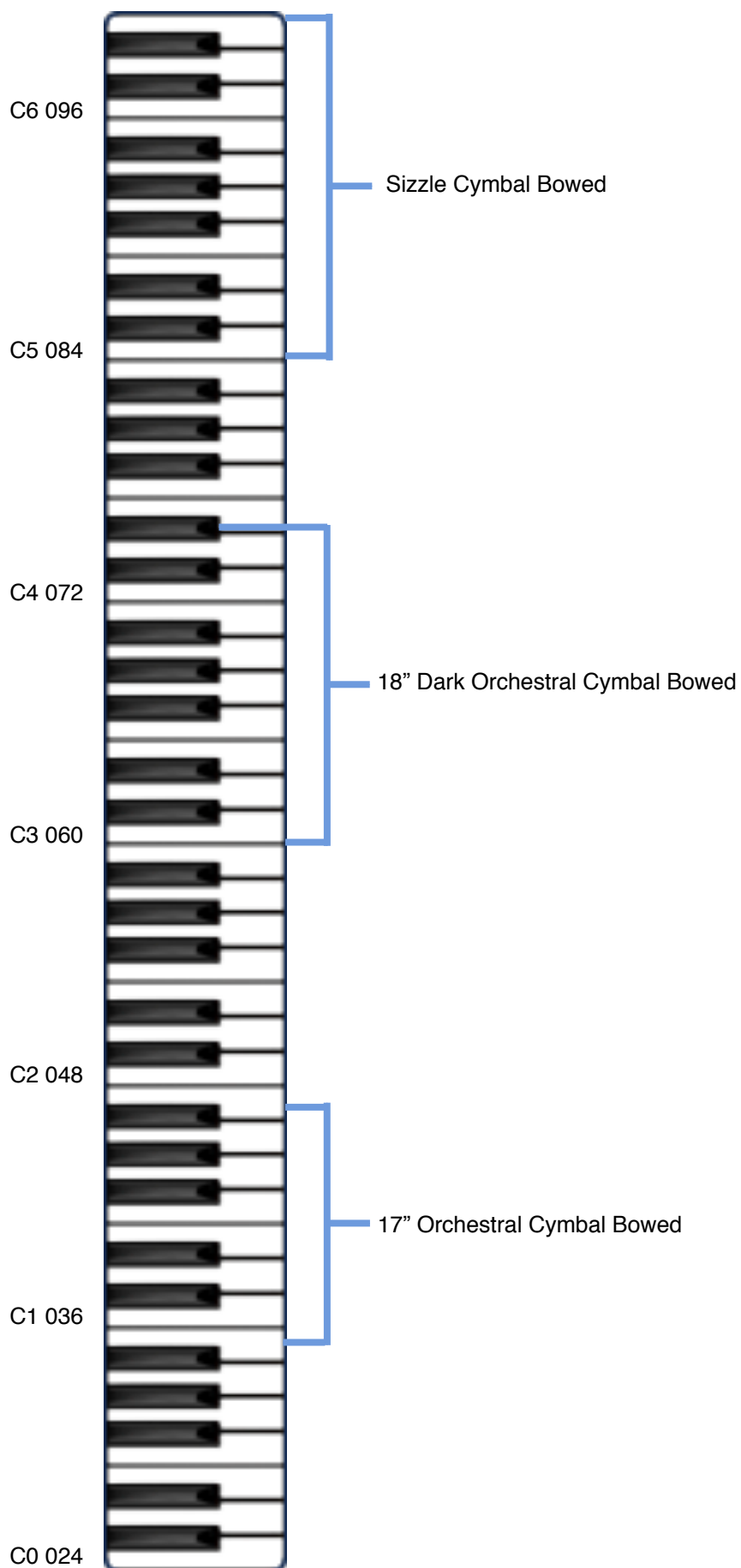
C08 ORCHESTRAL CYMBALS



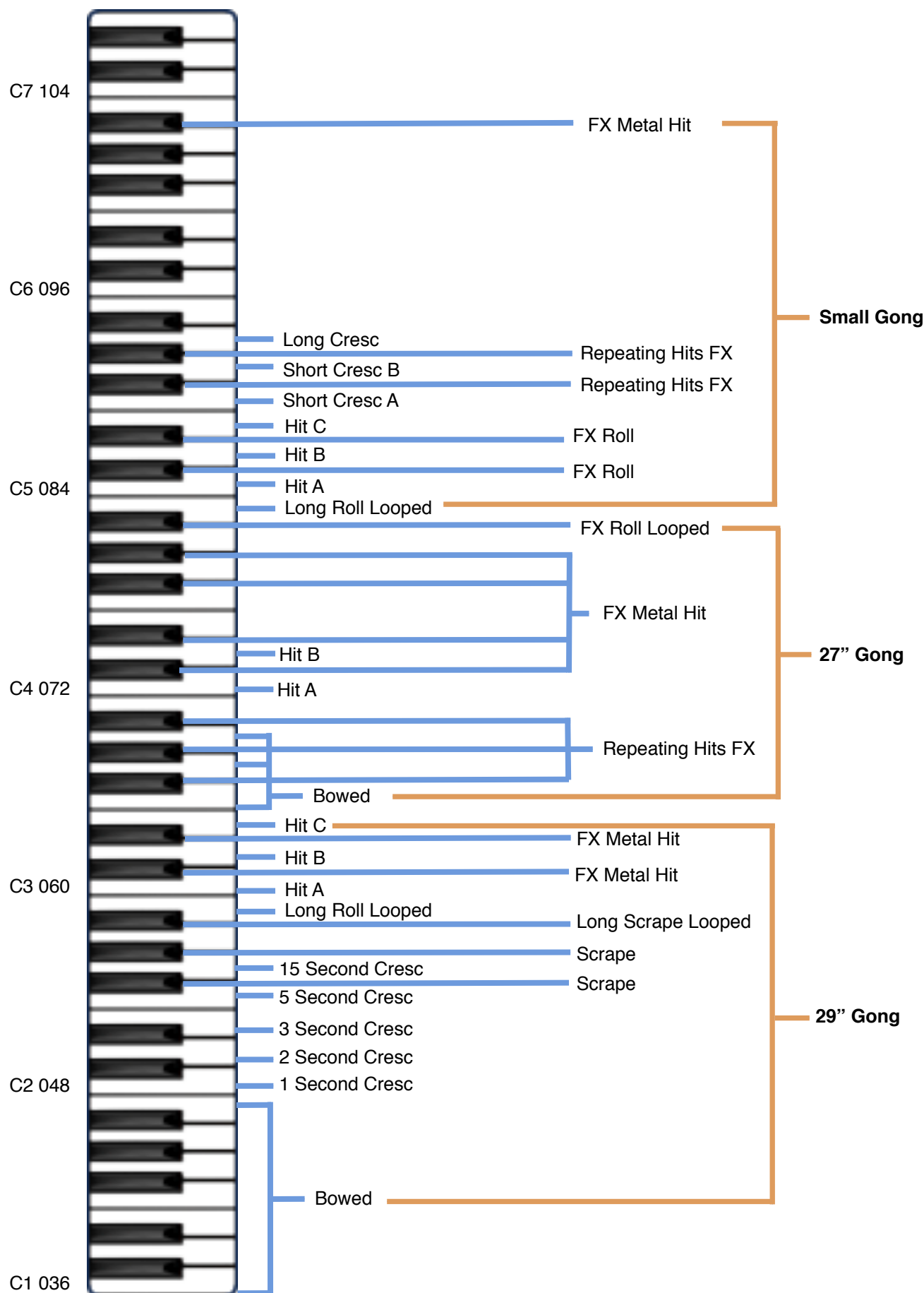
C09 ORCHESTRAL CYMBALS - SCRAPES



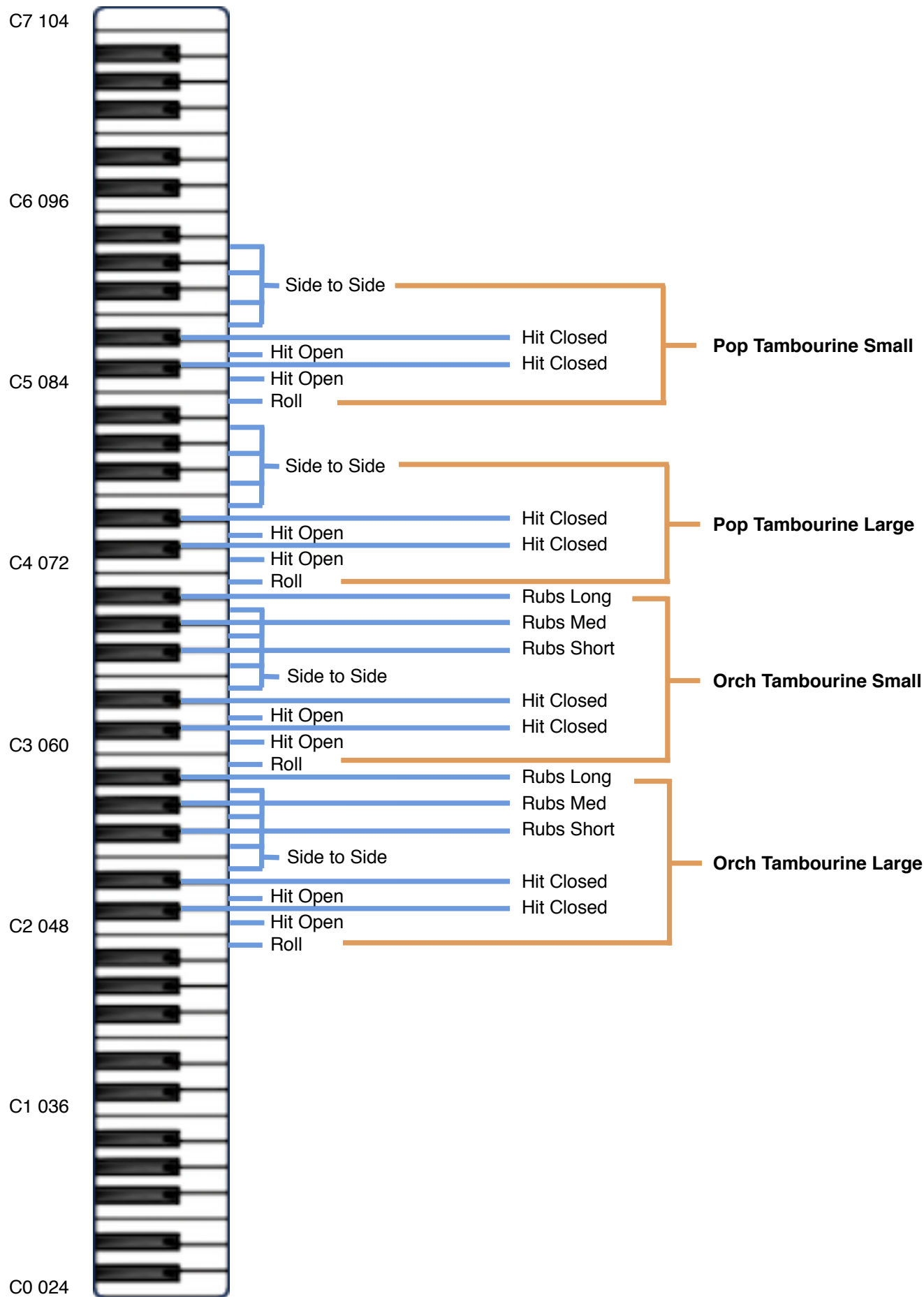
C10 ORCHESTRAL CYMBALS - BOWED



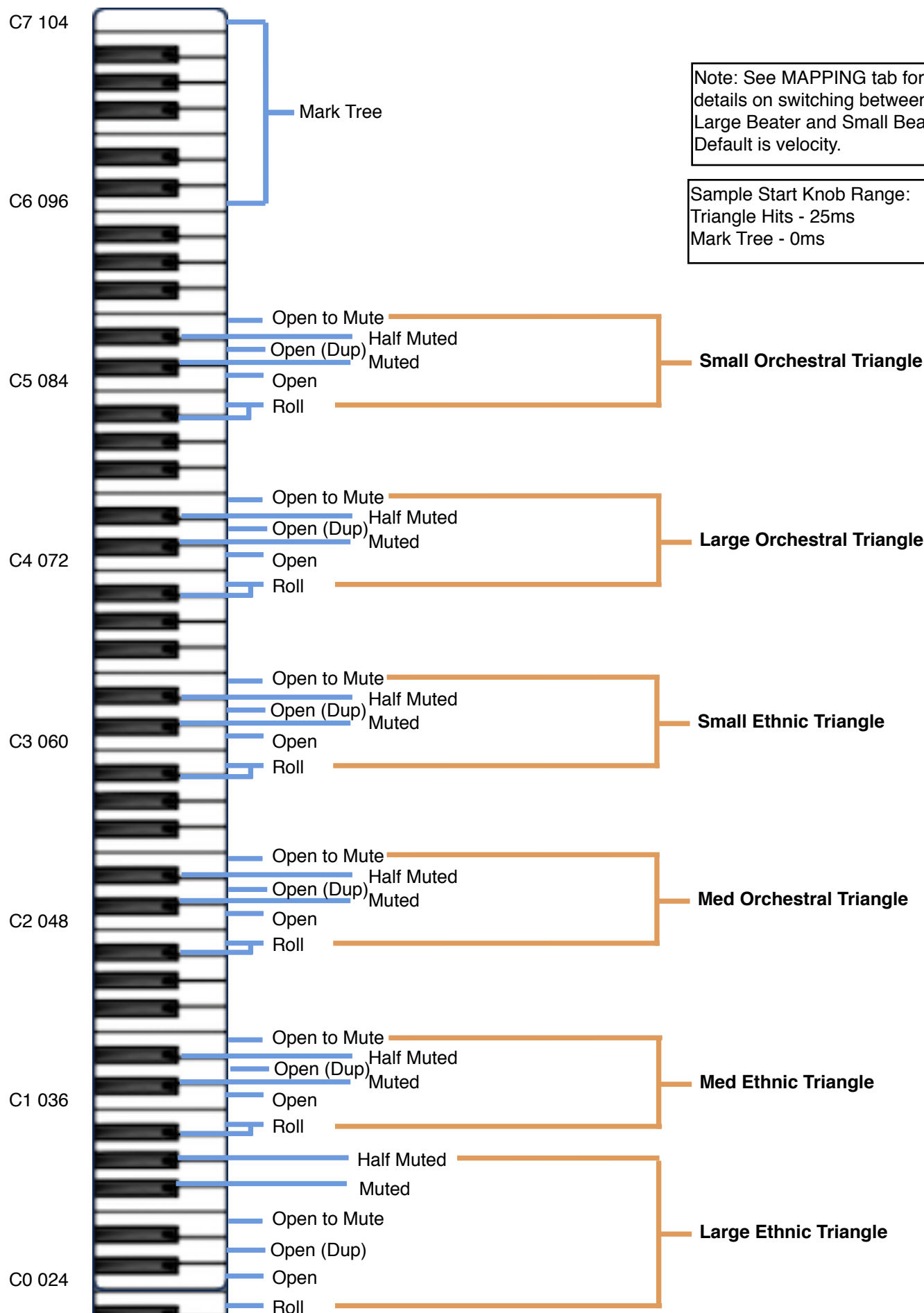
C11 GONGS + TAMTAM



C12 TAMBOURINES



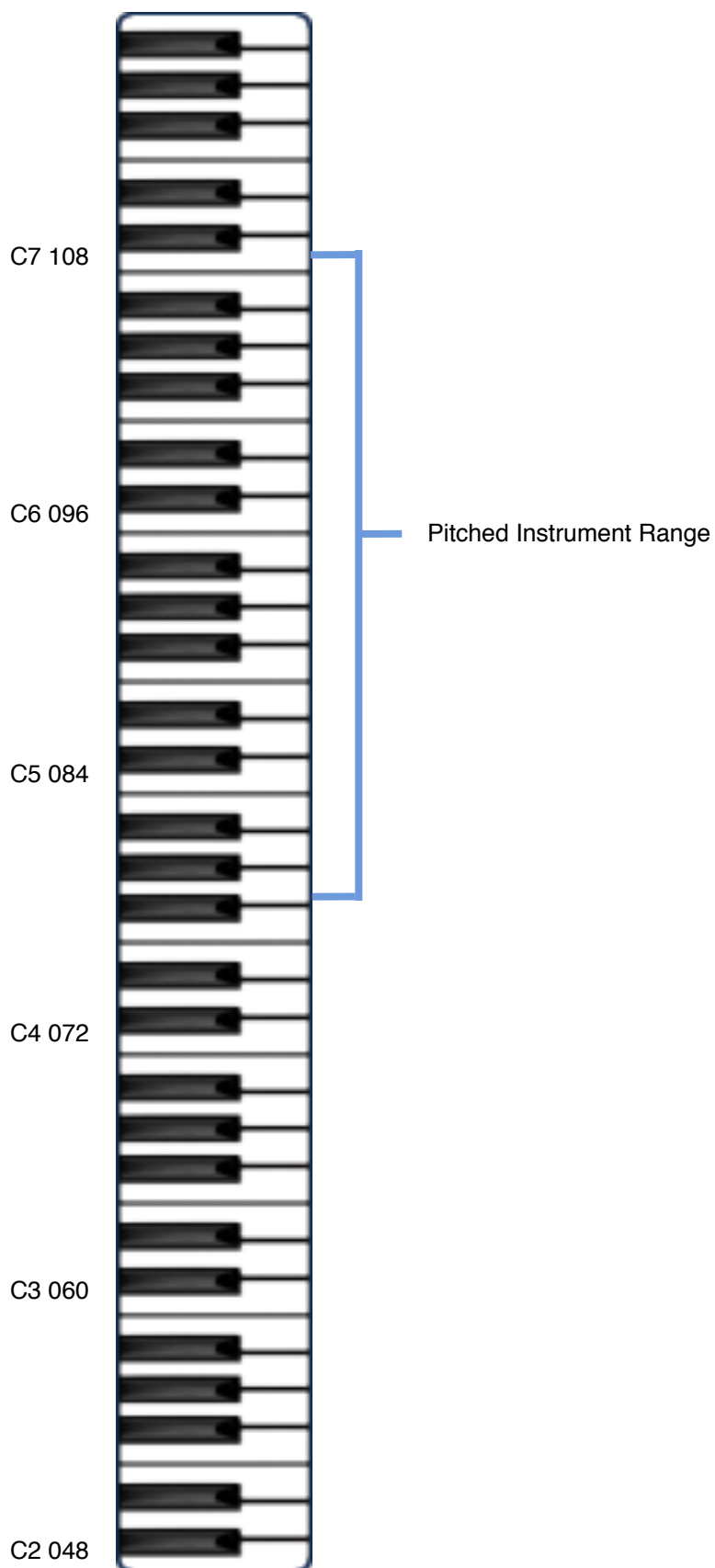
C13 TRIANGLES + MARK TREE



Note: See MAPPING tab for details on switching between Large Beater and Small Beater. Default is velocity.

Sample Start Knob Range:
Triangle Hits - 25ms
Mark Tree - 0ms

C14 GLOCKENSPIEL



Note: See MAPPING tab for details on switching between soft mallet and hard mallet. Default is by velocity

C15 XYLOPHONE

C7 104

C6 096

C5 084

C4 072

C3 060

C2 048

C1 036

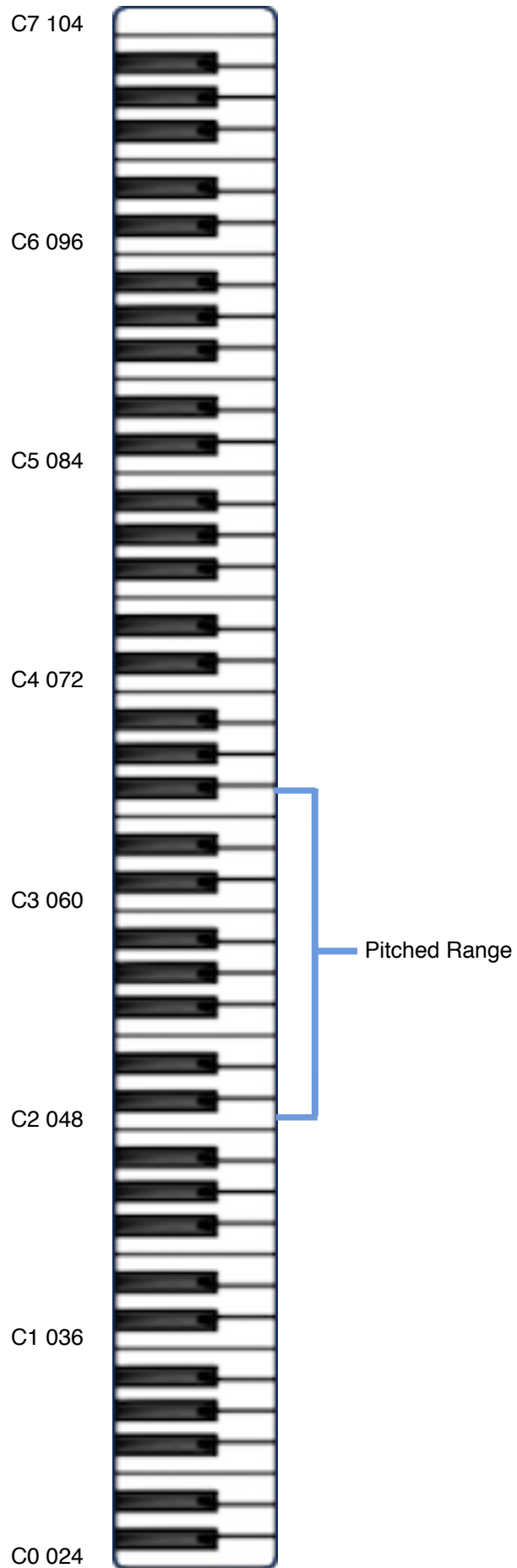
C0 024



Pitched Instrument Range

Note: See MAPPING tab for details on switching between soft or hard mallets (default is velocity), and hits and rolls (default is pedal)

C16 TUBULAR BELLS



P01 DRUM KIT - 88 KEY MAPPING

CINEPERC
PRO

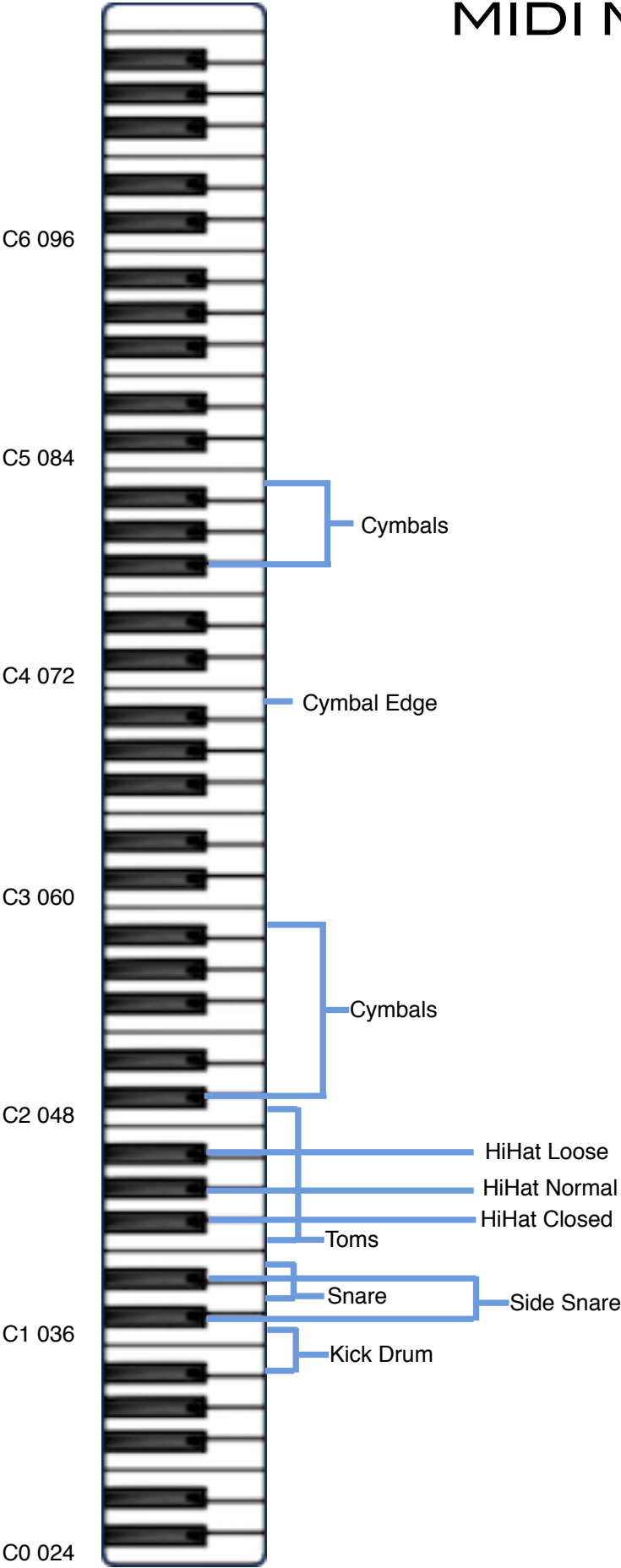
C7 104	High Tom Roll	
	High Tom Ruff	
	High Tom Flam	China Cymbal Choke
	High Tom	High Tom Rim
	19" Crash Cymbal Open-Choke	
	Combo Toms Hit	19" Crash Cymbal Edge / Center / Bell
C6 096	High Mid Tom Roll	
	High Mid Tom Ruff	
	High Mid Tom Flam	China Cymbal Edge / Bell
	High Mid Tom	High Mid Tom Rim
	18" Crash Cymbal Open-Choke	
	Combo Toms Hit	18" Crash Cymbal Edge / Center / Bell
C5 084	Low Mid Tom Roll	
	Low Mid Tom Ruff	
	Low Mid Tom Flam	18" Crash Cymbal Roll
	Low Mid Tom	Low Mid Tom Rim
	Bright HH Closed Bell	
	Combo Toms Hit	Bright HH Edge / Half-Open / Open / Closed
C4 072	Low Tom Roll	
	Low Tom Ruff	
	Low Tom Flam	Light HH Pedal
	Low Tom	Low Tom Rim
	Dark HH Closed Bell	
	Combo Toms Hit	Dark HH Edge / Half-Open / Open / Closed
C3 060	Picc Snare Roll	
	Picc Snare Ruff	
	Picc Snare Flam	Dark HH Pedal
	Picc Snare Hit	Picc Snare Rim
	Picc Snare Dead Stroke	
	Combo Hit	Ride Bell
C2 048	Black Beauty Snare Roll	
	Black Beauty Snare Ruff	
	Black Beauty Snare Flam	Splash Cymbal Edge / Center / Bell
	Black Beauty Snare Hit	Black Beauty Snare Rim
	Black Beauty Snare Dead Stroke	
	Combo Hit	Stick on Stick
C1 036	Brass Snare Roll	
	Brass Snare Ruff	
	Brass Snare Flam	
	Brass Snare Hit	Brass Snare Rim
	Brass Snare Dead Stroke	
	Kick Drum Hard (Duplicate)	
C0 024	Kick Drum Hard	
	Kick Drum Soft (Duplicate)	
	Kick Drum Soft	

Note: See MAPPING tab for customizable switching between Hi-Hat and Cymbal articulations. Hi-Hat default is CC2 and Cymbal Default is CC4.

If you set HH/cymbal articulations to keyswitches instead, they will be set to A#-1, C#0 and D0. This overlaps the release sample control that is set to A#-1 and C#0 by default, so that feature will become inactive.

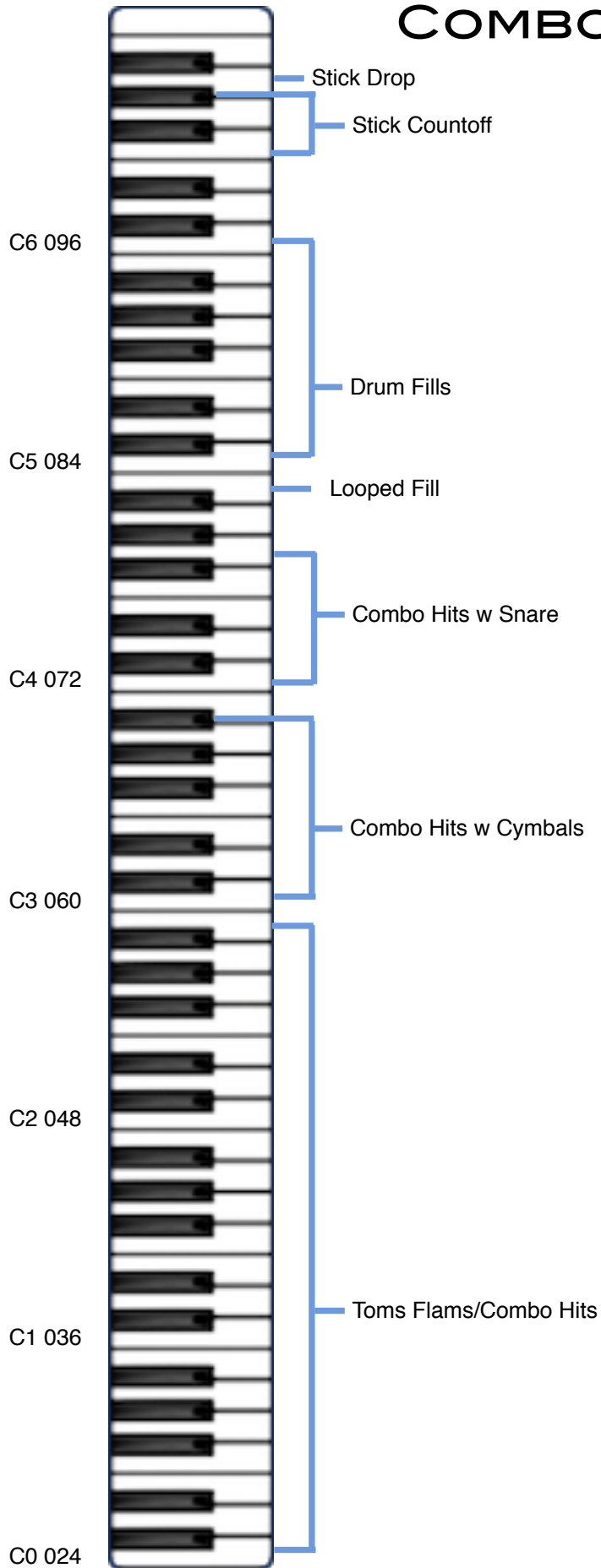
Combo hits were added to this patch for convenience (See D Keys), but can mainly be found in the Drum Kit Fills patch

PO2 DRUM KIT - GENERAL MIDI MAPPING

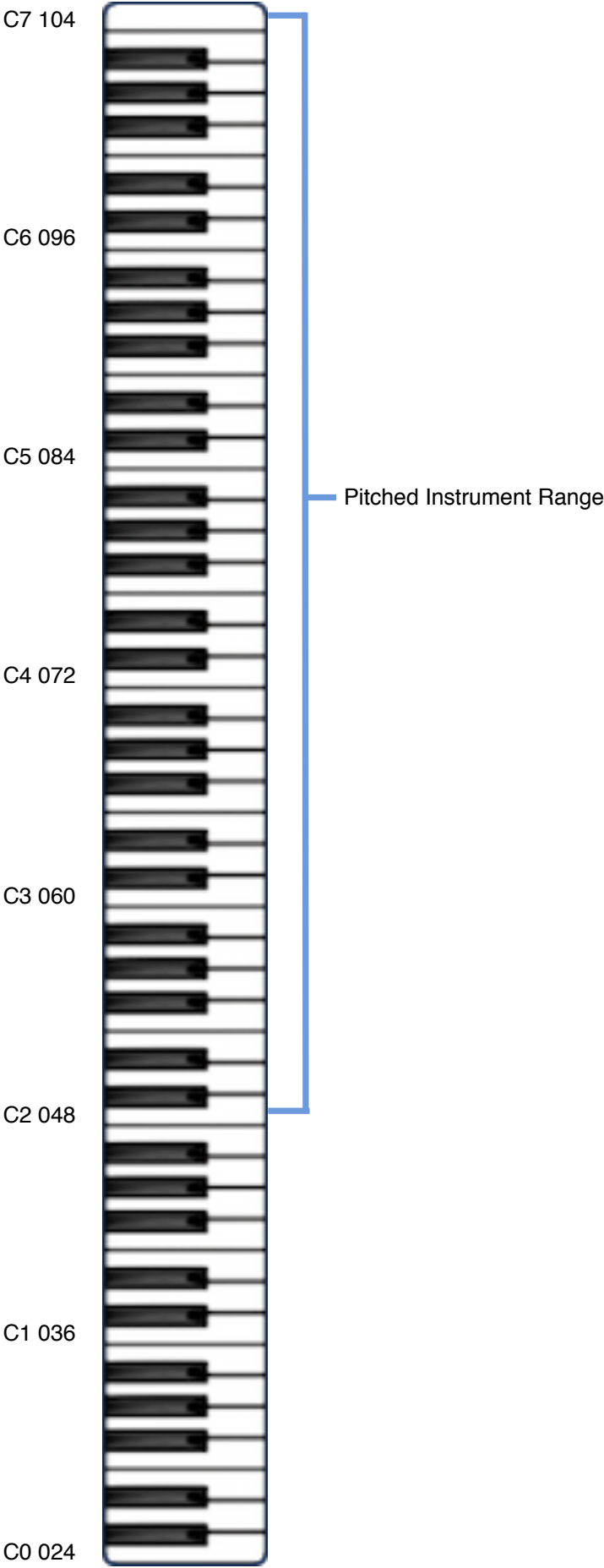


P03 DRUM KIT - COMBOS + FILLS

CINEPERC
PRO



PO4 CELESTE



P05 CROTALES

C7 104

C6 096

C5 084

C4 072

C3 060

C2 048

C1 036

C0 024



Pitched Instrument Range

Note: See MAPPING tab for details on switching between mallet and bowed articulations. Default is pedal.

Sample Start Knob Ranges
Bows: 1 second
Hits: 25ms

P06 VIBRAPHONE

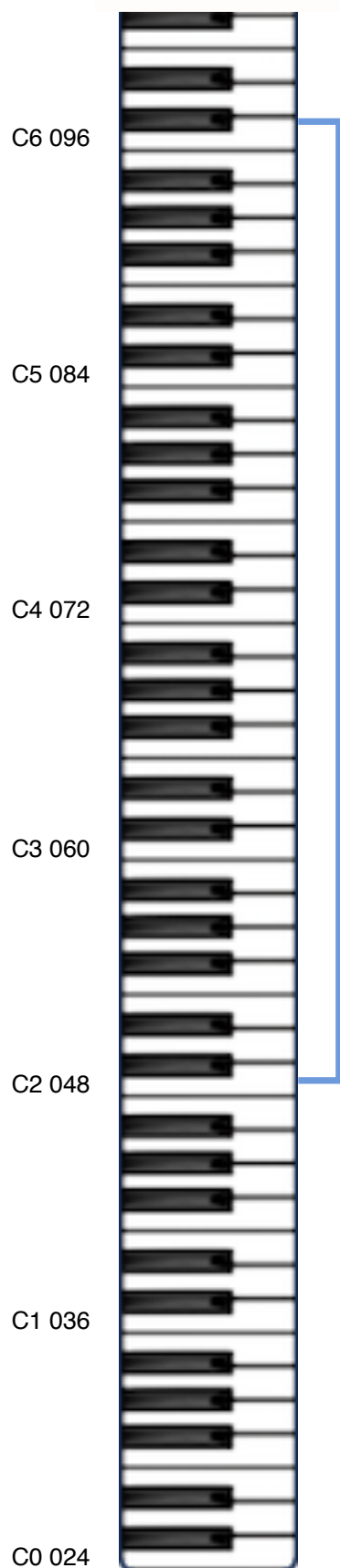
C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024



Pitched Instrument Range

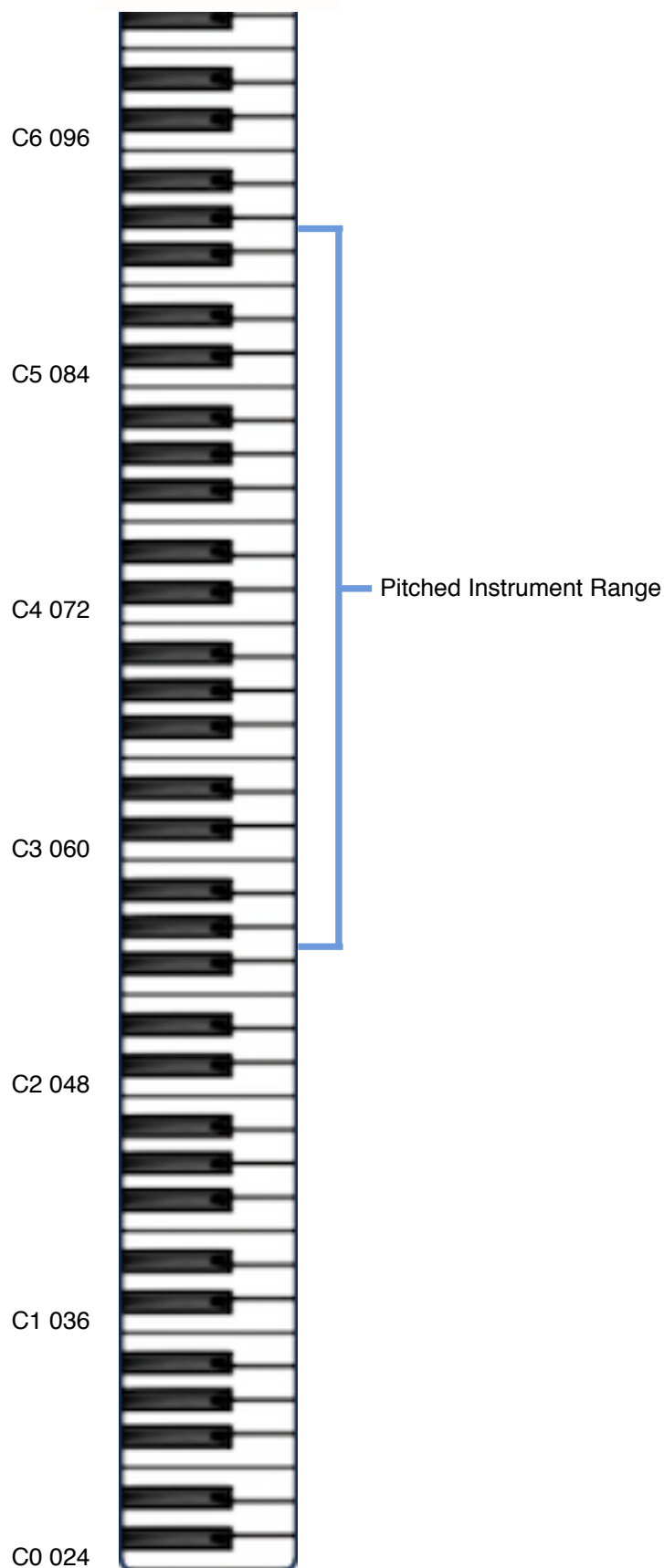
Note: See MAPPING tab for details on switching between Soft and Hard Mallets (default is velocity), rolls (keyswitch C1), motor on/off (keyswitch D1), and hits or bowed (keyswitch E1). You must have the pedal down for the keyswitch articulations to take effect.

PO7 MARIMBA



Note: See MAPPING tab for details on switching between soft or hard mallets (default is velocity), and hits and rolls (default is pedal)

P08 GLASS MARIMBA



Note: See MAPPING tab for details on switching between medium and hard mallets. Default is velocity.

P09 LOW CHIMES

C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024



Pitched Instrument Range

P10 ROTO TOMS

Note: See MAPPING tab for details on switching between Sticks and Hot Rods. Default is Keyswitch C0 and D0

C6 096

C5 084

C4 072

C3 060

C2 048

C1 036

C0 024

Ruff Long

Ruff Med

Ruff Short

Flam

Hit (Duplicate)

Hit

Roll

Roto Tom High

Ruff Long

Ruff Med

Ruff Short

Flam

Hit (Duplicate)

Hit

Roll

Roto Tom Med High

Ruff Long

Ruff Med

Ruff Short

Flam

Hit (Duplicate)

Hit

Roll

Roto Tom Med

Ruff Long

Ruff Med

Ruff Short

Flam

Hit (Duplicate)

Hit

Roll

Roto Tom Med Low

Ruff Long

Ruff Med

Ruff Short

Flam

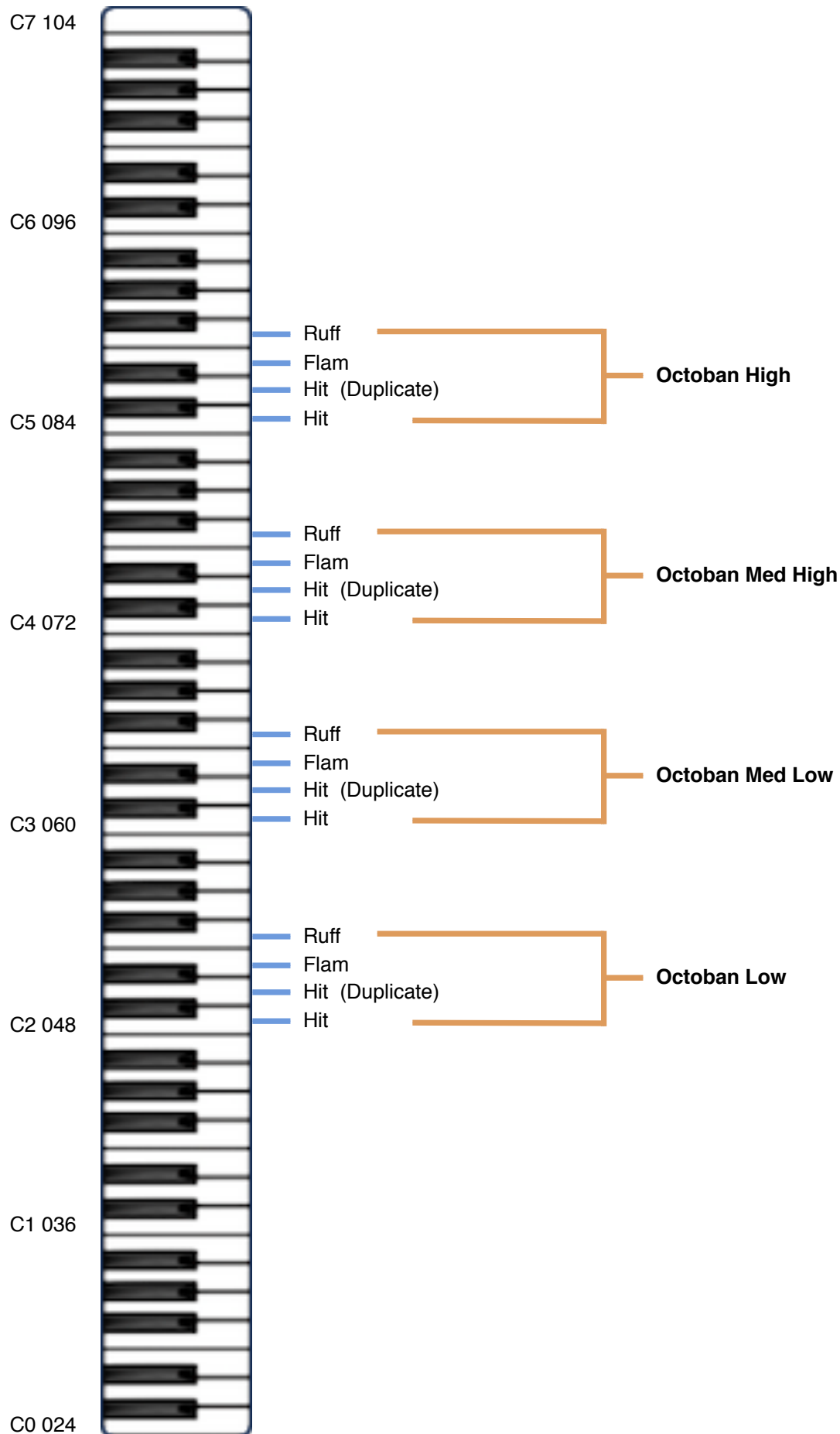
Hit (Duplicate)

Hit

Roll

Roto Tom Low

P11 OCTOBANS



P12 ORCHESTRAL SHAKERS

Sample Start Knob Ranges

Hits C1-F3: 200ms

Hits C4-D5: 10ms

Hits E5-F5: 200ms

C6 096

C5 084

C4 072

C3 060

C2 048

C1 036

C0 024

Back B

Forward B

Back A

Forward A

Roll

Two Chamber Soft Shaker

Back B

Forward B

Back A

Forward A

Roll

One Shot Shaker

Back B

Forward B

Back A

Forward A

Roll

Egg Shaker

Back B

Forward B

Back A

Forward A

Roll

Large Metal Torpedo

Back B

Forward B

Back A

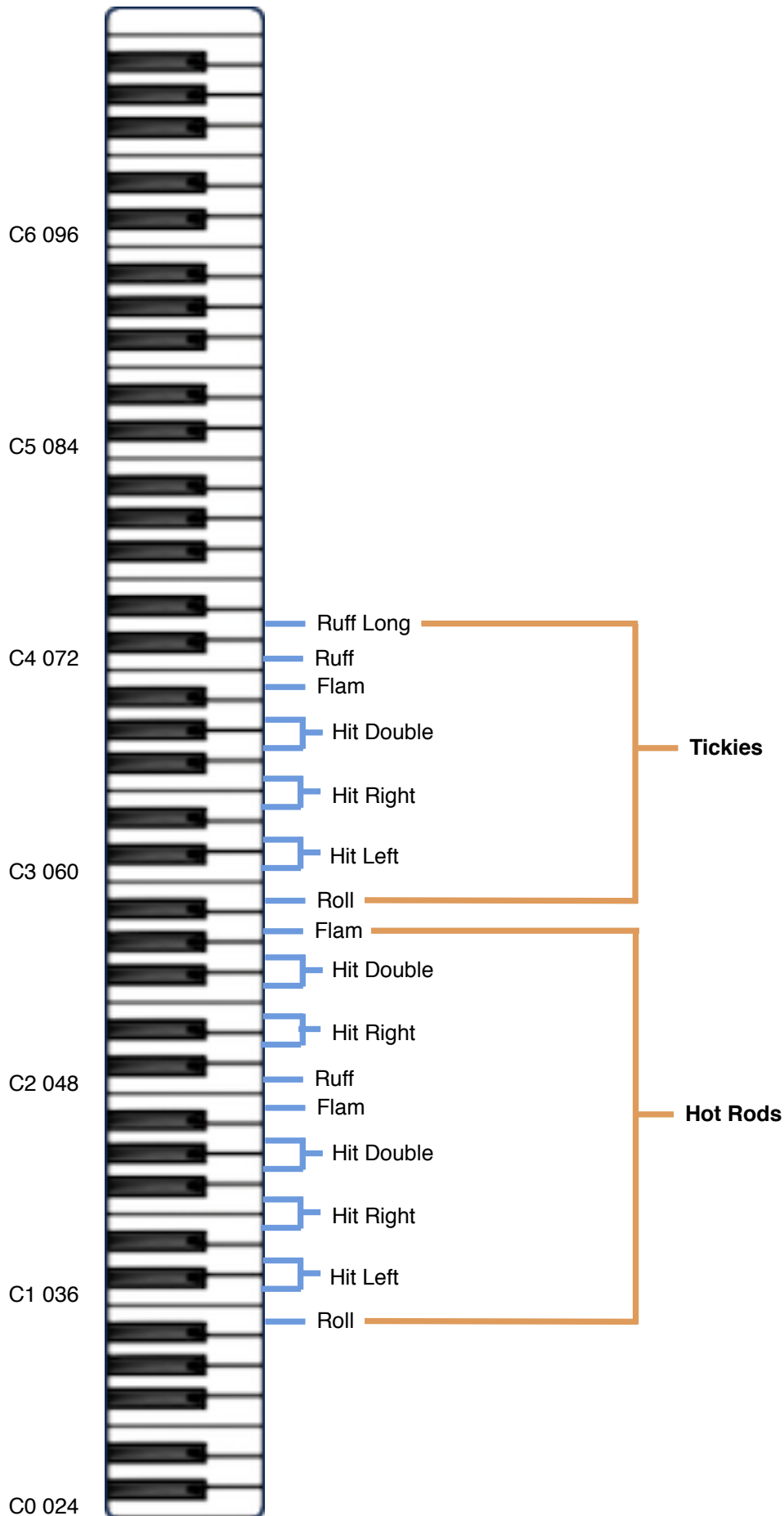
Forward A

Roll

Three Chamber Shaker

P13 STICKS AND TICKIES

CINEPERC
PRO



P14 TEMPLE BLOCKS

Note: See MAPPING tab for details on switching between Soft and Hard Mallets.
Default is velocity.

C6 096

C5 084

C4 072

C3 060

C2 048

C1 036

C0 024

Ruff
Flam
Hit (Duplicate)
Hit
Roll

Temple Block High

Ruff
Flam
Hit (Duplicate)
Hit
Roll

Temple Block Med High

Ruff
Flam
Hit (Duplicate)
Hit
Roll

Temple Block Med

Ruff
Flam
Hit (Duplicate)
Hit
Roll

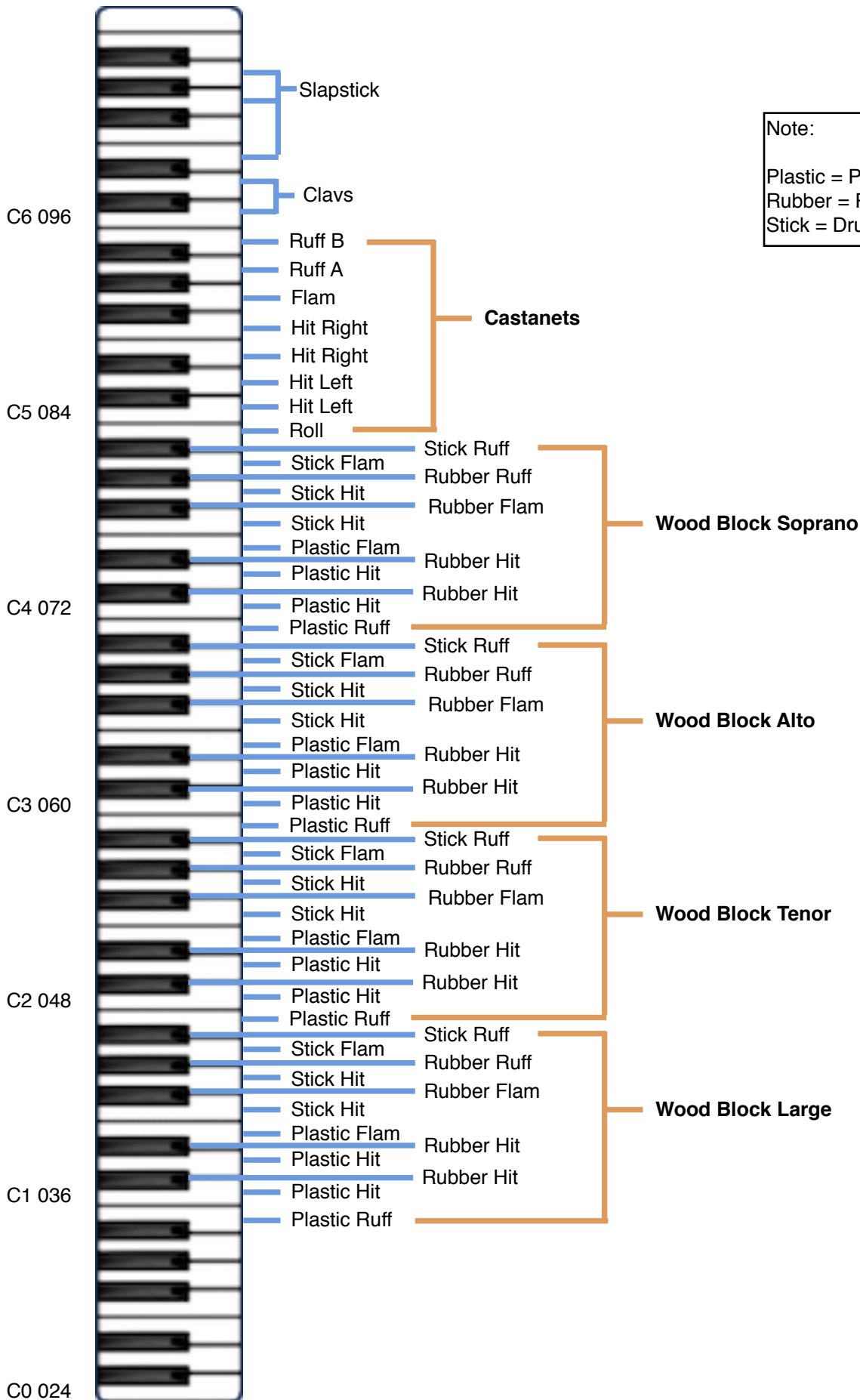
Temple Block Med Low

Ruff
Flam
Hit (Duplicate)
Hit
Roll

Temple Block Low

P15 WOOD BLOCKS + CLAVS + CASTANETS + SLAP

CINEPERC
PRO

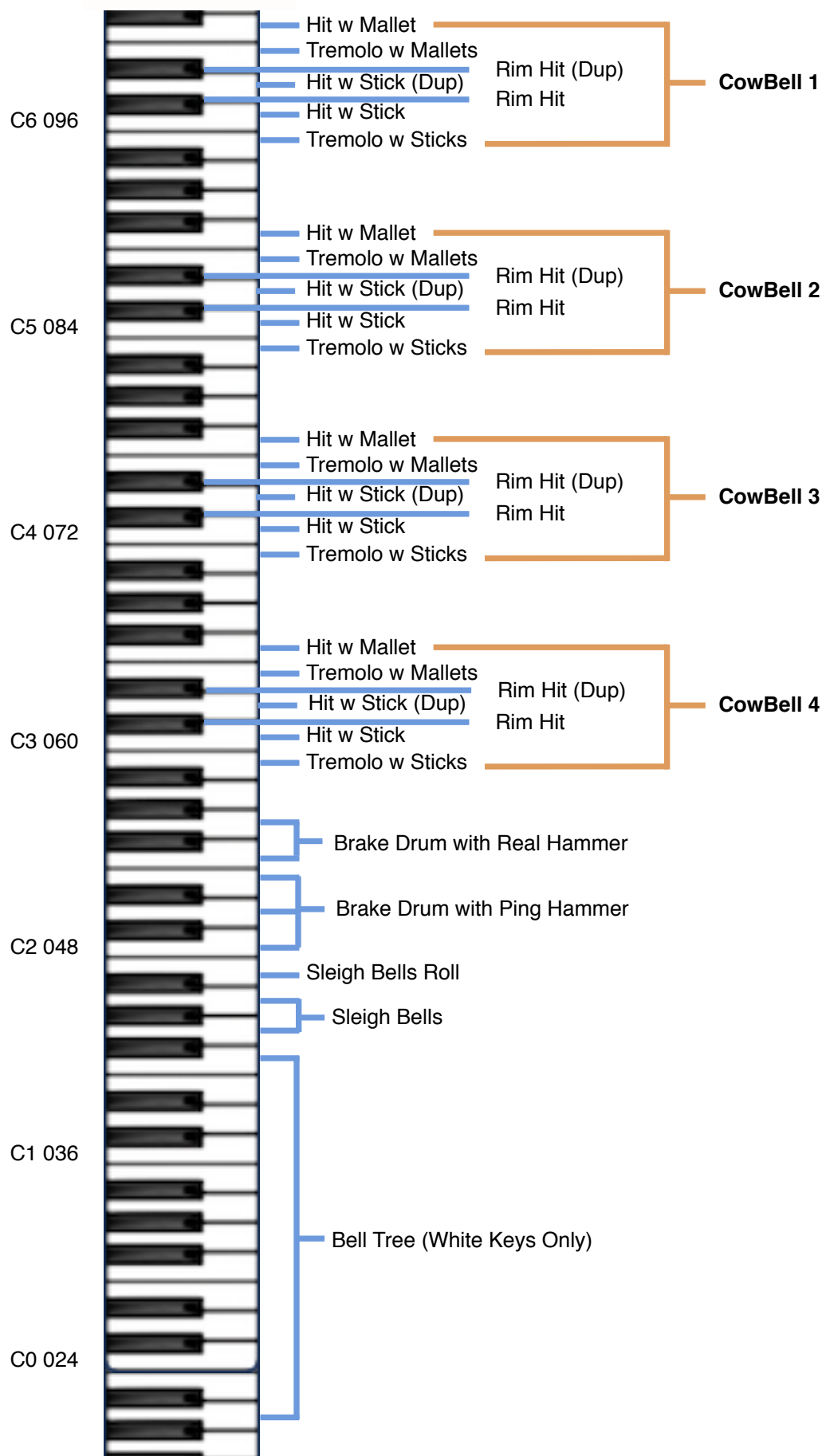


Note:

Plastic = Plastic Mallets
Rubber = Rubber Mallets
Stick = Drum Stick

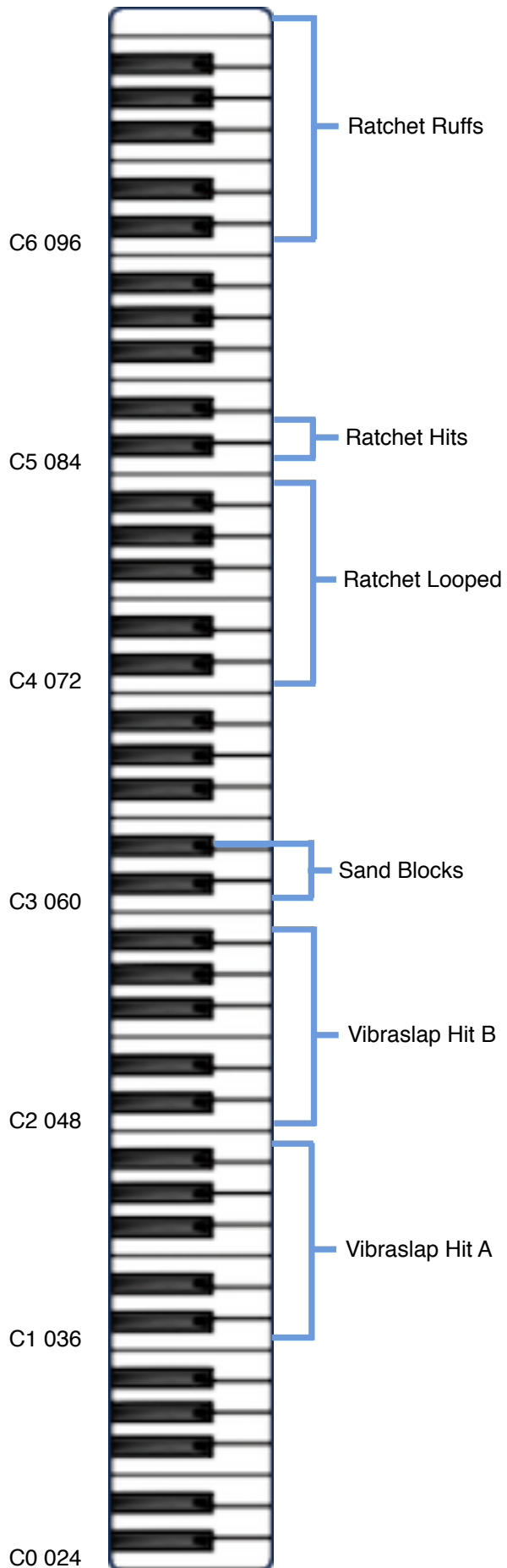
P16 BRAKE DRUM + ANVIL + BELL TREE + SLEIGH BELLS + COW BELLS

CINEPERC
PRO



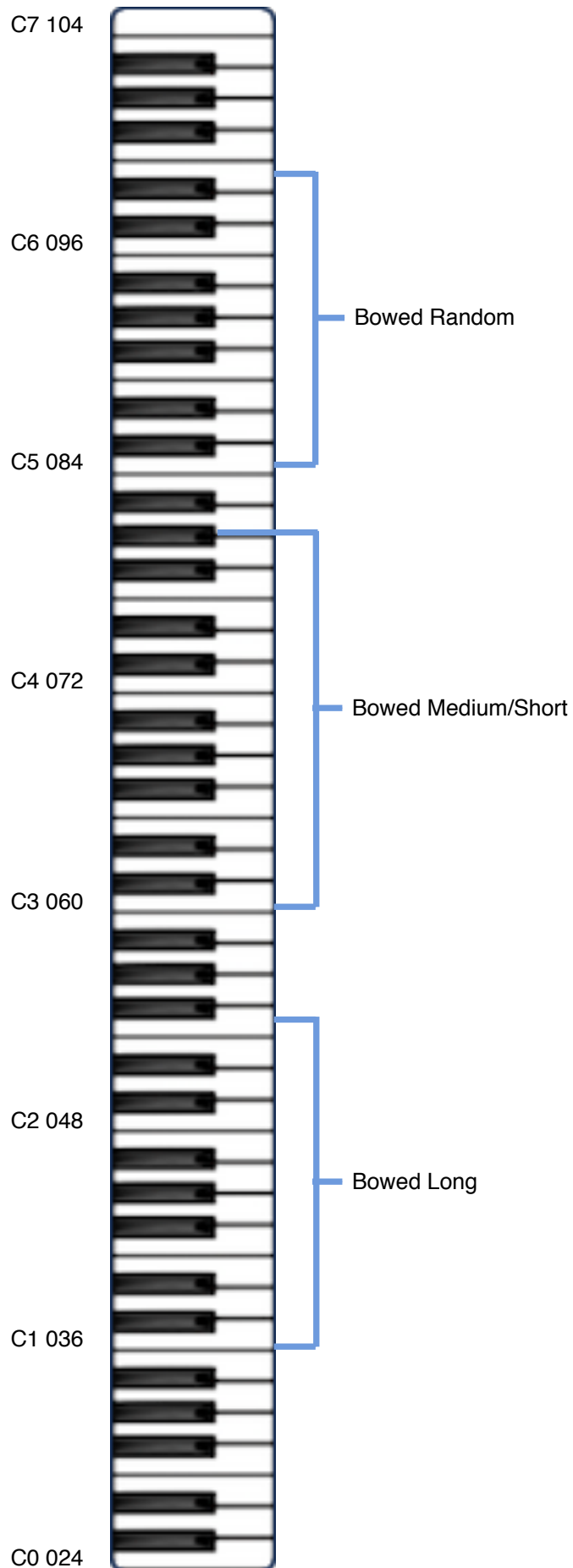
P17 RATCHET, VIBRASLAP, SAND BLOCKS

CINEPERC
PRO



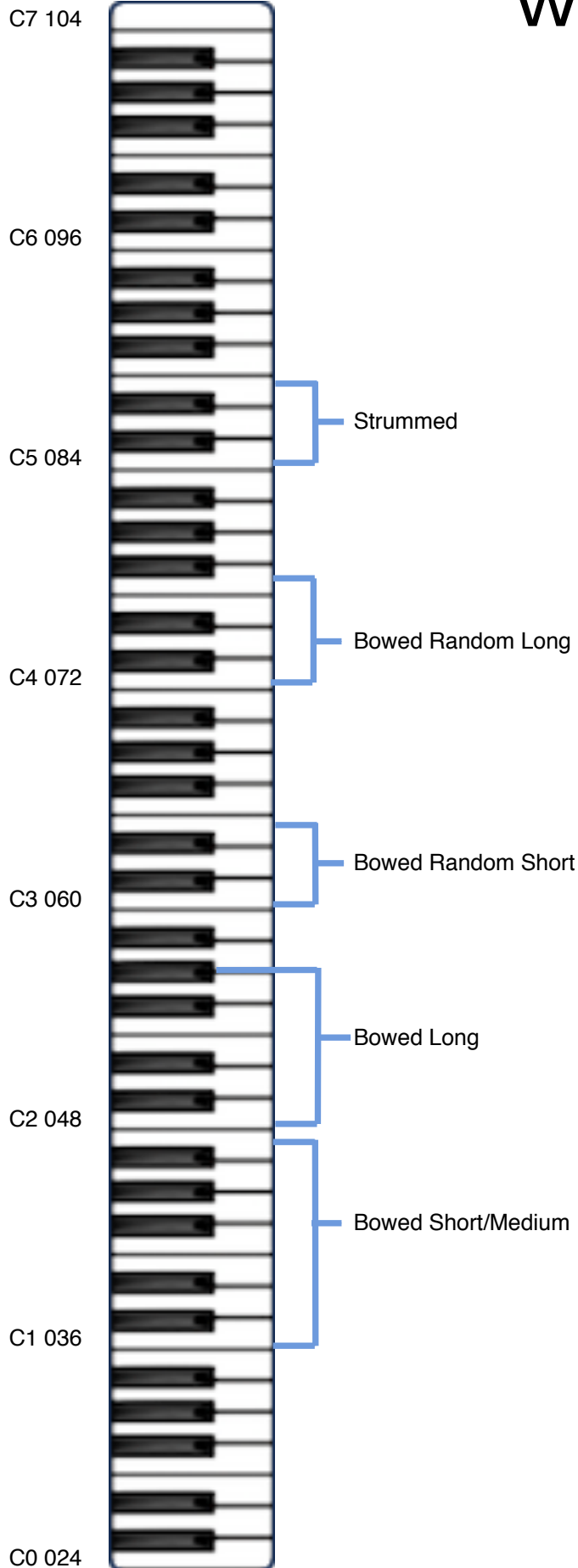
P18 WATERPHONE - DRY

CINEPERC
PRO

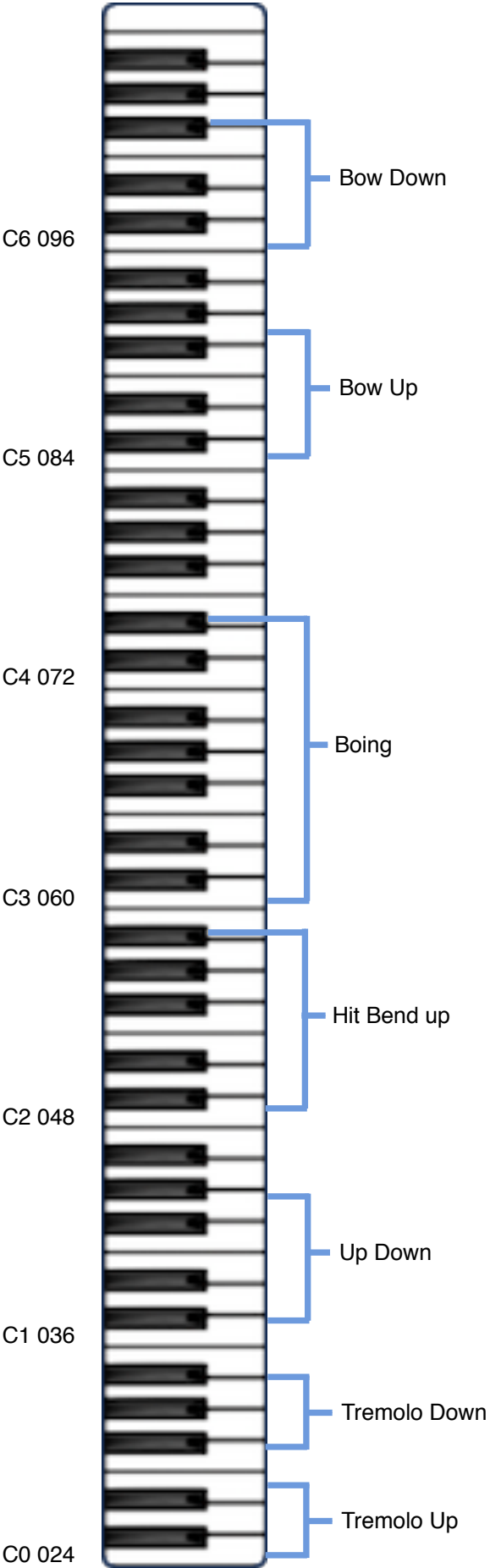


P19 WATERPHONE - WATER

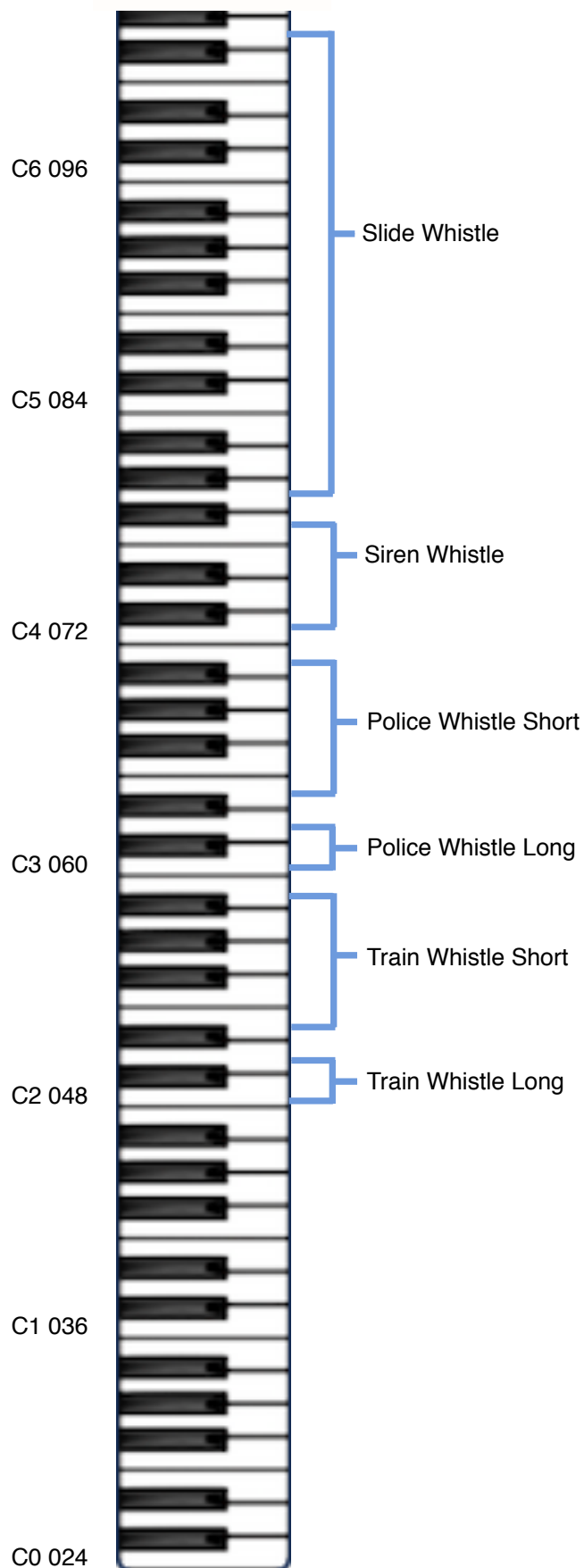
CINEPERC
PRO



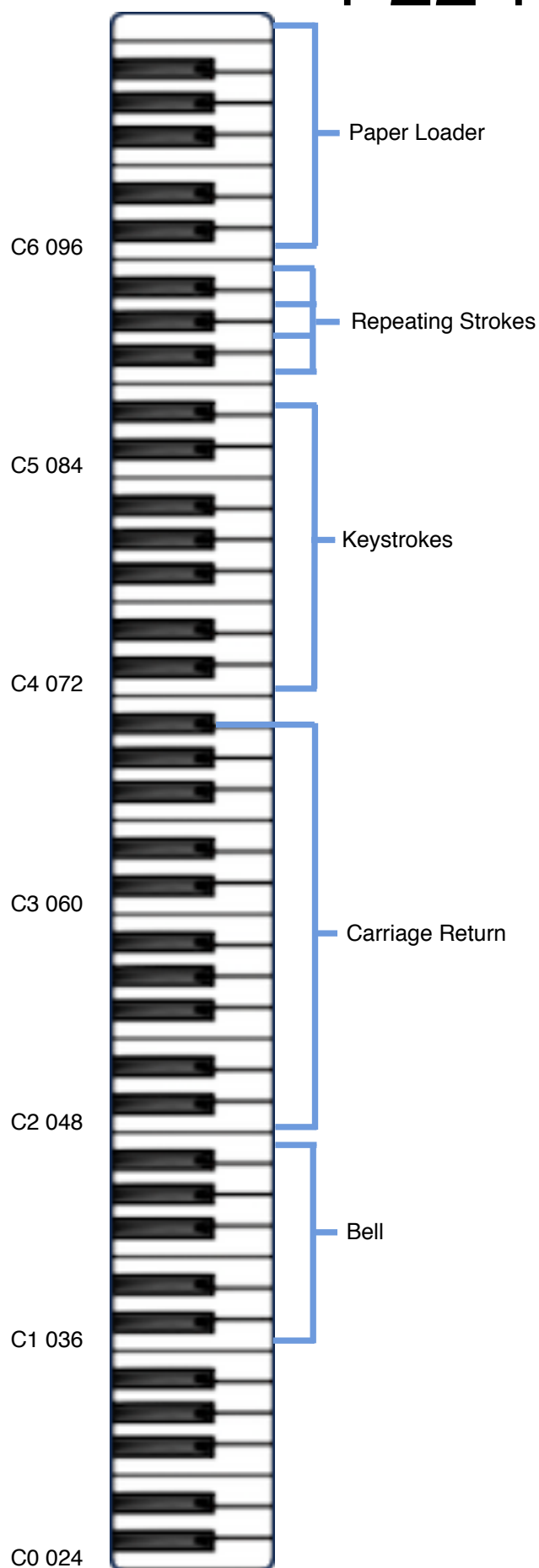
P20 FLEXATONE



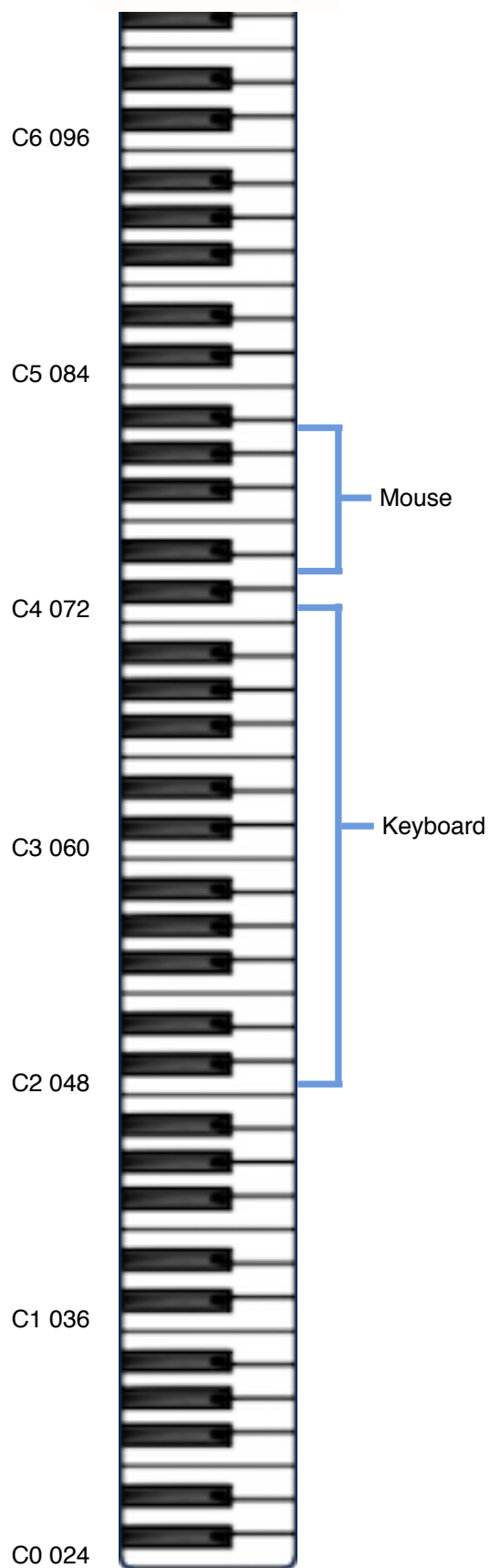
P21 WHISTLES - TRAIN + SIREN + SLIDE



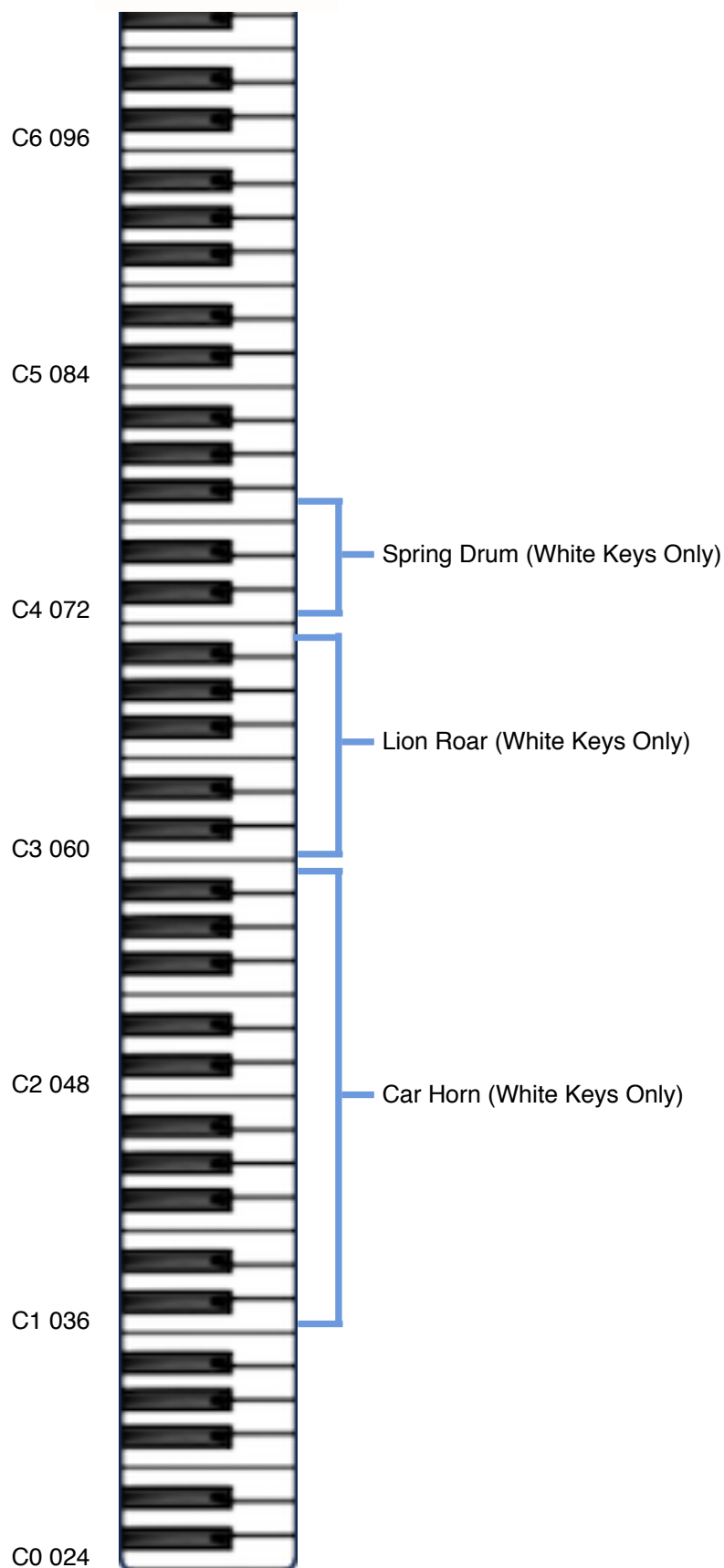
P22 TYPEWRITER



P23 KEYBOARD & MOUSE

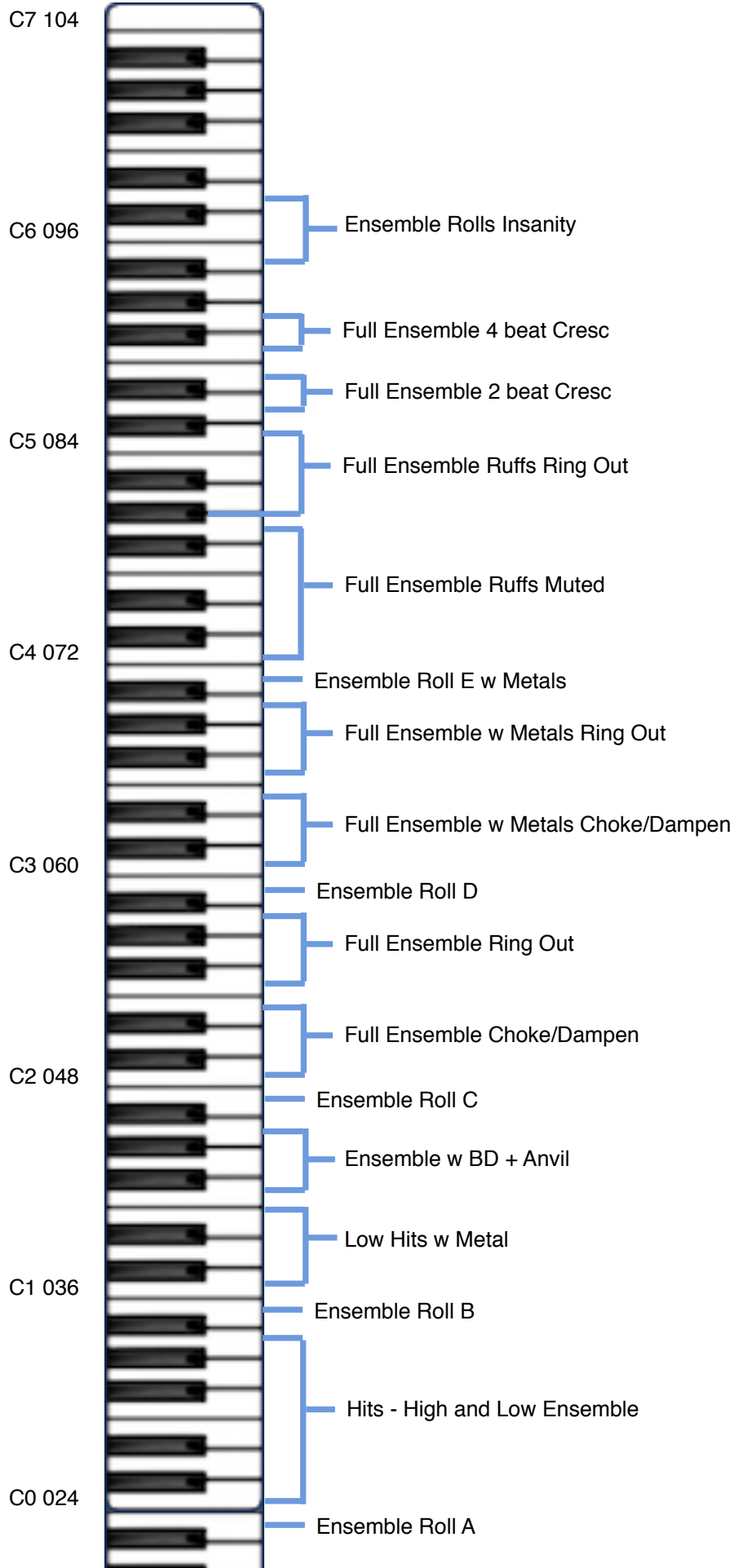


P24 CAR HORN + LIONS ROAR + SPRING DRUM



EO1 ENSEMBLE - FULL

CINEPERC
EPIC



E02 ENSEMBLE - BASS DRUMS + CRASH

CINEPERC
EPIC

C7 104

Bass Drum + Crash Hits Choked

Note: This patch is white keys only

C6 096

Bass Drum + Crash Hits w Ringout

Bass Drum + Crash Roll

C5 084

Low Ensemble Hits w BD + Piano Body

C4 072

Low Ensemble Dampened Hits

C3 060

Low Ensemble Hits - No BD or Timp

C2 048

Low Ensemble Ruffs/Flams

C1 036

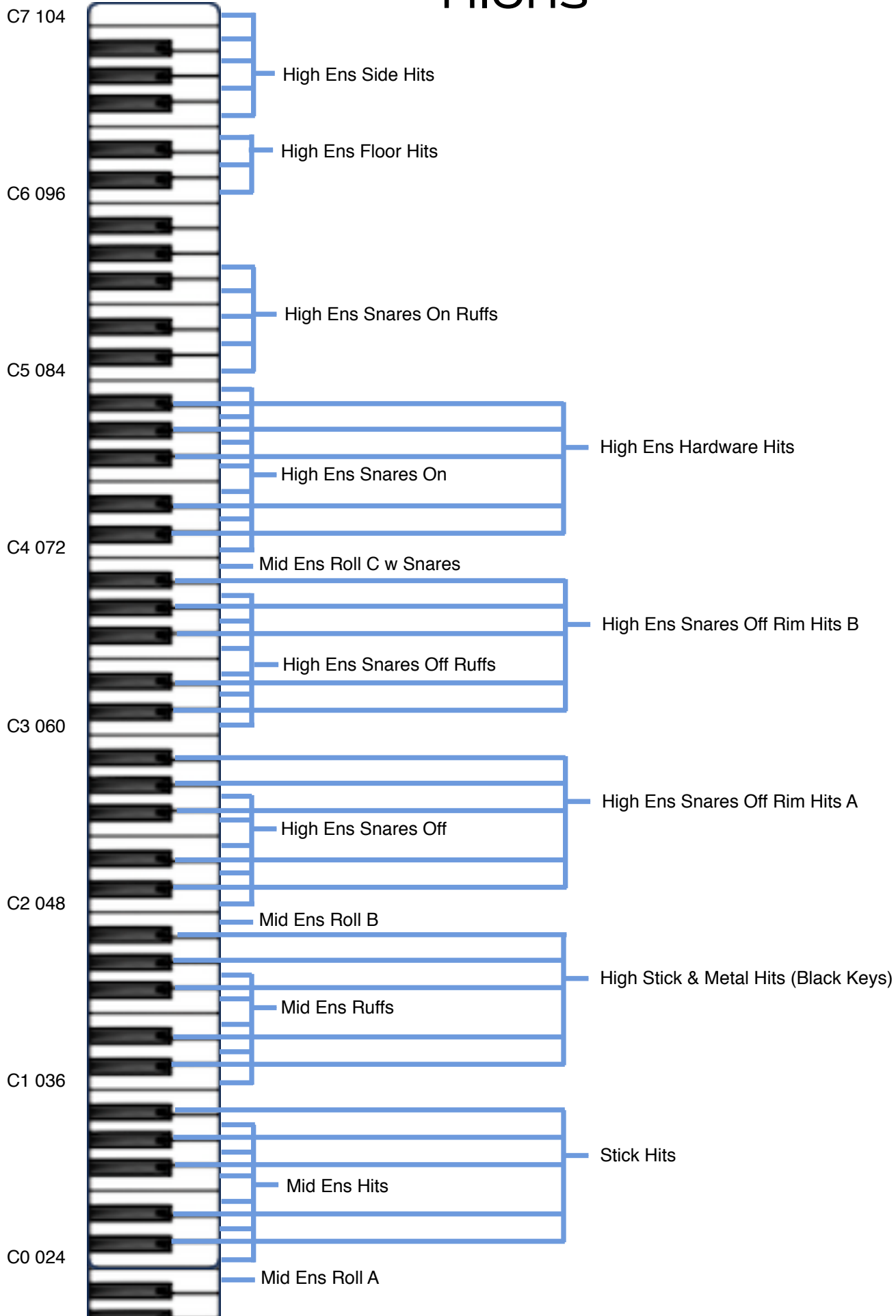
Low Ensemble Roll

C0 024

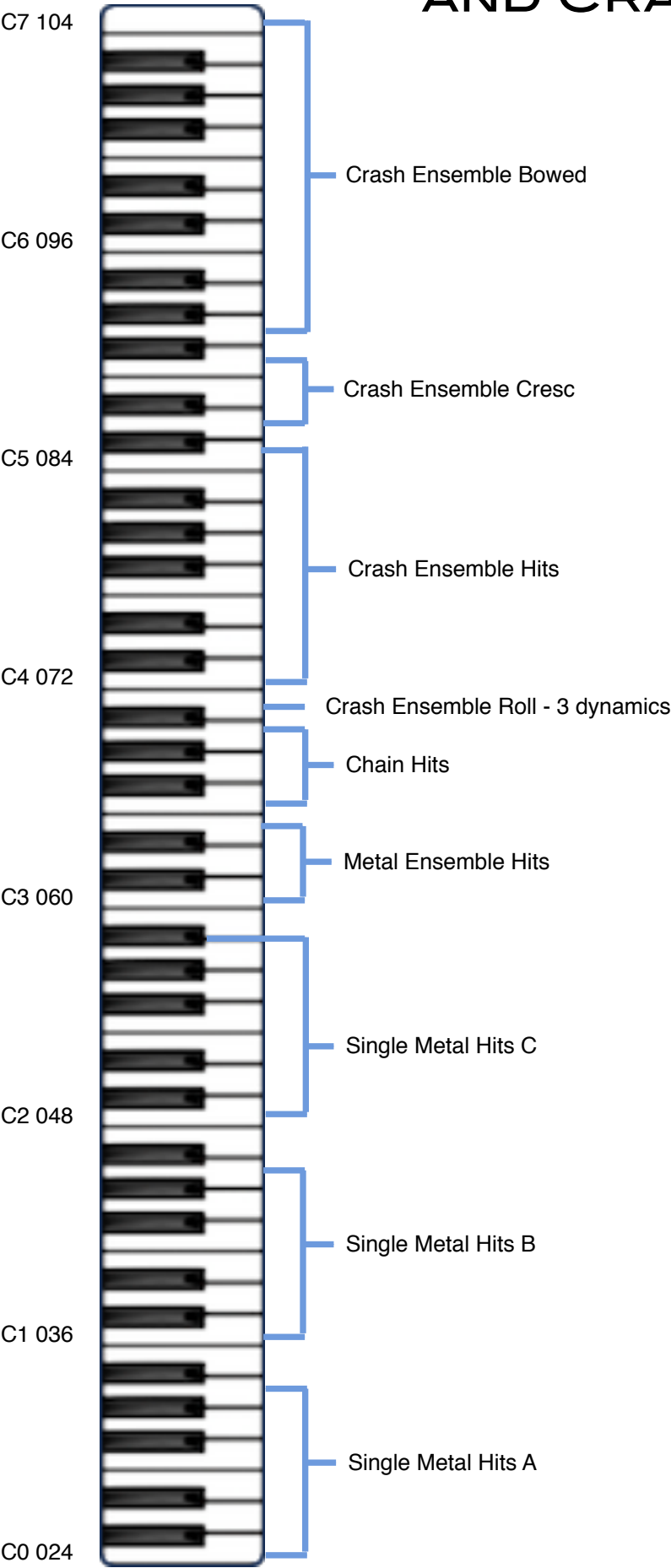
Low Ensemble Hits



EO3 ENSEMBLE - MIDS + HIGHS



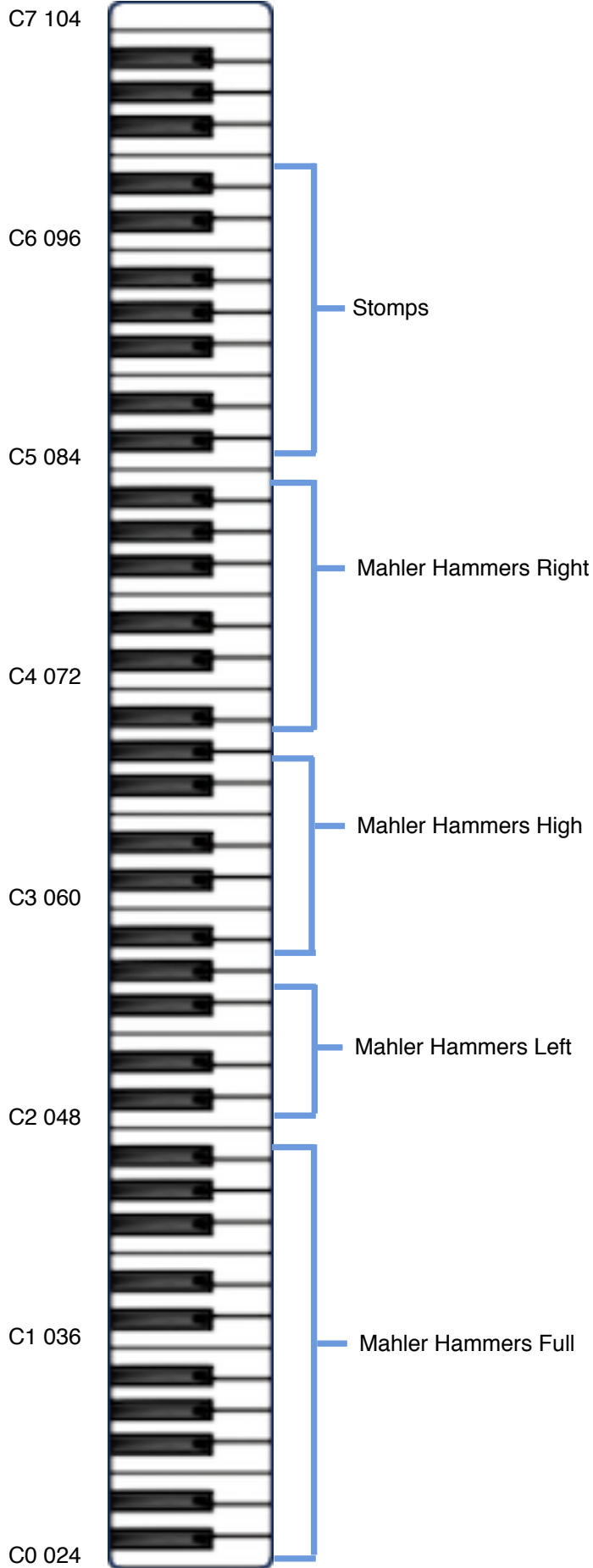
EO4 ENSEMBLE: METALS AND CRASHES



E05 ENSEMBLE - MAHLER HAMMERS + STOMPS

CINEPERC
EPIC

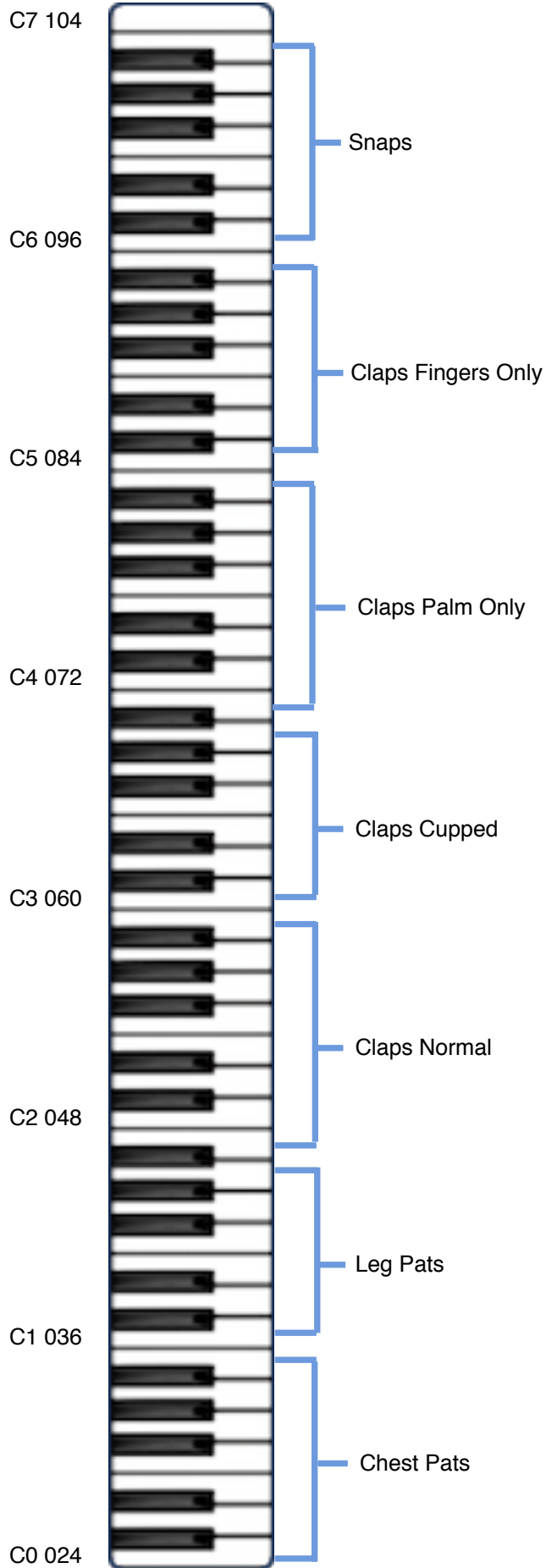
Note: This patch is white keys only



EO6 ENSEMBLE - CLAPS + SNAPS

CINEPERC
EPIC

Note: This patch is white keys only



E07 SURDOS

CINEPERC
EPIC

C7 104

C6 096

C5 084

C4 072

C3 060

C2 048

C1 036

C0 024

Ruff Long

Ruff Med

Ruff Short

Flam

Body Hit

Body Hit

Hit Stick Closed (Duplicate)

Hit Stick Closed

Hit Stick Open(Duplicate)

Hit Stick Open

Roll

Ruff

Flam

Hit Stick Closed (Duplicate)

Hit Stick Closed

Hit Stick Open(Duplicate)

Hit Stick Open

Roll

Ruff

Flam

Hit Stick Closed (Duplicate)

Hit Stick Closed

Hit Stick Open(Duplicate)

Hit Stick Open

Roll

Ruff

Flam

Hit Mallet Closed (Duplicate)

Hit Mallet Closed

Hit Mallet Open(Duplicate)

Hit Mallet Open

Roll

Surdo Group with Sticks

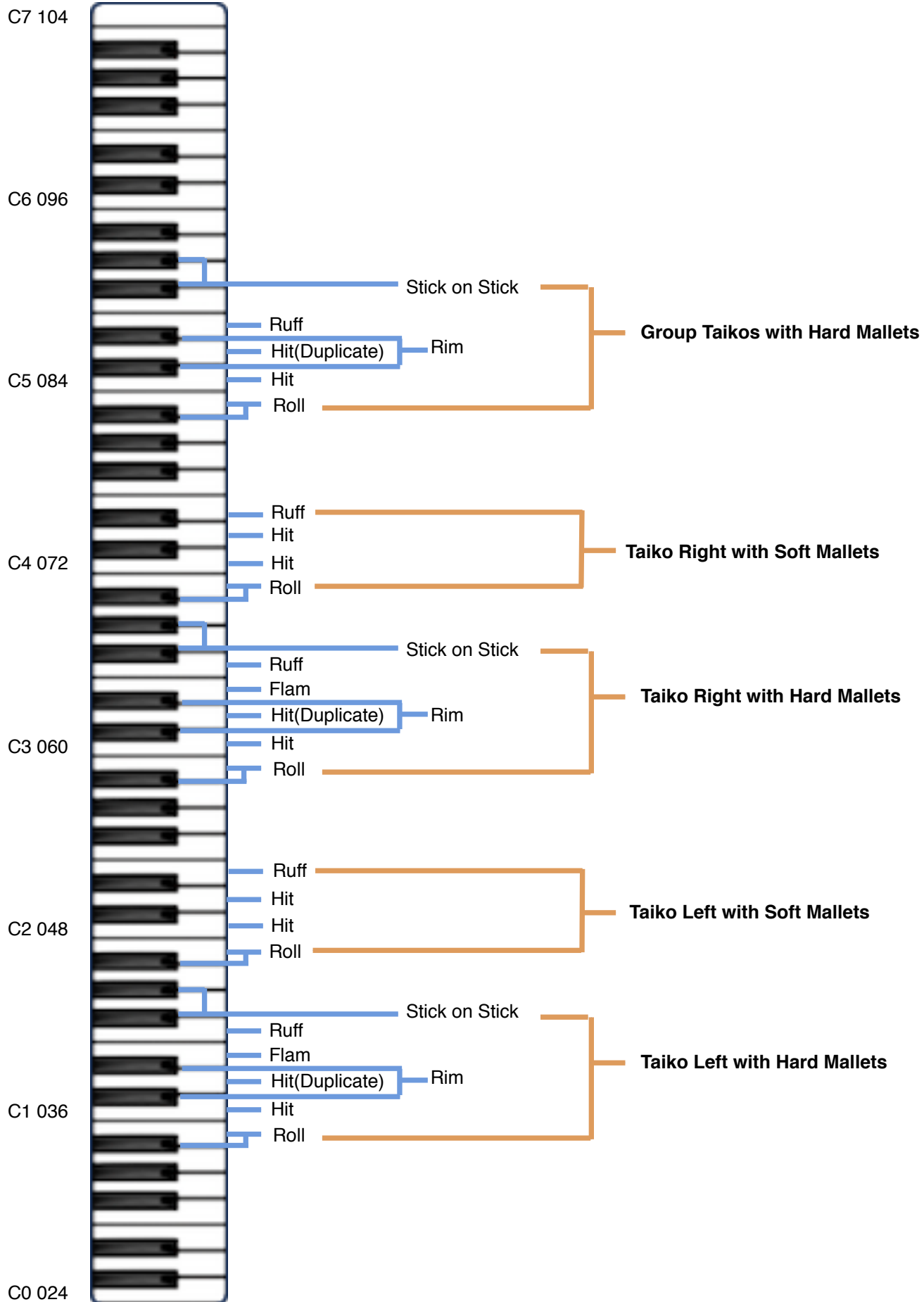
Surdo Silver with Sticks

Surdo Yellow with Sticks

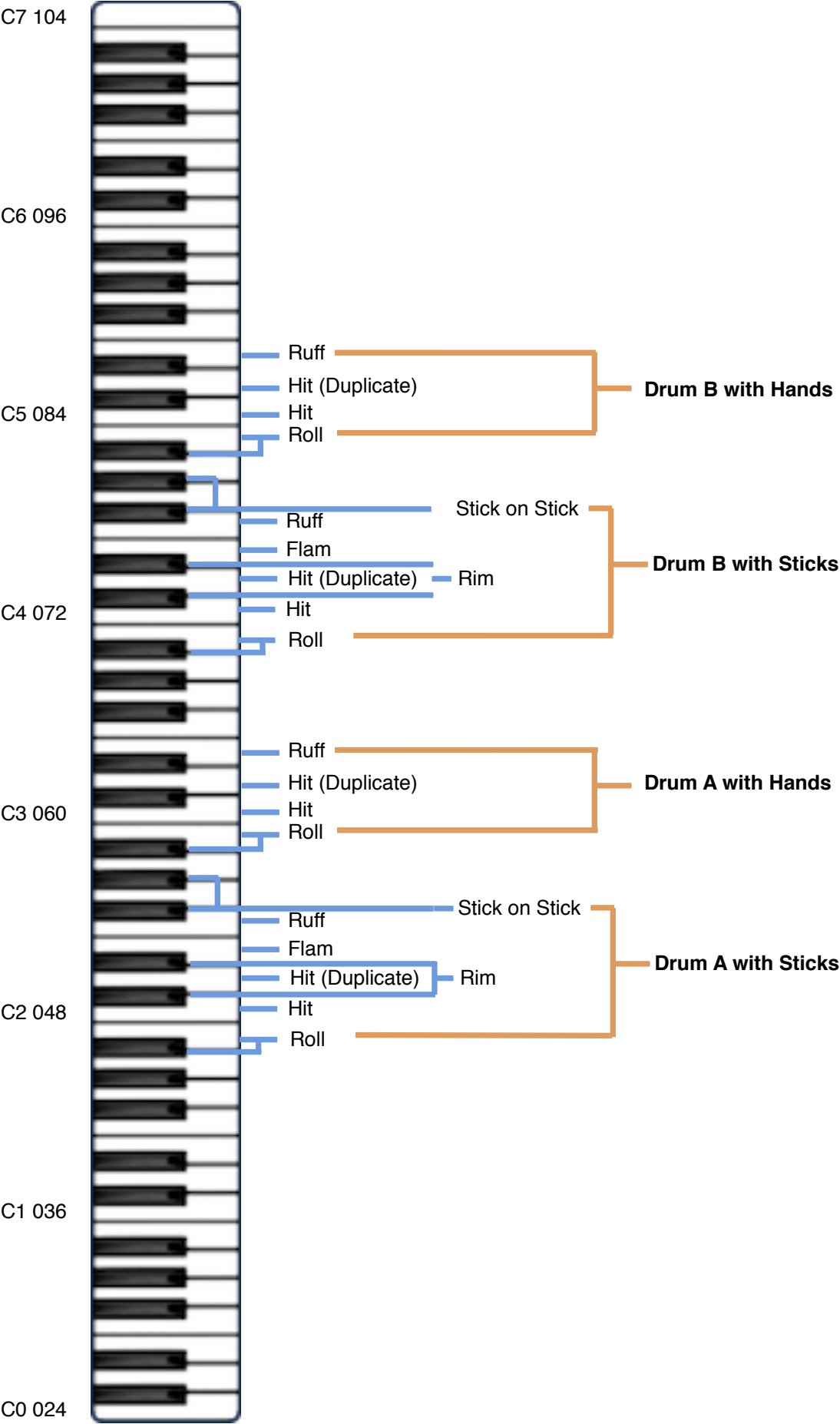
Surdo Yellow with Mallets

E08 TAIKOS

CINEPERC
EPIC



E09 SHIME DAIKO



E10 DJEMBE

CINEPERC
EPIC

C7 104

C6 096

C5 084

C4 072

C3 060

C2 048

C1 036

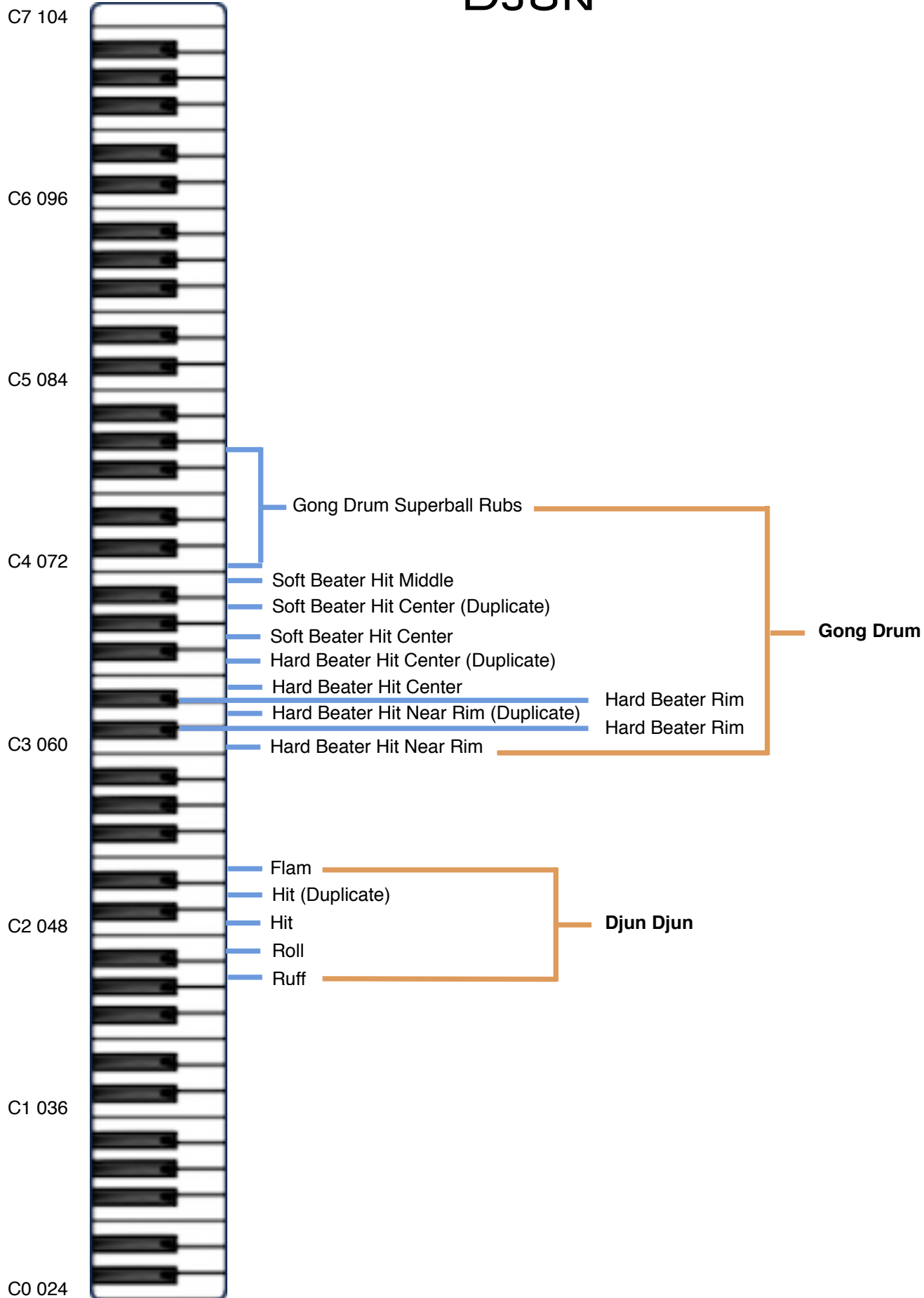
C0 024

The diagram shows a vertical stack of 104 djembe tones, labeled C7 104 down to C0 024. The tones are represented by black bars of varying lengths. To the right of the stack, 15 technique labels are listed, with blue lines connecting them to specific tones. The labels are: Ruff Edge, Flam, Hit Open Side (Duplicate), Hit Open Side, Hit Bass Tone (Duplicate), Hit Bass Tone, Ruff Center, Hit Palm Center (Duplicate), Hit Palm Center, Slap Side, Flam Slap, Dead Tap (Duplicate), Dead Tap, Hit Close (Duplicate), and Hit Close.

Technique	Target Tone(s)
Ruff Edge	C4 072
Flam	C4 072
Hit Open Side (Duplicate)	C3 060
Hit Open Side	C3 060
Hit Bass Tone (Duplicate)	C3 060
Hit Bass Tone	C3 060
Ruff Center	C3 060
Hit Palm Center (Duplicate)	C3 060
Hit Palm Center	C3 060
Slap Side	C4 072
Flam Slap	C4 072
Dead Tap (Duplicate)	C3 060
Dead Tap	C3 060
Hit Close (Duplicate)	C3 060
Hit Close	C3 060

E11 GONG DRUM, DJUN DJUN

CINEPERC
EPIC



E12 OIL DRUM

CINEPERC
EPIC

C7 104

C6 096

C5 084

C4 072

C3 060

C2 048

C1 036

C0 024

- Rim Hit (Duplicate)
- Rim Hit
- Hit w Stick (Duplicate)
- Hit w Stick
- Chain Drop
- Hit w Mallet B (Duplicate)
- Hit w Mallet B
- Hit w Mallet A (Duplicate)
- Hit w Mallet A

E13 MONSTER HITS

CINEPERC
EPIC

C7 104

C6 096

C5 084

C4 072

C3 060

C2 048

C1 036

C0 024

Note: This patch is white keys only

Low Hits 250ms preroll

Misc Low Hits

Low Hit Var 4

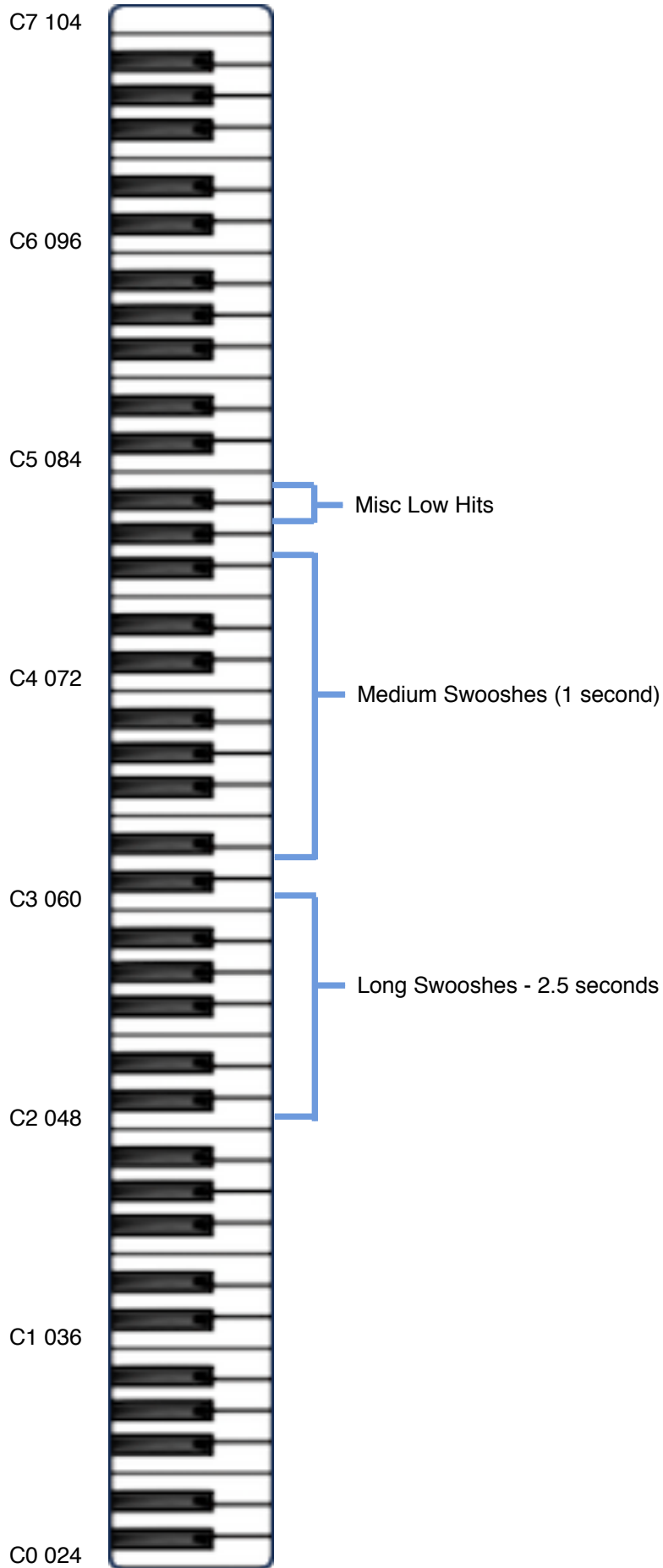
Low Hit Var 3

Low Hit Var 2

Low Hit Var 1

CINEPERC
EPIC

Note: This patch is white keys only



A01 BONGOS

CINEPERC
AUX

C7 104

Sticks Flam High

Yarn Mallet Flam High

Sticks High

Yarn Mallet High

Sticks High

Yarn Mallet High

Sticks Roll High

Yarn Mallet Roll High

Sticks Ruff High

Yarn Mallet Ruff High

Sticks Flam Low

Yarn Mallet Flam Low

Sticks Low

Yarn Mallet Low

Sticks Low

Yarn Mallet Low

Sticks Roll Low

Yarn Mallet Roll Low

Sticks Ruff Low

Yarn Mallet Ruff Low

Closed High

Closed High

Closed Flam High

Open High

Open High

Closed Roll High

Hands Ruff High

Hands Closed Low

Hands Closed Low

Flam Low

Hands Open Low

Hands Open Low

Roll

Finger Closed High

Finger Closed High

Finger Closed High

Flam High

Finger Open High

Finger Open High

Roll High

Finger Ruff High

Finger Closed Low

Finger Closed Low

Flam High-Low

Finger Open Low

Finger Open Low

Roll High-Low

Finger Ruff Low

Hand Swipe Low

Hand Swipe High

Double Stick

Double Hand

C6 096

C5 084

C4 072

C3 060

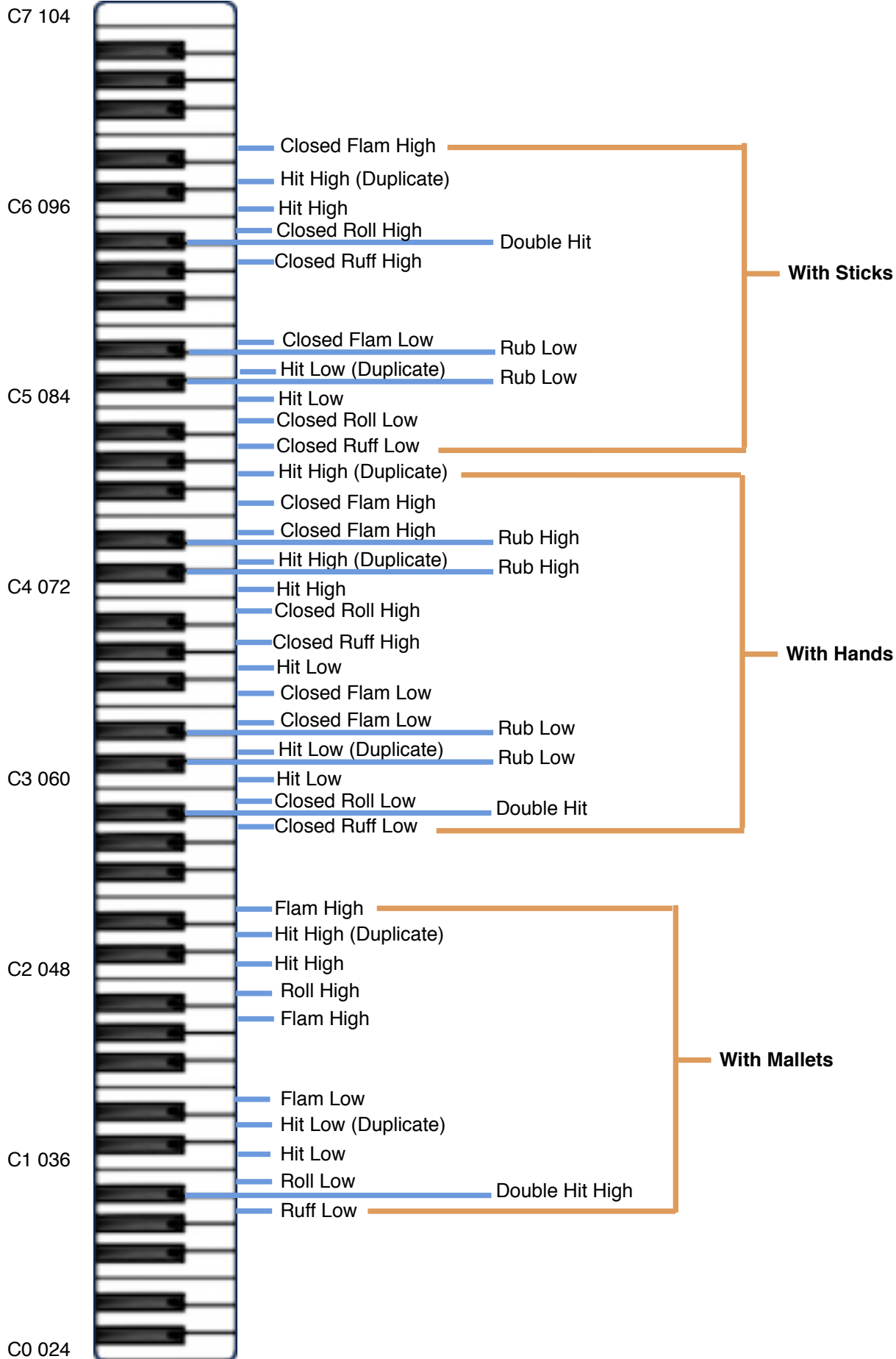
C2 048

C1 036

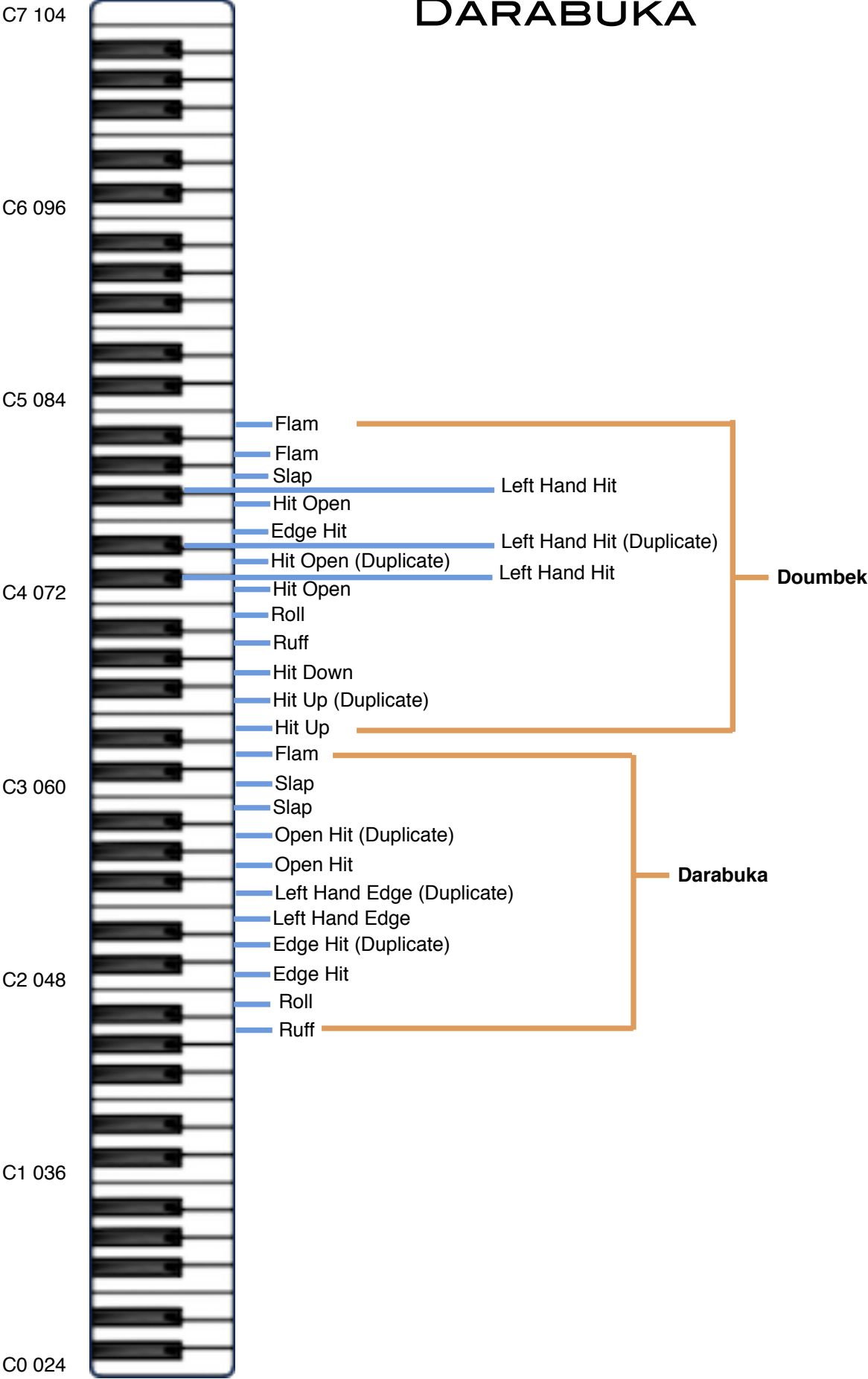
C0 024

A02 CONGAS

CINEPERC
AUX



A03 DOUMBЕК + DARABUKA



A04 BODHRAN

C7 104

C6 096

C5 084

C4 072

C3 060

C2 048

C1 036

C0 024

Hit Half Open

Ruff Open

Ruff Closed

Hit Low Open (Duplicate)

Hit Low Open

Rims (Duplicate)

Rims

Hit Damp

Hit Half Open

Ruff Open

Ruff Closed

Hit Low Open (Duplicate)

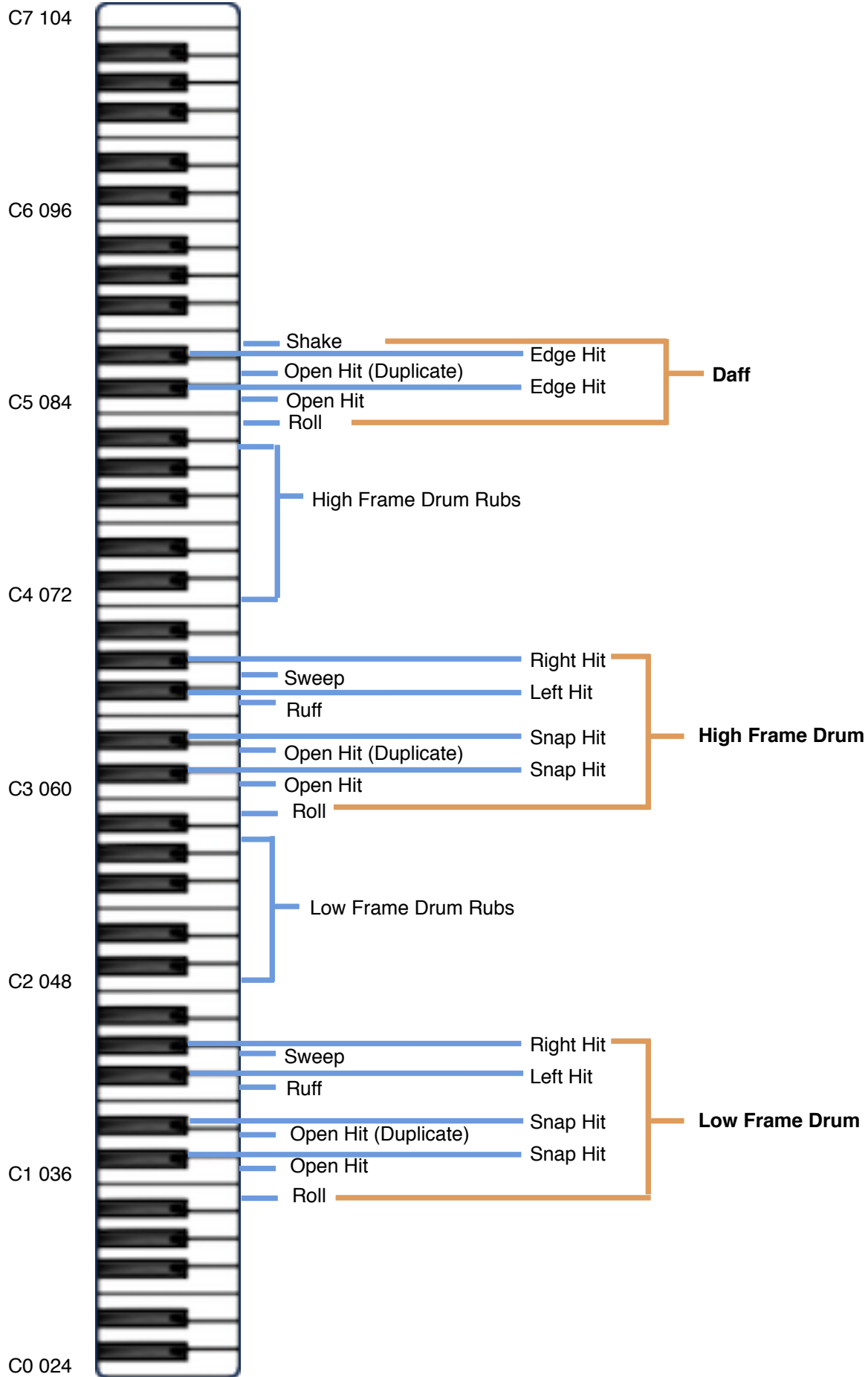
Hit Low Open

Rims (Duplicate)

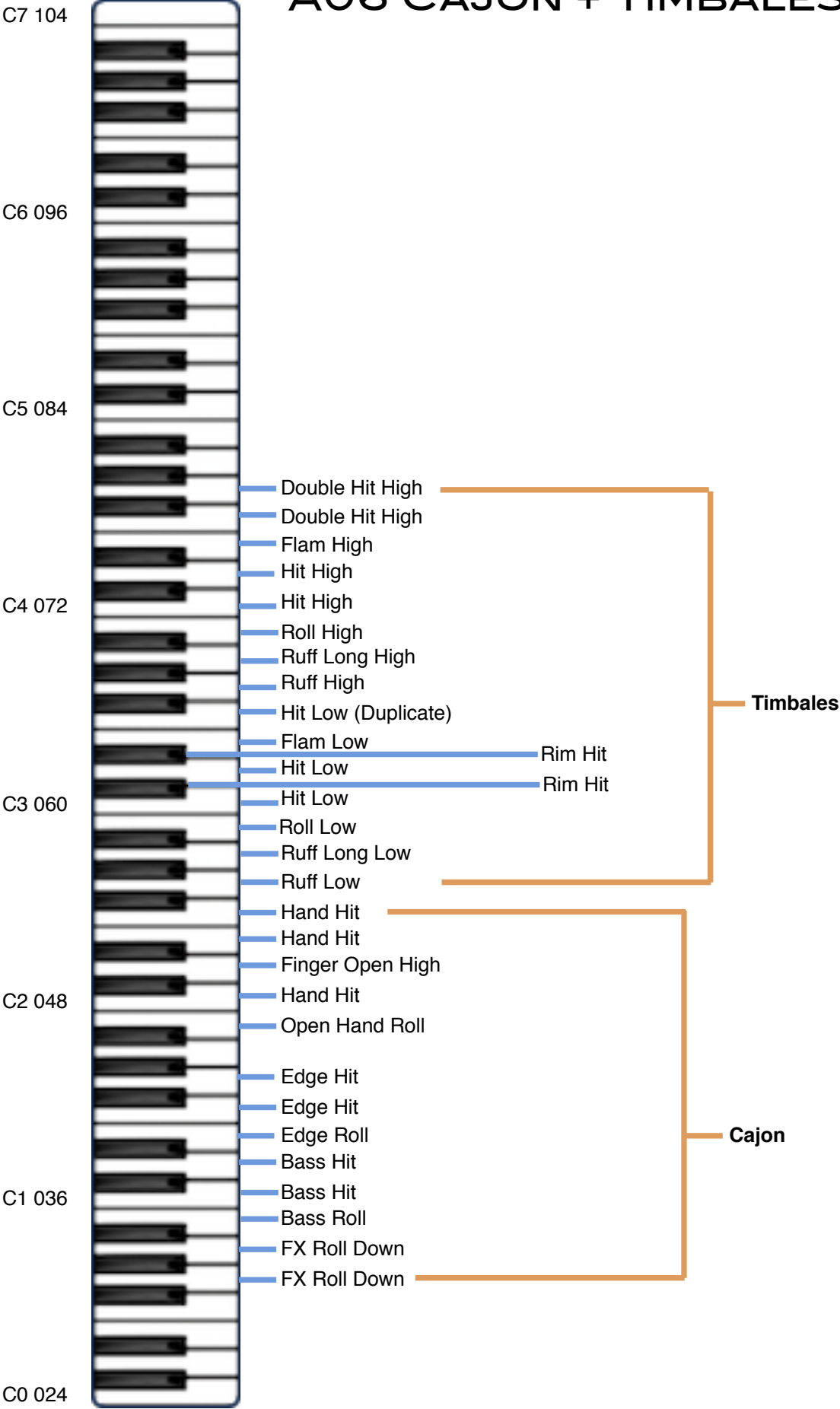
Rims

A05 FRAME DRUMS + DAFF

CINEPERC
AUX



A06 CAJON + TIMBALES



A07 TALKING DRUMS + UDU

CINEPERC
AUX

C7 104

C6 096

C5 084

C4 072

C3 060

C2 048

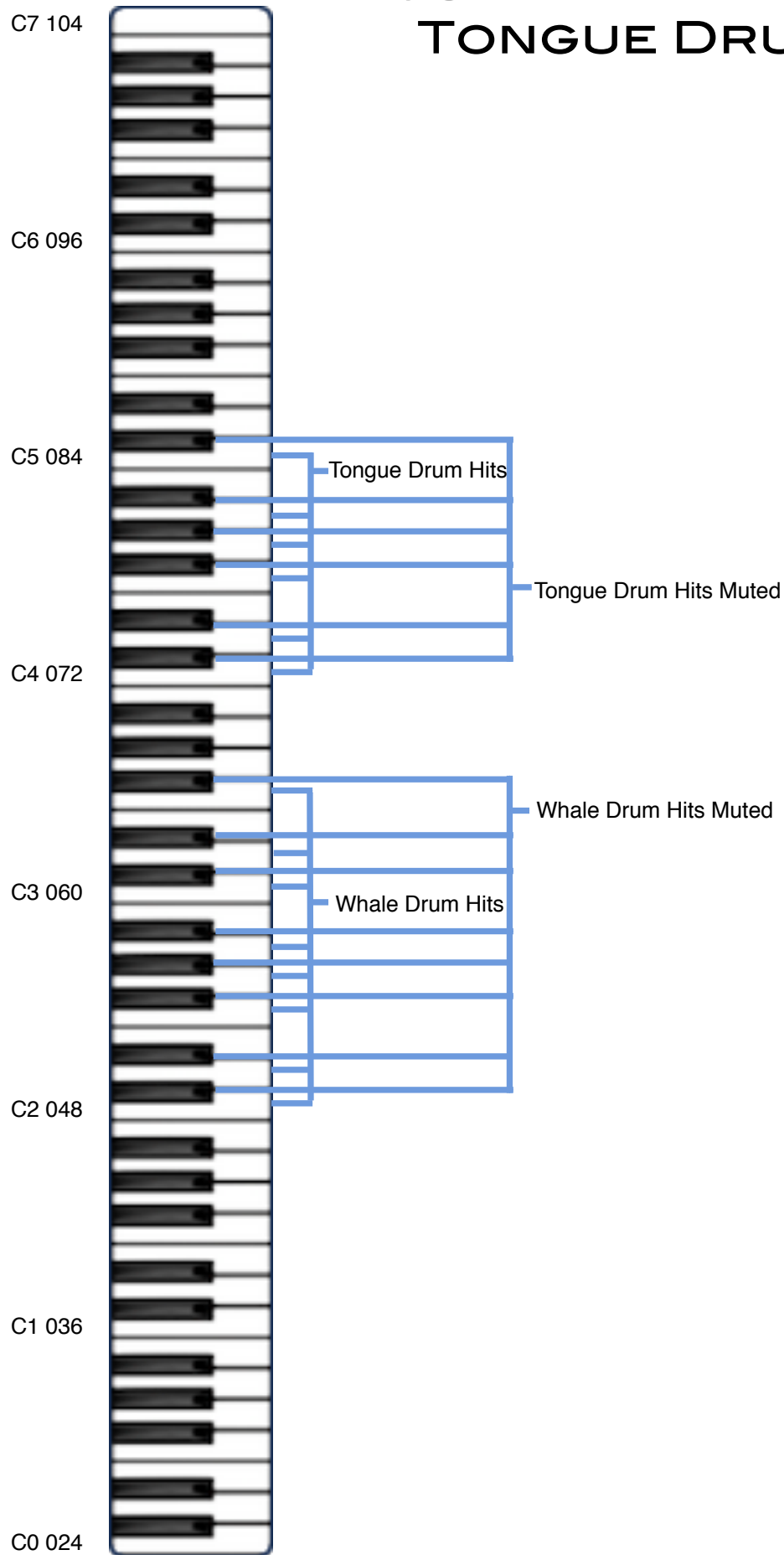
C1 036

C0 024

- Talking Drum High Low
- Talking Drum Low Hit (Duplicate)
- Talking Drum Low Hit
- Talking Drum Low High
- Talking Drum Dead Stroke (Duplicate)
- Talking Drum Dead Stroke
- Talking Drum High Hit (Duplicate)
- Talking Drum High Hit
- Udu Descrescendo Roll
- Udu Descrescendo Roll
- Udu Bowl Hit (Duplicate)
- Udu Bowl Hit
- Udu Hole Stroke Extra (Duplicate)
- Udu Hole Stroke Extra
- Udu Hole Stroke (Duplicate)
- Udu Hole Stroke
- Udu Delayed Open (Duplicate)
- Udu Delayed Open
- Udu Rest Release (Duplicate)
- Udu Rest Release
- Udu Double Open (Duplicate)
- Udu Double Open
- Udu Single Open (Duplicate)
- Udu Single Open

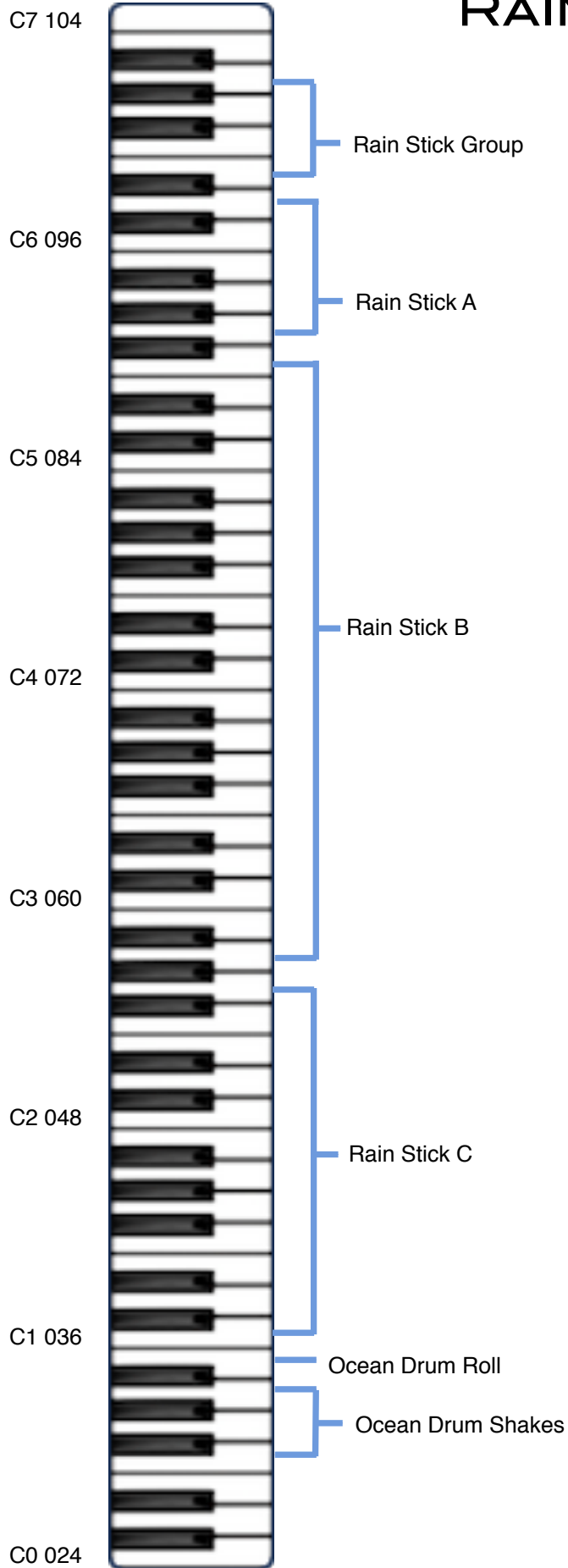
A08 WHALE DRUM + TONGUE DRUM

Note: See MAPPING tab for details on switching between soft and hard mallets - by default it is set to velocity

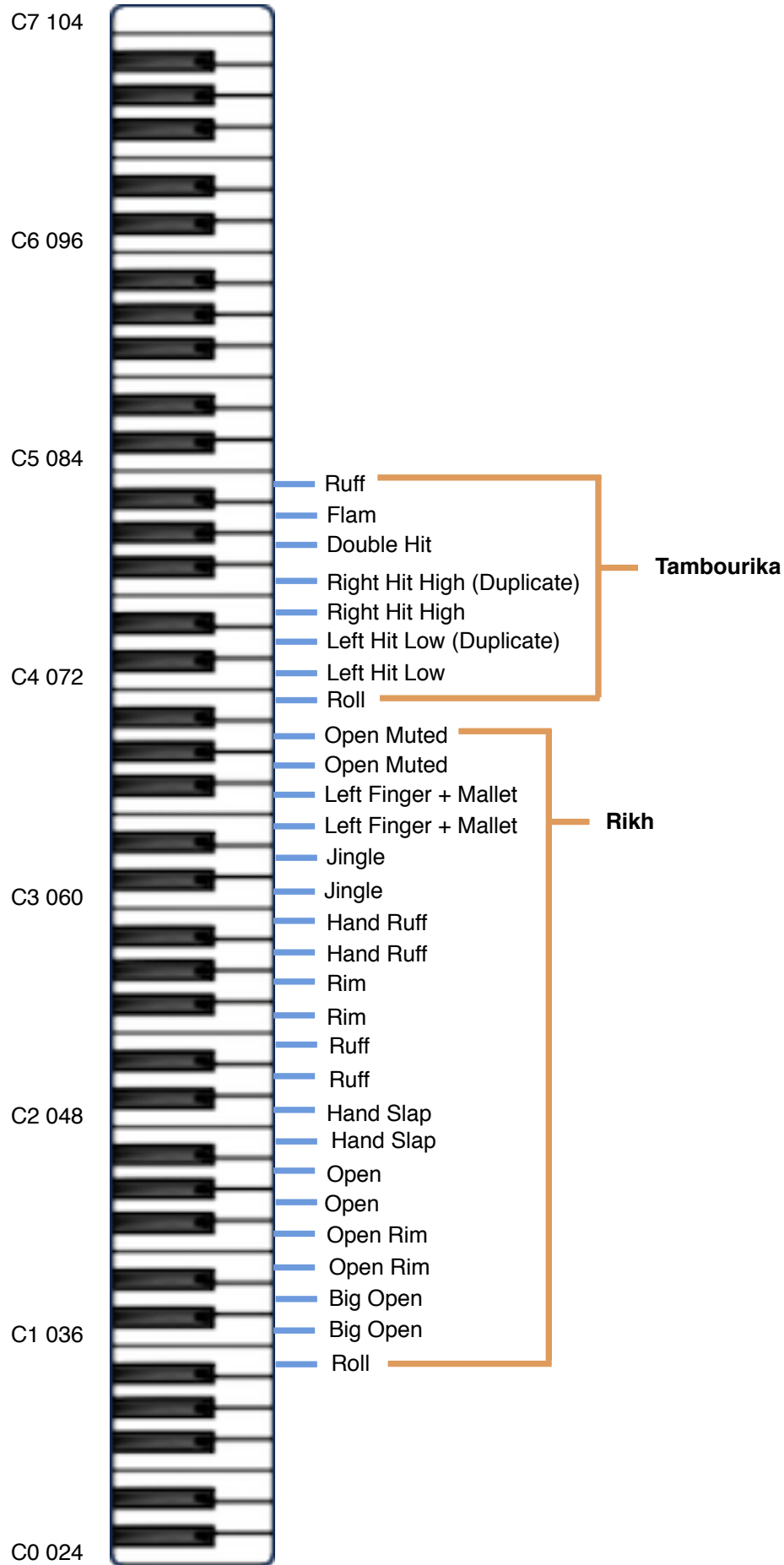


A09 OCEAN DRUM + RAIN STICKS

CINEPERC
AUX

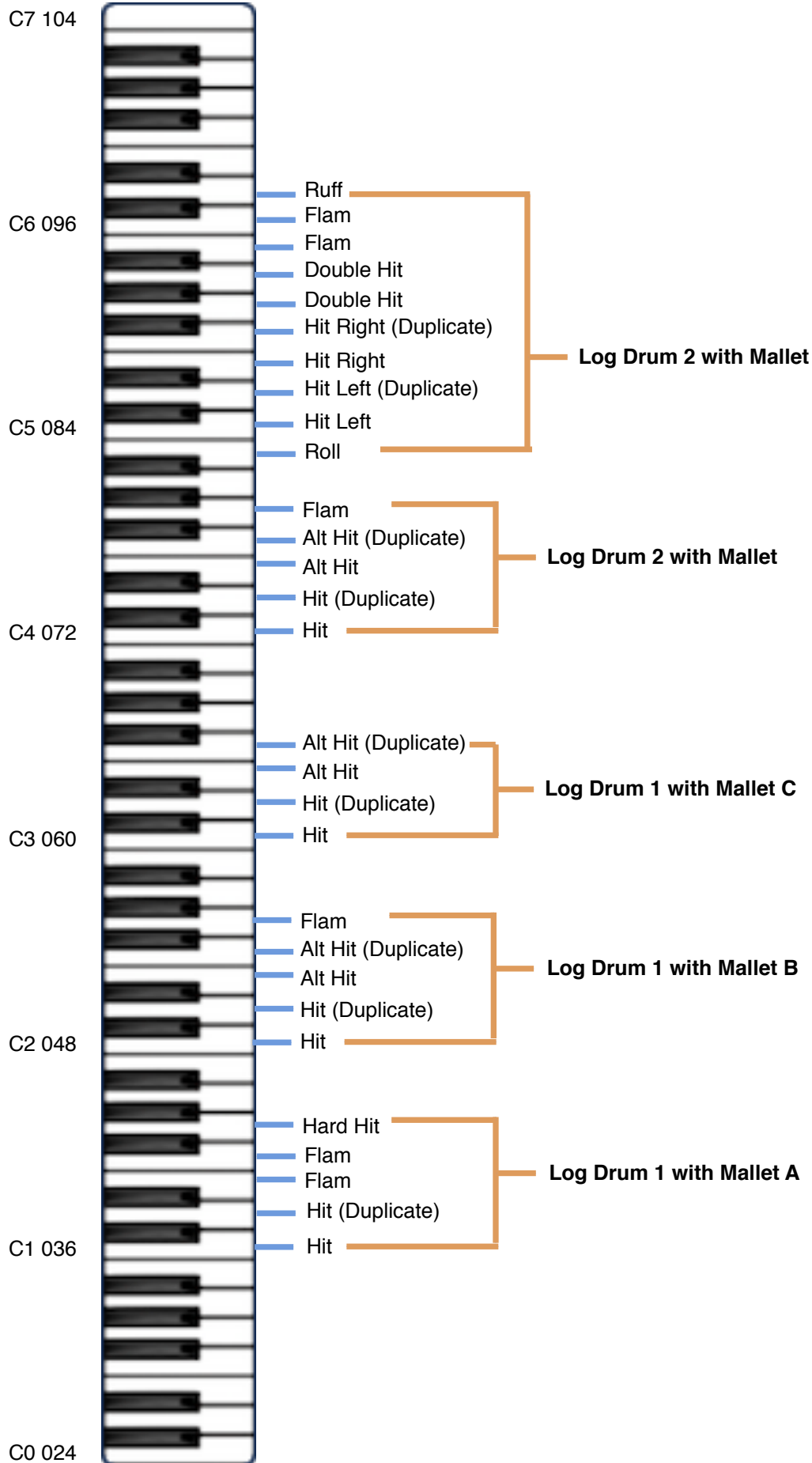


A10 TAMBOURIKA + RIKH

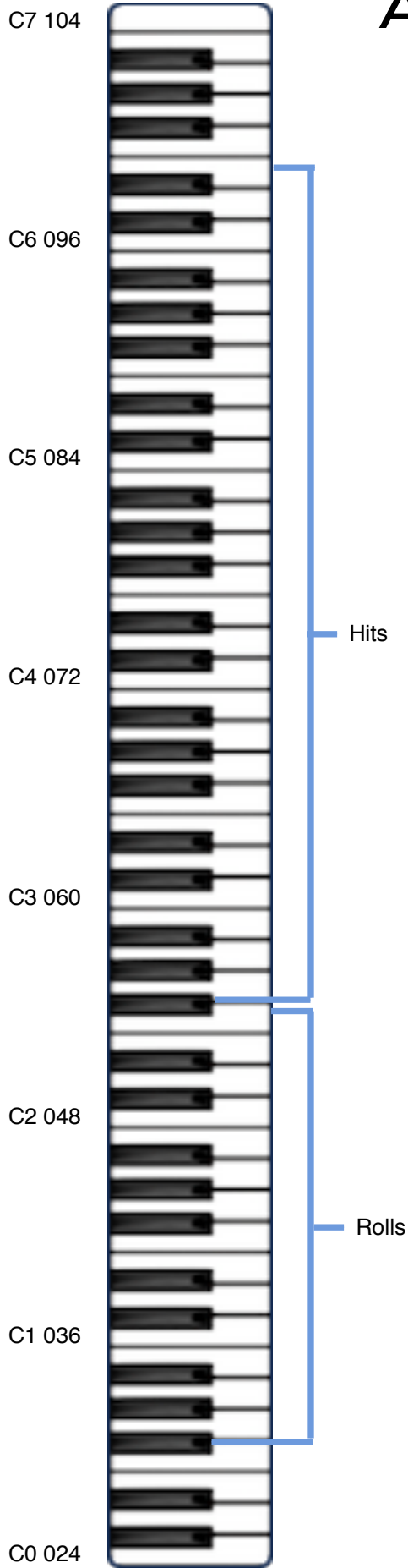


A11 LOG DRUM + APPLE BOX

CINEPERC
AUX



A12 ANKLUNGS



A13 ETHNIC SHAKERS 1

CINEPERC
AUX

C7 104

C6 096

C5 084

C4 072

C3 060

C2 048

C1 036

C0 024

Cricket

Bamboo Shaker

Bamboo Shaker Rol

Mini Maracas Hits

Mini Maracas Roll

Plastic Pear Shaker Hits

Plastic Pear Shaker Roll

Turtle Shell Hits

Turtle Shell Shaker Roll

Gourd Maracas Back Hit

Gourd Maracas Forward Hit

Gourd Maracas Roll

Cabasa 2 Hit (Duplicate)

Cabasa 2 Hit

Cabasa 2 Roll

Cabasa Hit (Duplicate)

CabasaHit

Cabasa Shake

African Pod Shaker

African Pod Shaker Roll

Shakere

Shakere Roll

Jaw Bone

CINEPERC
AUX



A15 ETHNIC SHAKERS EXTRA

CINEPERC
AUX

C7 104

C6 096

C5 084

C4 072

C3 060

C2 048

C1 036

C0 024

Sample Start Knob Ranges

C2 and D2: 25ms

C#2 and D#2: 10ms

Meinl Shaker

Meinl Shaker Roll

Bottle Caps Roll

Lids Roll

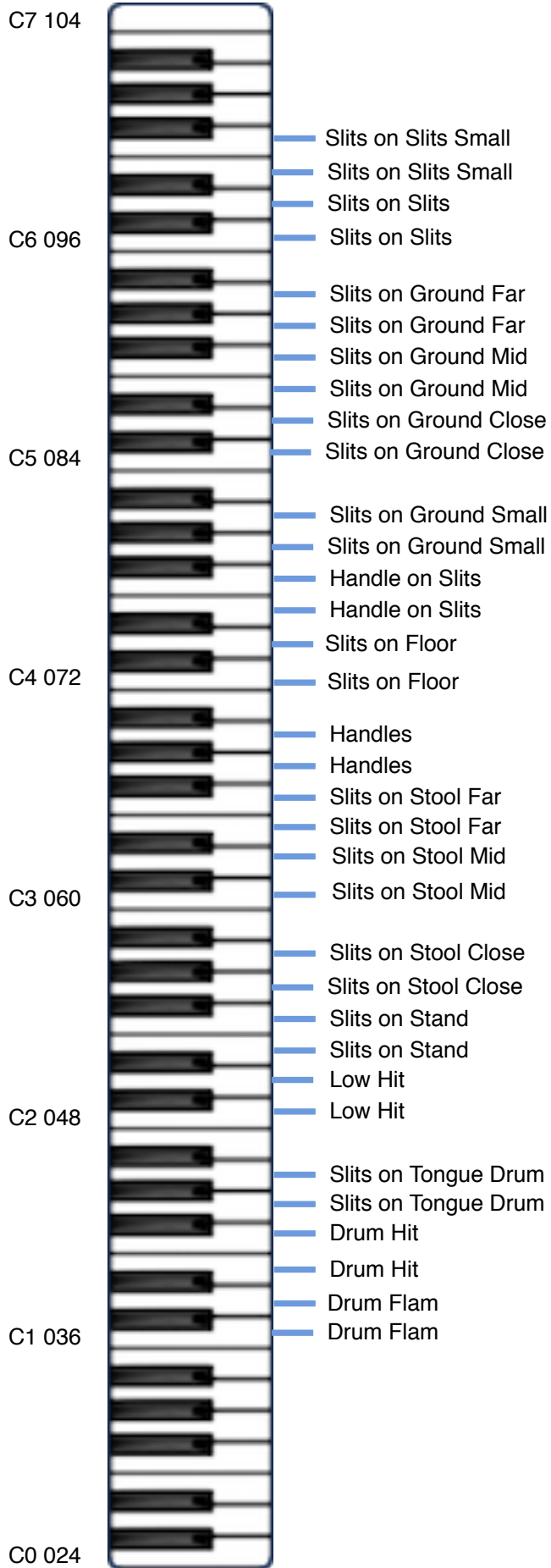
Bottles Roll

WashBoard Hits (Duplicate)

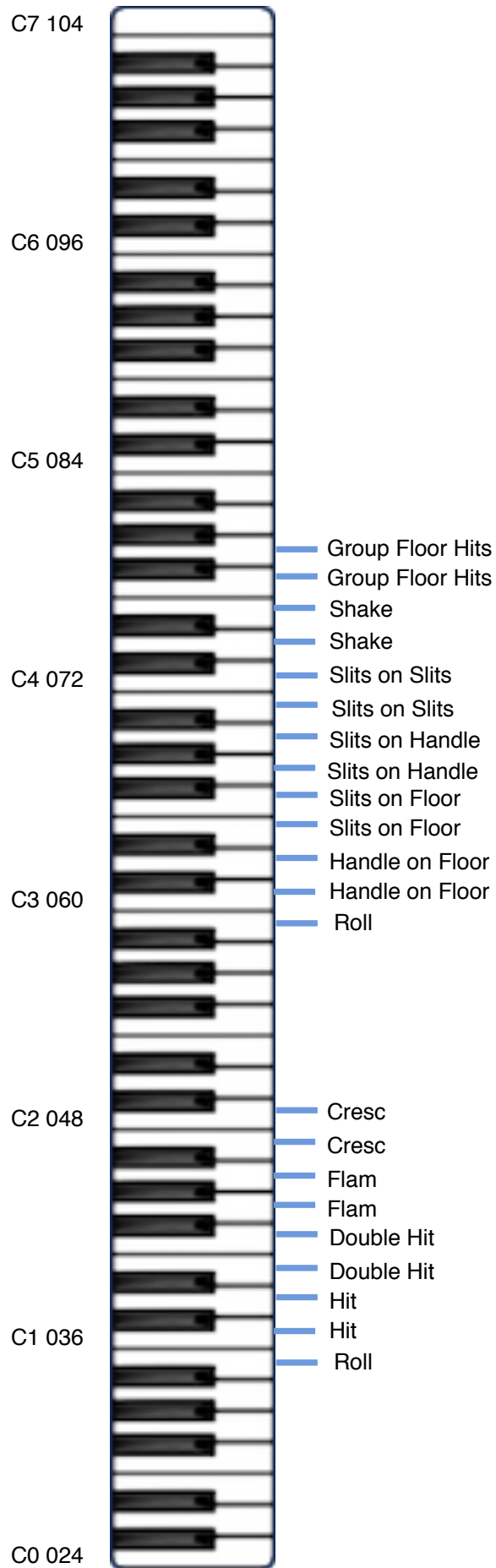
WashBoard Hits

WashBoard Roll

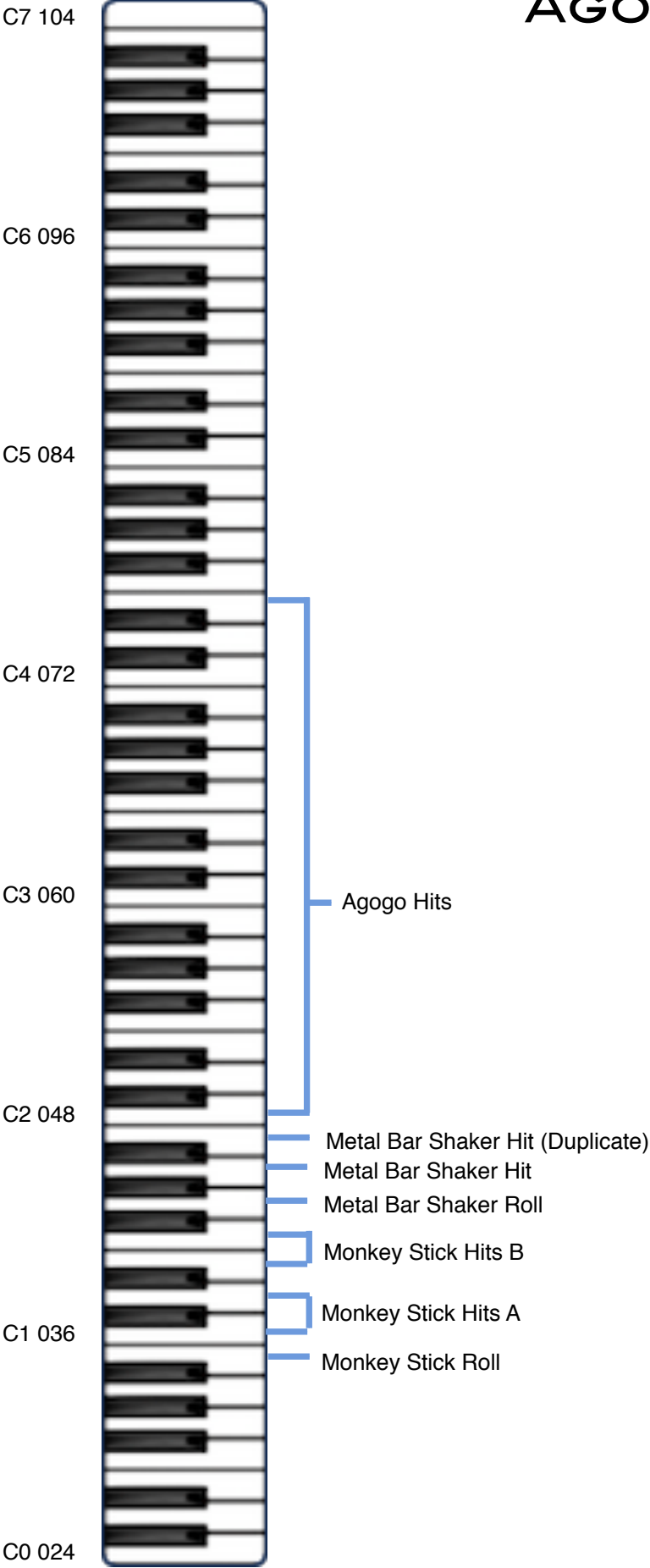
CINEPERC
AUX



CINEPERC
AUX

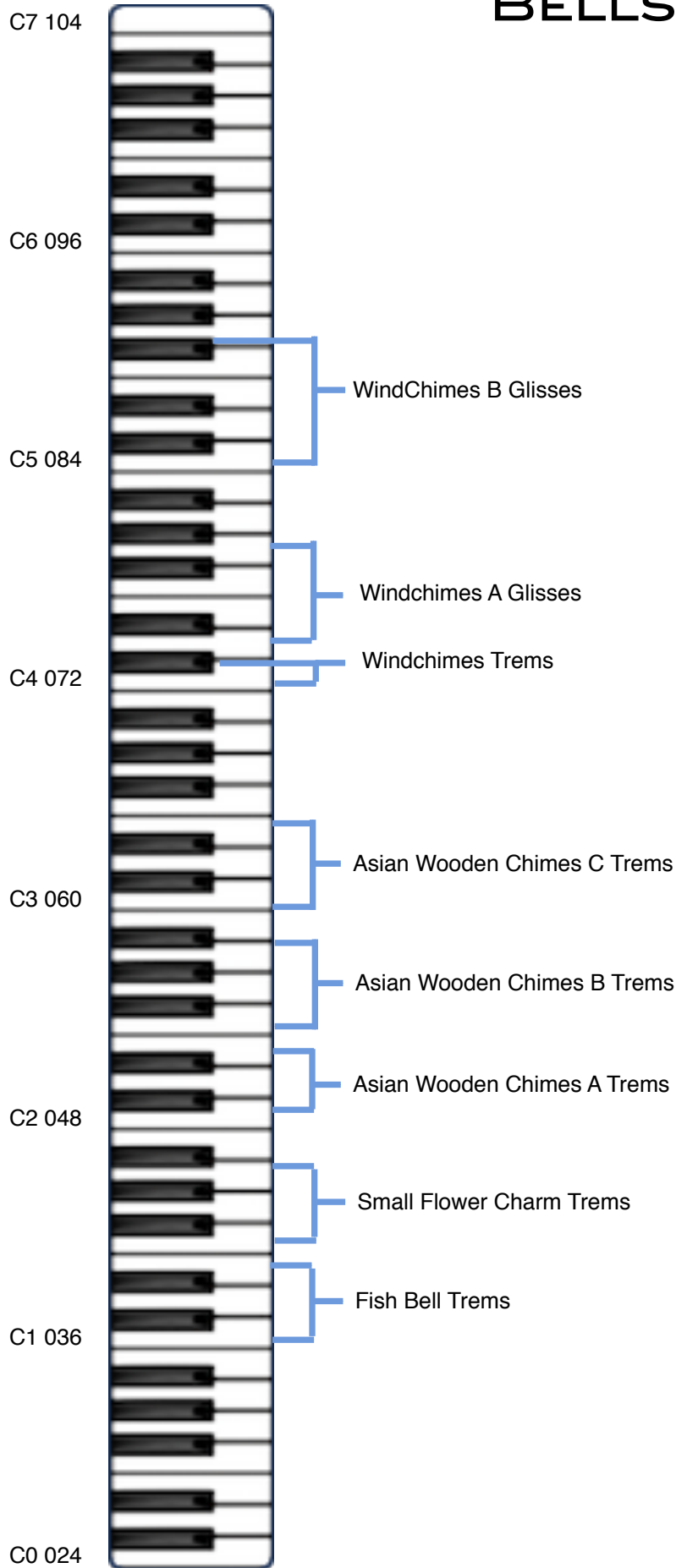


A18 MONKEY STICK + AGOGO



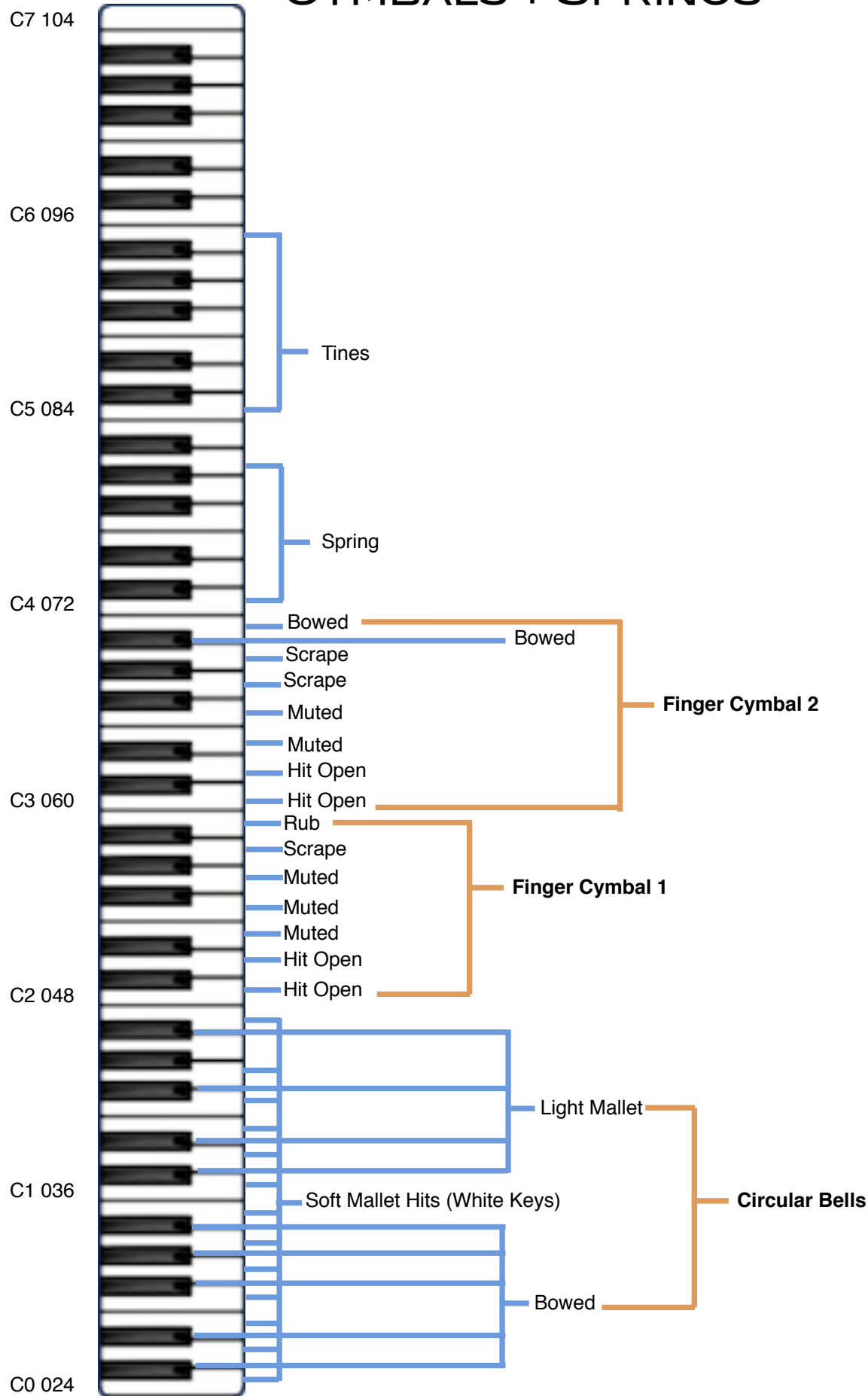
A19 ETHNIC CHIMES + FISH BELLS

CINEPERC
AUX

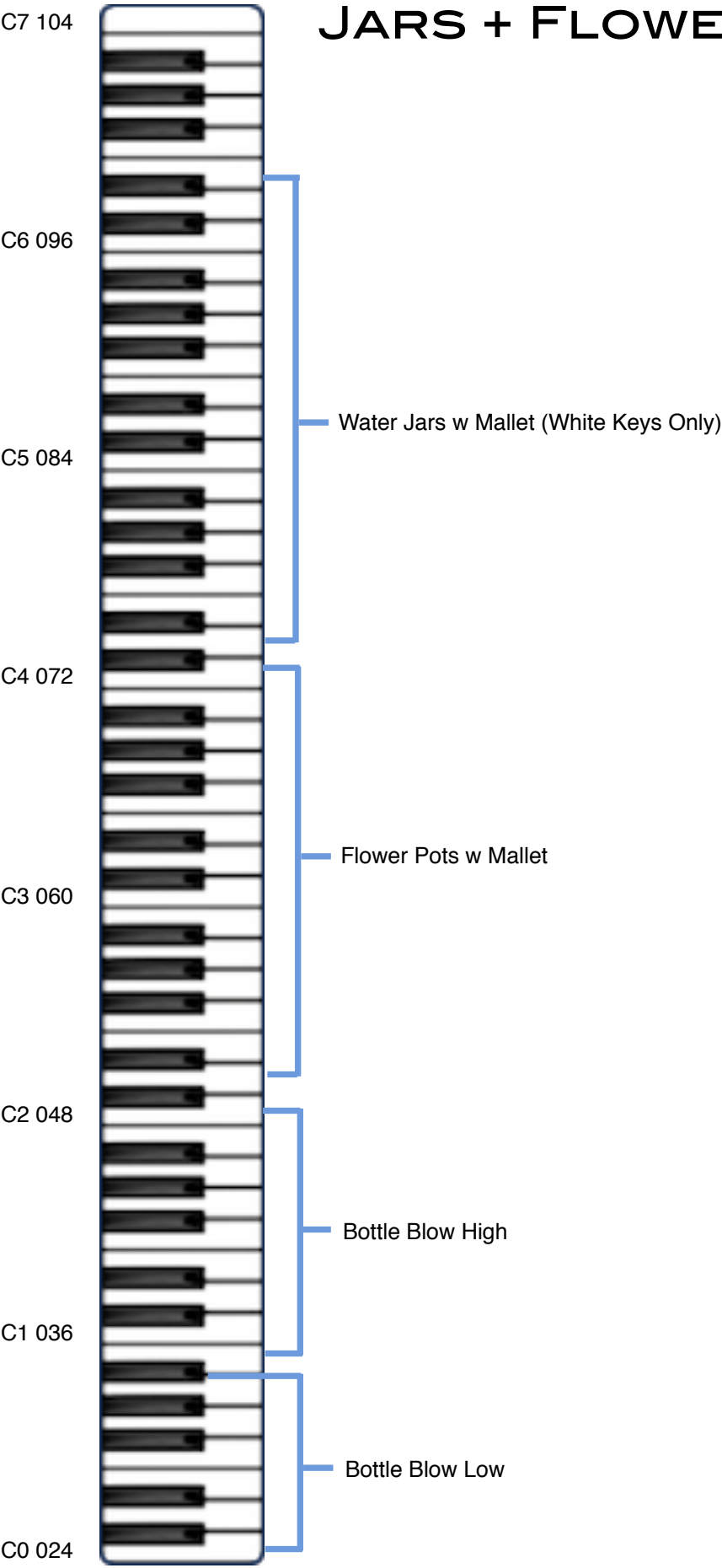


A20 CIRCLE BELLS + FINGER CYMBALS + SPRINGS

CINEPERC
AUX

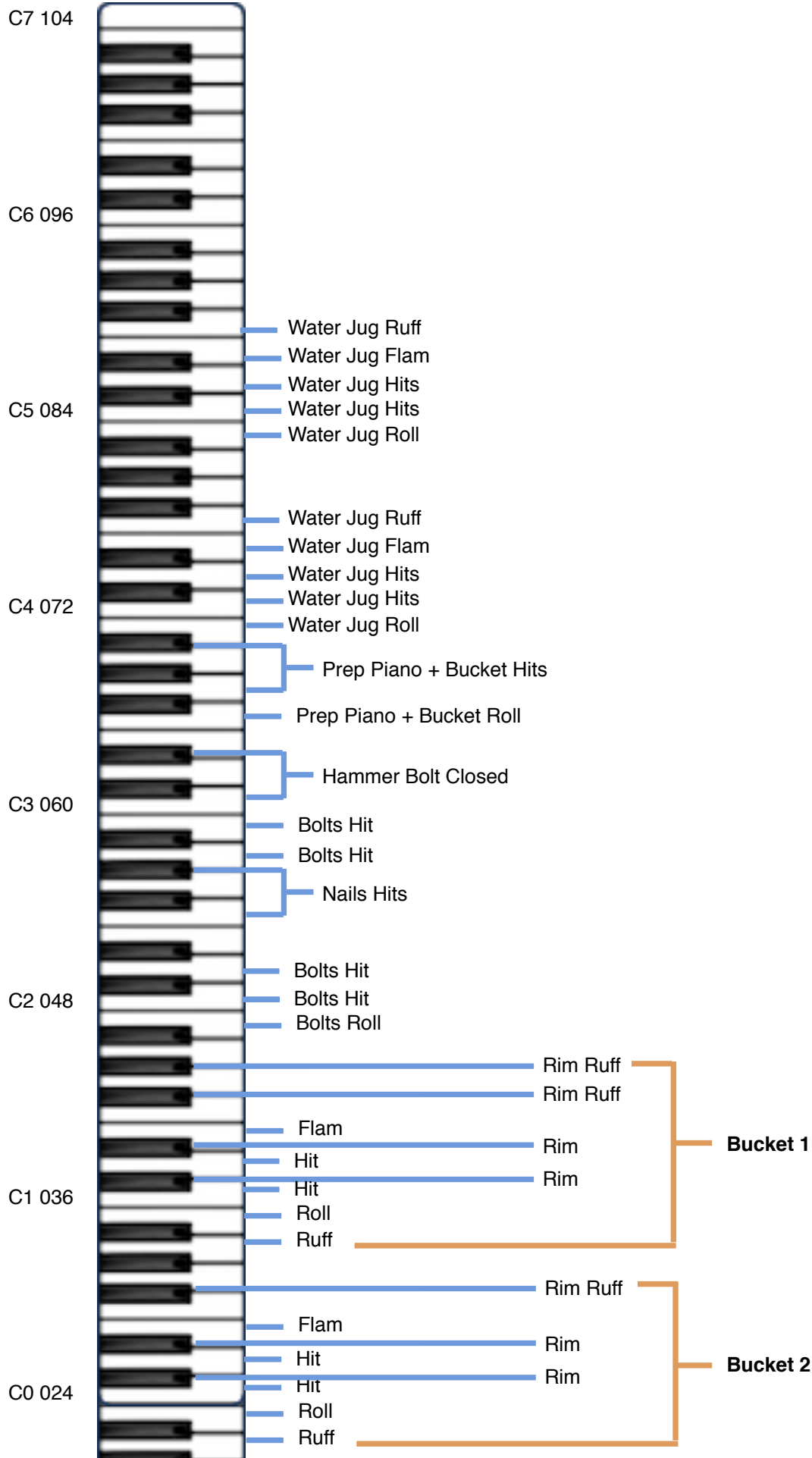


A21 GLASS JARS + WATER JARS + FLOWER POTS



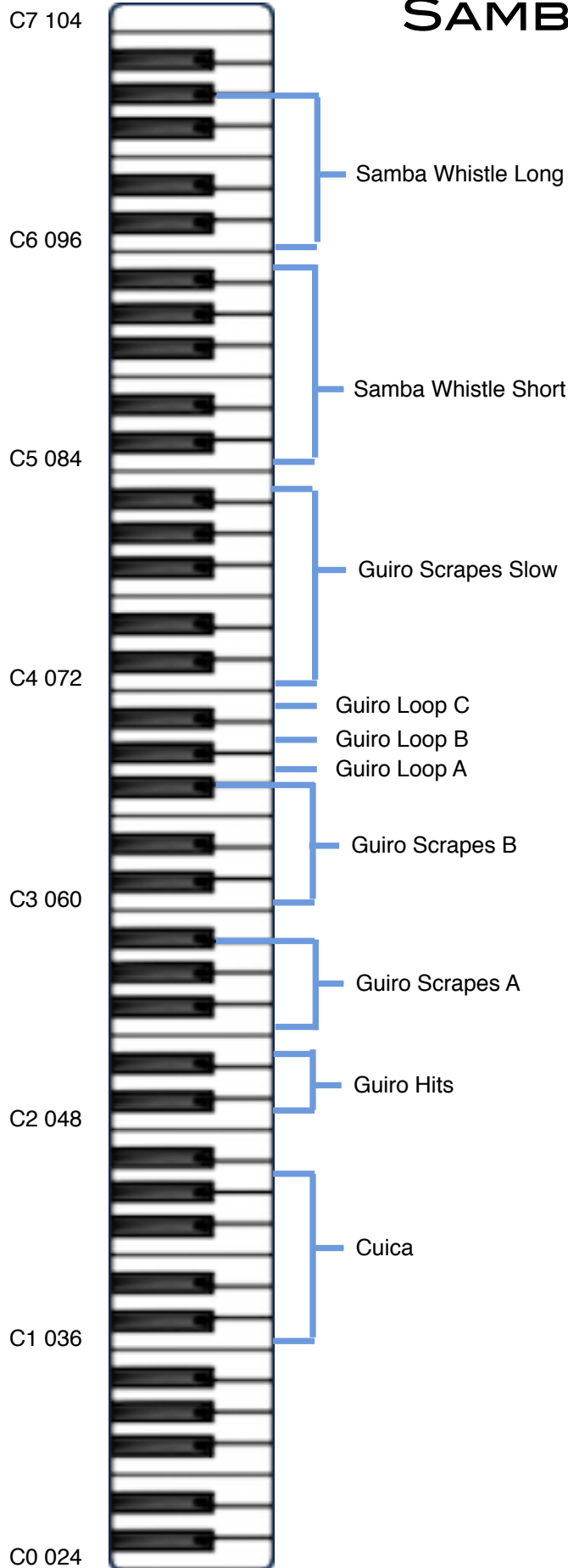
A22 HARDWARE

CINEPERC
AUX



A23 CUICA + GUIRO + SAMBA WHISTLE

CINEPERC
AUX



Sample Start Knob Ranges

C1-A1: 25ms
F2-A#2: 25ms
C3-G3: 25ms
A3: 25ms
B3-B4: 25ms
G5-G#6: 25ms
C2: 10ms
D2: 25ms
E2: 50ms
C5-E5: 150ms
F#5: 150ms

CINEPERC

ARTICULATION-MASTERSHEET

OVERVIEW

CINEPERC
CORE

CINEPERC
PRO

CINEPERC
EPIC

CINEPERC
AUX

CINEPERC CORE

Patch Name	Instrument	Mallet	Articulation	Start Mods (sample start at 100%)	Track Pre-Delay
C01 Timpani	Timpani 32"	Soft	Hits (5xRR, 5 V); Rolls (1xRR, 5 V); Crescendo Rolls (3xRR, 2 V; long - 6 seconds, short 2 seconds)	All Hits: 25 ms	Hits: 10 ms; Hard / Med Cresc: 20 ms Soft Cresc: 15 ms
C01 Timpani	Timpani 32"	Medium	Hits (5xRR, 5 V); Rolls (1xRR, 5 V); Crescendo Rolls (3xRR, 2 V; long - 6 seconds, short 2 seconds)	All Hits: 25 ms	Hits: 10 ms; Hard / Med Cresc: 20 ms Soft Cresc: 15 ms
C01 Timpani	Timpani 32"	Wood / Hard	Hits (5xRR, 5 V); Rolls (1xRR, 5 V); Crescendo Rolls (3xRR, 2 V; long - 6 seconds, short 2 seconds)	All Hits: 25 ms	Hits: 10 ms; Hard / Med Cresc: 20 ms Soft Cresc: 15 ms
C01 Timpani	Timpani 28"	Soft	Hits (5xRR, 5 V); Rolls (1xRR, 5 V); Crescendo Rolls (3xRR, 2 V; long - 6 seconds, short 2 seconds)	All Hits: 25 ms	Hits: 10 ms; Hard / Med Cresc: 20 ms Soft Cresc: 15 ms
C01 Timpani	Timpani 28"	Medium	Hits (5xRR, 5 V); Rolls (1xRR, 5 V); Crescendo Rolls (3xRR, 2 V; long - 6 seconds, short 2 seconds)	All Hits: 25 ms	Hits: 10 ms; Hard / Med Cresc: 20 ms Soft Cresc: 15 ms
C01 Timpani	Timpani 28"	Wood / Hard	Hits (5xRR, 5 V); Rolls (1xRR, 5 V); Crescendo Rolls (3xRR, 2 V; long - 6 seconds, short 2 seconds)	All Hits: 25 ms	Hits: 10 ms; Hard / Med Cresc: 20 ms Soft Cresc: 15 ms
C01 Timpani	Timpani 25"	Soft	Hits (5xRR, 5 V); Rolls (1xRR, 5 V); Crescendo Rolls (3xRR, 2 V; long - 6 seconds, short 2 seconds)	All Hits: 25 ms	Hits: 10 ms; Hard / Med Cresc: 20 ms Soft Cresc: 15 ms
C01 Timpani	Timpani 25"	Medium	Hits (5xRR, 5 V); Rolls (1xRR, 5 V); Crescendo Rolls (3xRR, 2 V; long - 6 seconds, short 2 seconds)	All Hits: 25 ms	Hits: 10 ms; Hard / Med Cresc: 20 ms Soft Cresc: 15 ms
C01 Timpani	Timpani 25"	Wood / Hard	Hits (5xRR, 5 V); Rolls (1xRR, 5 V); Crescendo Rolls (3xRR, 2 V; long - 6 seconds, short 2 seconds)	All Hits: 25 ms	Hits: 10 ms; Hard / Med Cresc: 20 ms Soft Cresc: 15 ms

Patch Name	Instrument	Mallet	Articulation	Start Mods (sample start at 100%)	Track Pre-Delay
C01 Timpani	Timpani 21"	Soft	Hits (5xRR, 5 V); Rolls (1xRR, 5 V); Crescendo Rolls (3xRR, 2 V; long - 6 seconds, short 2 seconds)	All Hits: 25 ms	Hits: 10 ms; Hard / Med Cresc: 20 ms Soft Cresc: 15 ms
C01 Timpani	Timpani 21"	Med	Hits (5xRR, 5 V); Rolls (1xRR, 5 V); Crescendo Rolls (3xRR, 2 V; long - 6 seconds, short 2 seconds)	All Hits: 25 ms	Hits: 10 ms; Hard / Med Cresc: 20 ms Soft Cresc: 15 ms
C01 Timpani	Timpani 21"	Wood / Hard	Hits (5xRR, 5 V); Rolls (1xRR, 5 V); Crescendo Rolls (3xRR, 2 V; long - 6 seconds, short 2 seconds)	All Hits: 25 ms	Hits: 10 ms; Hard / Med Cresc: 20 ms Soft Cresc: 15 ms
C02 Timpani FX	Timpani FX		Hand Stops (5xRR, 1V), Rubs, Glissandi Up & Down, Glissando Rolls Up & Down (4V), Shell Hits	All Hits: 25 ms	RR Hits: 10 ms No RR Hits: 10-300 ms
C03 Bass Drum 1 - 28in	Bass Drum 1	Soft	Roll MW X-Fade (1xRR, 5V), Hits (5xRR, 8V), Muted Hits (5xRR, 4V), Flam (1xRR, 6V), 3-Stroke Hit (1xRR, 6V)	All Hits: 25 ms	C1-F5: 10-80 ms G5-D6: 50-300 ms E6-F6: 10 ms
C03 Bass Drum 1 - 28in	Bass Drum 1	Rubber	Roll MW X-Fade (1xRR, 5V), Hits (5xRR, 8V), Muted Hits (5xRR, 4V), Flam (1xRR, 6V), 3-Stroke Hit (1xRR, 6V)	All Hits: 25 ms	C1-F5: 10-80 ms G5-D6: 50-300 ms E6-F6: 10 ms
C03 Bass Drum 1 - 28in	Bass Drum 1	Med	Roll MW X-Fade (1xRR, 5V), Hits (5xRR, 8V), Muted Hits (5xRR, 4V), Flam (1xRR, 6V), 3-Stroke Hit (1xRR, 6V)	All Hits: 25 ms	C1-F5: 10-80 ms G5-D6: 50-300 ms E6-F6: 10 ms
C03 Bass Drum 1 - 28in	Bass Drum 1	Wood / Hard	Roll MW X-Fade (1xRR, 5V), Hits (5xRR, 8V), Muted Hits (5xRR, 5V), Flam (1xRR, 6V), 3-Stroke Hit (1xRR, 6V), FX Rubs (5xRR, 1V), Rim Hit L & R (5xRR, 5V)	All Hits: 25 ms	C1-F5: 10-80 ms G5-D6: 50-300 ms E6-F6: 10 ms
C04 Bass Drum 2 - 36in	Bass Drum 2	Soft	Roll MW X-Fade (1xRR, 5V), Hits (5xRR, 8V), Muted Hits (5xRR, 5V), Flam (1xRR, 6V), 3-Stroke Hit (1xRR, 6V)	All Hits: 25 ms	C1-G#4: 5-50 ms C5: 2 sec D5: 1 sec E5-F5: 500 ms
C04 Bass Drum 2 - 36in	Bass Drum 2	Rubber	Roll MW X-Fade (1xRR, 5V), Hits (5xRR, 8V), Muted Hits (5xRR, 5V), Flam (1xRR, 6V), 3-Stroke Hit (1xRR, 6V)	All Hits: 25 ms	C1-G#4: 5-50 ms C5: 2 sec D5: 1 sec E5-F5: 500 ms
C04 Bass Drum 2 - 36in	Bass Drum 2	Med	Roll MW X-Fade (1xRR, 5V), Hits (5xRR, 8V), Muted Hits (5xRR, 5V), Flam (1xRR, 6V), 3-Stroke Hit (1xRR, 6V)	All Hits: 25 ms	C1-G#4: 5-50 ms C5: 2 sec D5: 1 sec E5-F5: 500 ms

Patch Name	Instrument	Mallet	Articulation	Start Mods (sample start at 100%)	Track Pre-Delay
C04 Bass Drum 2 - 36in	Bass Drum 2	Wood / Hard	Roll MW X-Fade (1xRR, 5V), Hits (5xRR, 8V), Muted Hits (5xRR, 5V), Flam (1xRR, 6V), 3-Stroke Hit (1xRR, 6V), Side Hit 1 & 2 (5xRR, 5V), FX Rubs (5xRR, 1V)	All Hits: 25 ms	C1-G#4: 5-50 ms C5: 2 sec D5: 1 sec E5-F5: 500ms
C05 Snares - Concert + Piccolo + Popcorn	Snare - Concert	Sticks	Snare On, Dead Stroke (1xRR, 13V), Roll (1xRR, 6V), Hit (5xRR, 13V), Rim (5xRR, 1V), Flam (1xRR, 13V), Stick on Stick (5xRR, 7V), Stick Hit	All Hits: 25 ms	No RR: 10-15ms RR Hits: 10 ms
C05 Snares - Concert + Piccolo + Popcorn	Snare - Concert	Sticks	Snare Off, Dead Stroke (1xRR, 13V), Roll (1xRR, 6V), Hit (5xRR, 13V), Rim (5xRR, 1V), Flam (1xRR, 13V), Stick on Stick (5xRR, 7V), Stick Hit	All Hits: 25 ms	No RR: 10ms RR Hits: 10 ms
C05 Snares - Concert + Piccolo + Popcorn	Snare - Concert	Brushes	Snare On, Dead Stroke (5xRR, 13V), Swirl (1xRR, 3V), Roll (1xRR, 5V), Hit (5xRR, 13V), Rim (5xRR, 3V), Flam (1xRR, 13V), Ruff (1xRR, 13V)	All Hits: 25 ms	No RR: 10-15ms Hits: 0 ms
C05 Snares - Concert + Piccolo + Popcorn	Snare - Concert	Brushes	Snare Off, Dead Stroke (5xRR, 13V), Swirl (1xRR, 3V), Roll (1xRR, 5V), Hit (5xRR, 13V), Rim (5xRR, 3V), Flam (1xRR, 13V), Ruff (1xRR, 13V)	All Hits: 25 ms	No RR: 10ms RR Hits: 10 ms
C05 Snares - Concert + Piccolo + Popcorn	Snare - Piccolo	Sticks	Snare On, Dead Stroke (1xRR, 13V), Roll (1xRR, 6V), Hits (5xRR, 13V), Rim (3xRR, 5V), Flam (1xRR, 13V)	All Hits: 25 ms	No RR: 10-15ms Hits: 10 ms
C05 Snares - Concert + Piccolo + Popcorn	Snare - Piccolo	Sticks	Snare Off, Dead Stroke (1xRR, 13V), Roll (1xRR, 6V), Hits (5xRR, 13V), Rim (3xRR, 5V), Flam (1xRR, 13V)	All Hits: 25 ms	No RR: 10ms RR Hits: 10 ms
C05 Snares - Concert + Piccolo + Popcorn	Snare - Piccolo	Hot Rods	Snare On, Dead Stroke (5xRR, 13V), Roll (1xRR, 3V), Hits (5xRR, 13V), Rim (3xRR, 5V), Flam (5xRR, 13V)	All Hits: 25 ms	No RR: 10-15ms Hits: 10 ms
C05 Snares - Concert + Piccolo + Popcorn	Snare - Piccolo	Hot Rods	Snare Off, Dead Stroke (5xRR, 13V), Roll (1xRR, 3V), Hits (5xRR, 13V), Rim (3xRR, 5V), Flam (5xRR, 13V)	All Hits: 25 ms	No RR: 10ms RR Hits: 10 ms
C05 Snares - Concert + Piccolo + Popcorn	Snare - Popcorn	Sticks	Snare On, Dead Stroke (1xRR, 13V), Roll (1xRR, 5V), Hits (5xRR, 13V), Rim (3xRR, 5V), Stick on Stick Drum (1xRR, 6V), Flam (1xRR, 13V)	All Hits: 25 ms	No RR: 10-15ms Hits: 10 ms
C05 Snares - Concert + Piccolo + Popcorn	Snare - Popcorn	Sticks	Snare Off, Dead Stroke (1xRR, 13V), Roll (1xRR, 5V), Hits (5xRR, 13V), Rim (3xRR, 5V), Stick on Stick Drum (1xRR, 6V), Flam (1xRR, 13V)	All Hits: 25 ms	No RR: 10ms RR Hits: 10 ms

Patch Name	Instrument	Mallet	Articulation	Start Mods (sample start at 100%)	Track Pre-Delay
C05 Snares - Concert + Piccolo + Popcorn	Snare - Popcorn	Hot Rods	Snare On, Dead Stroke (1xRR, 8V), Roll (1xRR, 5V), Hits (5xRR, 8V), Flam (1xRR, 8V)	All Hits: 25 ms	No RR: 10-15ms RR Hits: 10 ms
C05 Snares - Concert + Piccolo + Popcorn	Snare - Popcorn	Hot Rods	Snare Off, Dead Stroke (1xRR, 8V), Roll (1xRR, 5V), Hits (5xRR, 8V), Flam (1xRR, 8V)	All Hits: 25 ms	No RR: 10ms RR Hits: 10 ms
C06 Snares - Tenor + Military + Metal	Field Drum	Mallet	snare ON only, Dead Stroke (1xRR, 13V), Roll (1xRR, 5V), Hits (5xRR, 13V), Flam (1xRR, 13V)	All Hits: 25 ms	All Hits: 10 ms
C06 Snares - Tenor + Military + Metal	Tenor Drum	Mallet	snare OFF only, Dead Stroke (1xRR, 13V), Roll (1xRR, 5V), Hits (5xRR, 13V), Flam (1xRR, 13V)	All Hits: 25 ms	All Hits: 10 ms
C06 Snares - Tenor + Military + Metal	Field Drum	Sticks	snare ON only, Dead Stroke (1xRR, 13V), Roll (1xRR, 6V), Hits (5xRR, 13V), Rim (3xRR, 5V), Flam (1xRR, 13V), Stick Hit (1xRR, 6V)	All Hits: 25 ms	All Hits: 10 ms
C06 Snares - Tenor + Military + Metal	Tenor Drum	Sticks	snare OFF only, Dead Stroke (1xRR, 13V), Roll (1xRR, 6V), Hits (5xRR, 13V), Rim (3xRR, 5V), Flam (1xRR, 13V), Stick Hit (1xRR, 6V)	All Hits: 25 ms	All Hits: 10 ms
C06 Snares - Tenor + Military + Metal	Military Drum	Mallet	Snare On, Dead Stroke (1xRR, 13V), Roll (1xRR, 5V), Hits (5xRR, 13V), Flam (1xRR, 13V)	All Hits: 25 ms	All Hits: 10 ms
C06 Snares - Tenor + Military + Metal	Military Drum	Mallet	Snare Off, Dead Stroke (1xRR, 13V), Roll (1xRR, 5V), Hits (5xRR, 13V), Flam (1xRR, 13V)	All Hits: 25 ms	All Hits: 10 ms
C06 Snares - Tenor + Military + Metal	Military Drum	Sticks	Snare On, Dead Stroke (1xRR, 13V), Roll (1xRR, 5V), Hits (5xRR, 13V), Rim (3xRR, 5V), Flam (1xRR, 13V), Stick Hit (1xRR, 6V)	All Hits: 25 ms	All Hits: 10 ms
C06 Snares - Tenor + Military + Metal	Military Drum	Sticks	Snare Off, Dead Stroke (1xRR, 13V), Roll (1xRR, 5V), Hits (5xRR, 13V), Rim (3xRR, 5V), Flam (1xRR, 13V), Stick Hit (1xRR, 6V)	All Hits: 25 ms	All Hits: 10 ms
C06 Snares - Tenor + Military + Metal	Snare - Metal	Sticks	Snare On, Dead Stroke (1xRR, 13V), Roll (1xRR, 5V), Hits (5xRR, 13V), Rim (3xRR, 5V), Flam (1xRR, 13V), Stick Hit (1xRR, 6V)	All Hits: 25 ms	All Hits: 10 ms

Patch Name	Instrument	Mallet	Articulation	Start Mods (sample start at 100%)	Track Pre-Delay
C06 Snares - Tenor + Military + Metal	Snare - Metal	Sticks	Snare Off, Dead Stroke (1xRR, 13V), Roll (1xRR, 5V), Hits (5xRR, 13V), Rim (3xRR, 5V), Flam (1xRR, 13V), Stick Hit (1xRR, 6V)	All Hits: 25 ms	All Hits: 10 ms
C06 Snares - Tenor + Military + Metal	Snare - Metal	Brushes	Snare On, Dead Stroke (1xRR, 8V), Roll (1xRR, 5V), Hits (5xRR, 8V), Flam (1xRR, 8V), Swirl (1xRR, 3V)	All Hits: 25 ms	All Hits: 10 ms
C06 Snares - Tenor + Military + Metal	Snare - Metal	Brushes	Snare Off, Dead Stroke (1xRR, 8V), Roll (1xRR, 5V), Hits (5xRR, 8V), Flam (1xRR, 8V), Swirl (1xRR, 3V)	All Hits: 25 ms	All Hits: 10 ms
C07 Concert Toms	Concert Toms 6"	Hard	Hit (5xRR, 9V), Flam (1xRR, 9V), Ruff & Ruff Long (1xRR, 9V), Roll (1xRR, 4V), Flam Rim (10xRR, 3V), Rim Double (10xRR, 3V)	All Hits: 25 ms	No RR: 10 ms RR Hits: 5 ms
C07 Concert Toms	Concert Toms 8"	Hard	Hit (5xRR, 9V), Flam (1xRR, 9V), Ruff & Ruff Long (1xRR, 9V), Roll (1xRR, 4V), Flam Rim (10xRR, 3V), Rim Double (10xRR, 3V)	All Hits: 25 ms	No RR: 10 ms RR Hits: 5 ms
C07 Concert Toms	Concert Toms 10"	Hard	Hit (5xRR, 9V), Flam (1xRR, 9V), Ruff & Ruff Long (1xRR, 9V), Roll (1xRR, 4V), Flam Rim (10xRR, 3V), Rim Double (10xRR, 3V)	All Hits: 25 ms	No RR: 10 ms RR Hits: 5 ms
C07 Concert Toms	Concert Toms 13"	Hard	Hit (5xRR, 9V), Flam (1xRR, 9V), Ruff & Ruff Long (1xRR, 9V), Roll (1xRR, 4V), Flam Rim (10xRR, 3V), Rim Double (10xRR, 3V)	All Hits: 25 ms	No RR: 10 ms RR Hits: 5 ms
C07 Concert Toms	Concert Toms 15"	Hard	Hit (5xRR, 9V), Flam (1xRR, 9V), Ruff & Ruff Long (1xRR, 9V), Roll (1xRR, 4V), Flam Rim (10xRR, 3V), Rim Double (10xRR, 3V)	All Hits: 25 ms	No RR: 10 ms RR Hits: 5 ms
C07 Concert Toms	Concert Toms 16"	Hard	Hit (5xRR, 9V), Flam (1xRR, 9V), Ruff & Ruff Long (1xRR, 9V), Roll (1xRR, 4V), Rim (10xRR, 3V), Flam Rim (10xRR, 3V), Rim Double (10xRR, 3V)	All Hits: 25 ms	No RR: 10 ms RR Hits: 5 ms
C07 Concert Toms	Concert Toms Combo Hits	Hard	5xRR, 5V	All Hits: 25 ms	No RR: 10 ms RR Hits: 5 ms

Patch Name	Instrument	Mallet	Articulation	Start Mods (at 100%)	Track Pre-Delay
C08 Orchestral Cymbals	Cymbal - Orchestral 17"	Sticks	Crescendo (3xRR, 4V), Looped Roll (1xRR, 5V), Hit (5xRR, 6V), Scrape (3xRR, 2V), Rake (3xRR, 3V)	All Hits: 25 ms	All Hits: 10-600 ms
C08 Orchestral Cymbals	Cymbal - Orchestral 17"	Mallets	Crescendo (3xRR, 4V), Looped Roll (1xRR, 5V), Hit (5xRR, 6V)	All Hits: 25 ms	All Hits: 10-600 ms
C08 Orchestral Cymbals	Cymbal - Dark 18"	Sticks	Crescendo (3xRR, 4V), Looped Roll (1xRR, 5V), Hits (5xRR, 6V), Scrape (3xRR, 2V), Rake (3xRR, 3V), Hit Muted, Hit HH	All Hits: 25 ms	All Hits: 10-600 ms
C08 Orchestral Cymbals	Cymbal - Dark 18"	Mallets	Crescendo (3xRR, 4V), Looped Roll (1xRR, 5V), Hit (5xRR, 6V)	All Hits: 25 ms	All Hits: 10-600 ms
C08 Orchestral Cymbals	Piatti 19"		Hit / Crash (3xRR, 4V), Hit / Crash Muted (5xRR, 4V), Hit HiHat Sound (5xRR, 4V)	All Hits: 25 ms	All Hits: 10-600 ms
C08 Orchestral Cymbals	Piatti 20"		Hit / Crash (3xRR, 4V), Hit / Crash Muted (5xRR, 4V), Hit HiHat Sound (5xRR, 4V)	All Hits: 25 ms	All Hits: 10-600 ms
C08 Orchestral Cymbals	Sizzle Cymbal	Mallets	Crescendi (1 sec Cresc, 2 sec Cresc, 4 sec; 3xRR, 4V), Looped Roll (1xRR, 5V), Hit (5xRR, 6V), Scrapes (3xRR, 2V), Rakes (3xRR, 3V)	All Hits: 25 ms	All Hits: 10-600 ms
C09 Orchestral Cymbals - Scrapes	Cymbal - Orchestral 17"	Sticks	Scrapes (1xRR, 1V)	-	All Hits: 10-600 ms
C09 Orchestral Cymbals - Scrapes	Cymbal - Dark 18"	Sticks	Scrapes (1xRR, 1V)	-	All Hits: 10-600 ms
C09 Orchestral Cymbals - Scrapes	Sizzle Cymbal	Sticks	Scrapes (1xRR, 1V)	-	All Hits: 10-600 ms
C09 Orchestral Cymbals - Scrapes	Tam-Tam 29"	Rake / Quarter	Scrapes (1xRR, 1V)	-	All Hits: 10-600 ms
C10 Orchestral Cymbals - Bowed	Sizzle Cymbal	Bow	Bows short & long (1xRR, 1V)	All Hits: 25 ms	10-65 ms
C10 Orchestral Cymbals - Bowed	Cymbal - Orchestral 17"	Bow	Bows (1xRR, 1V)	All Hits: 25 ms	10-65 ms
C10 Orchestral Cymbals - Bowed	Cymbal - Dark 18"	Bow	Bows (1xRR, 1V)	All Hits: 25 ms	10-65 ms
C11 Gongs + Tam Tam	Gongs 27"		Bowed, Repeating Hits FX, Hit A & B, FX Metal Hit, Loop FX Roll	All Hits: 25 ms	10-600 ms G2: 1 sec

Patch Name	Instrument	Mallet	Articulation	Start Mods (sample start at 100%)	Track Pre-Delay
C11 Gongs + Tam Tam	Small Gongs		Long Roll Looped, Hit A-C (3xRR, 4V), 2 FX Rolls, Short Cresc A & B, Long Cresc, Repeating Hits FX, FX Metal Hit	All Hits: 25 ms	10-600 ms G2: 1 sec
C11 Gongs + Tam Tam	Tam-Tam 29"		Bowed, 1 sec cresc, 2 sec cresc, 3 sec cresc, 5 sec cresc, 15 sec cresc, Scrapes, Long Looped Scrape, Long Looped Roll (1xRR, 3V), Hit A-C (3xRR, 4V), FX Metal Hits	All Hits: 25 ms	10-600 ms G2: 1 sec
C12 Tambourines	Tambourines (Orchestral) 1 and 2 Large		1 Roll (1xRR, 3V), 2 Hits Open (5xRR, 3V), 2 Hits Closed (5xRR, 3V), 4 Side to Side (5xRR, 1V), 3 Rubs (Short, Med, Long; 5xRR, 3V)	All Hits: 25 ms	All Hits: 10 ms
C12 Tambourines	Tambourines (Orchestral) 1 and 2 Small		1 Roll (1xRR, 3V), 2 Hits Open (5xRR, 3V), 2 Hits Closed (5xRR, 3V), 4 Side to Side (5xRR, 1V), 3 Rubs (Short, Med, Long; 5xRR, 3V)	All Hits: 25 ms	All Hits: 10 ms
C12 Tambourines	Tambourines (Pop) 1 and 2 Large		1 Roll (1xRR, 3V), 2 Hits Open (10xRR, 3V), 2 Hits Closed (10xRR, 3V), 4 Side to Side (20xRR, 1V)	All Hits: 25 ms	All Hits: 10 ms
C12 Tambourines	Tambourines (Pop) 1 and 2 Small		1 Roll (1xRR, 3V), 2 Hits Open (10xRR, 3V), 2 Hits Closed (10xRR, 3V), 4 Side to Side (20xRR, 1V)	All Hits: 25 ms	All Hits: 10 ms
C13 Triangles + Mark Tree	Triangle - Ethnic Large	Small Beater	Roll (1xRR, 1V), Open (5xRR, 1V), Muted (5xRR, 1V), Half-Muted, Open to Mute (5xRR, 1V)	All Hits: 25 ms	All Hits: 5 ms
C13 Triangles + Mark Tree	Triangle - Ethnic Large	Large Beater	Roll (1xRR, 1V), Open (5xRR, 1V), Muted (5xRR, 1V), Half-Muted, Open to Mute (5xRR, 1V)	All Hits: 25 ms	All Hits: 5 ms
C13 Triangles + Mark Tree	Triangle - Ethnic Medium	Small Beater	Roll (1xRR, 1V), Open (5-10xRR, 1V), Muted (5-10xRR, 1V), Half-Muted, Open to Mute (5xRR, 1V)	All Hits: 25 ms	All Hits: 5 ms
C13 Triangles + Mark Tree	Triangle - Ethnic Medium	Large Beater	Roll (1xRR, 1V), Open (5-10xRR, 1V), Muted (5-10xRR, 1V), Half-Muted, Open to Mute (5xRR, 1V)	All Hits: 25 ms	All Hits: 5 ms
C13 Triangles + Mark Tree	Triangle - Orchestral Medium	Small Beater	Roll (1xRR, 1V), Open (5-10xRR, 1V), Muted (5-10xRR, 1V), Half-Muted, Open to Mute (5xRR, 1V)	All Hits: 25 ms	All Hits: 5 ms

Patch Name	Instrument	Mallet	Articulation	Start Mods (at 100%)	Track Pre-Delay
C13 Triangles + Mark Tree	Triangle - Orchestral Medium	Large Beater	Roll (1xRR, 1V), Open (5-10xRR, 1V), Muted (5-10xRR, 1V), Half-Muted, Open to Mute (5xRR, 1V)	All Hits: 25 ms	All Hits: 5 ms
C13 Triangles + Mark Tree	Triangle - Ethnic Small	Small Beater	Roll (1xRR, 1V), Open (5xRR, 1V), Muted (5xRR, V1), Half-Muted, Open to Mute (5xRR, 1V)	All Hits: 25 ms	All Hits: 5 ms
C13 Triangles + Mark Tree	Triangle - Ethnic Small	Large Beater	Roll (1xRR, 1V), Open (5xRR, 1V), Muted (5xRR, V1), Half-Muted, Open to Mute (5xRR, 1V)	All Hits: 25 ms	All Hits: 5 ms
C13 Triangles + Mark Tree	Triangle - Orchestral Large	Small Beater	Roll (1xRR, 1V), Open (5-10xRR, 1V), Muted (5-10xRR, 1V), Half-Muted, Open to Mute (5xRR, 1V)	All Hits: 25 ms	All Hits: 5 ms
C13 Triangles + Mark Tree	Triangle - Orchestral Large	Large Beater	Roll (1xRR, 1V), Open (5-10xRR, 1V), Muted (5-10xRR, 1V), Half-Muted, Open to Mute (5xRR, 1V)	All Hits: 25 ms	All Hits: 5 ms
C13 Triangles + Mark Tree	Triangle - Orchestral Small	Small Beater	Roll (1xRR, 1V), Open (5-10xRR, 1V), Muted (5-10xRR, 1V), Half-Muted, Open to Mute (5xRR, 1V)	All Hits: 25 ms	All Hits: 5 ms
C13 Triangles + Mark Tree	Triangle - Orchestral Small	Large Beater	Roll (1xRR, 1V), Open (5-10xRR, 1V), Muted (5-10xRR, 1V), Half-Muted, Open to Mute (5xRR, 1V)	All Hits: 25 ms	All Hits: 5 ms
C13 Triangles + Mark Tree	Mark Tree 1		Up & Down (3xRR, 1V), Slow Up & Down (2xRR, 1V)	All Hits: 0ms	All Hits: 5 ms
C13 Triangles + Mark Tree	Mark Tree 2		Up & Down (3xRR, 1V), Slow Up & Down (1xRR, 1V)	All Hits: 0ms	All Hits: 5 ms
C13 Triangles + Mark Tree	Mark Tree 3		Up & Down (3xRR, 1V)	All Hits: 0ms	All Hits: 5 ms
C14 Glockenspiel	Orchestra Bells	Medium	Range: G4 - C7; Hits (3xRR, 1V)	All Hits: 25 ms	All Hits: 5 ms
C14 Glockenspiel	Orchestra Bells	Hard	Range: G4 - C7; Hits (3xRR, 1V)	All Hits: 25 ms	All Hits: 5 ms
C14 Glockenspiel	Glockenspiel	Soft	Range: G4 - C7; Hits (3xRR, 1V)	All Hits: 25 ms	All Hits: 5 ms
C14 Glockenspiel	Glockenspiel	Hard	Range: G4 - C7; Hits (3xRR, 1V)	All Hits: 25 ms	All Hits: 5 ms
C15 Xylophone	Xylophone	Soft	Range: C3 - C6; Rolls (via Pedal; 1xRR, 3V), Hits (5xRR, 3V)	All Hits: 25 ms	All Hits: 5 ms
C15 Xylophone	Xylophone	Hard	Range: C3 - C6; Rolls (via Pedal; 1xRR, 3V), Hits (5xRR, 3V)	All Hits: 25 ms	All Hits: 5 ms
C16 Tubular Bells	Tubular Bells		Range: C2 - F3; Hits (3xRR, 2V)	All Hits: 25 ms	All Hits: 10 ms

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Patch Name	Instrument	Mallet	Articulation	Start Mods (sample start at 100%)	Track Pre-Delay
P01 Drum Kit - Full 88 Key Mapping	Drum Set (3 snare, 2 HH, 4 Cym, 4 Toms)	Beater	Kick - Soft (5xRR, 8V), Hard (5xRR, 8V)	All Hits: 25 ms	All Hits: 5 ms
P01 Drum Kit - Full 88 Key Mapping	Drum Set (3 snare, 2 HH, 4 Cym, 4 Toms)	Sticks	Brass Snare - Dead Stroke (3xRR, 8V), Hit (5xRR, 13V), Rim (5xRR, 4V), Flam (1xRR, 13V), Ruff (1xRR, 13V), Roll (1xRR, 5V), Stick on Stick (10xRR, 1V)	All Hits: 25 ms	All Hits: 5 ms
P01 Drum Kit - Full 88 Key Mapping	Drum Set (3 snare, 2 HH, 4 Cym, 4 Toms)	Sticks	Black Snare - Dead Stroke (3xRR, 8V), Hit (5xRR, 13V), Rim (5xRR, 4V), Flam (1xRR, 13V), Ruff (1xRR, 13V), Roll (1xRR, 5V)	All Hits: 25 ms	All Hits: 5 ms
P01 Drum Kit - Full 88 Key Mapping	Drum Set (3 snare, 2 HH, 4 Cym, 4 Toms)	Sticks	Piccolo Snare - Dead Stroke (3xRR, 8V), Hit (5xRR, 10V), Rim (5xRR, 4V), Flam (1xRR, 13V), Ruff (1xRR, 13V), Roll (1xRR, 5V)	All Hits: 25 ms	All Hits: 5 ms
P01 Drum Kit - Full 88 Key Mapping	Drum Set (3 snare, 2 HH, 4 Cym, 4 Toms)	Sticks	Low Tom - Hit (5xRR, 8V), Rim (5xRR, 3V), Flam (1xRR, 13V), Ruff (1xRR, 13V), Roll (1xRR, 5V), Combo Hits	All Hits: 25 ms	All Hits: 5 ms
P01 Drum Kit - Full 88 Key Mapping	Drum Set (3 snare, 2 HH, 4 Cym, 4 Toms)	Sticks	Low Mid Tom - Hit (5xRR, 8V), Rim (5xRR, 3V), Flam (1xRR, 13V), Ruff (1xRR, 13V), Roll (1xRR, 5V), Combo Hits	All Hits: 25 ms	All Hits: 5 ms

Patch Name	Instrument	Mallet	Articulation	Start Mods (at 100%)	Track Pre-Delay
P01 Drum Kit - Full 88 Key Mapping	Drum Set (3 snare, 2 HH, 4 Cym, 4 Toms)	Sticks	High Tom - Hit (5xRR, 8V), Rim (5xRR, 3V), Flam (1xRR, 13V), Ruff (1xRR, 13V), Roll (1xRR, 5V)	All Hits: 25 ms	All Hits: 5 ms
P01 Drum Kit - Full 88 Key Mapping	Drum Set (3 snare, 2 HH, 4 Cym, 4 Toms)	Sticks	Dark HiHat - Pedal (10xRR, 3V), Edge (10xRR, 4V) / Half-Open (10xRR, 4V) / Open (10xRR, 4V) / Closed (10xRR, 1V), Closed Bell (10xRR, 2V)	All Hits: 25 ms	All Hits: 5 ms
P01 Drum Kit - Full 88 Key Mapping	Drum Set (3 snare, 2 HH, 4 Cym, 4 Toms)	Sticks	Bright HiHat - Pedal (10xRR, 3V), Edge (10xRR, 4V) / Half-Open (10xRR, 4V) / Open (10xRR, 4V) / Closed (10xRR, 1V), Closed Bell (10xRR, 2V)	All Hits: 25 ms	All Hits: 5 ms
P01 Drum Kit - Full 88 Key Mapping	Drum Set (3 snare, 2 HH, 4 Cym, 4 Toms)	Sticks	Splash Cymbal - Edge (3xRR, 4V) / Center (3xRR, 4V) / Bell (3xRR, 4V), Ride Bell (10xRR, 4V)	All Hits: 25 ms	All Hits: 5 ms
P01 Drum Kit - Full 88 Key Mapping	Drum Set (3 snare, 2 HH, 4 Cym, 4 Toms)	Sticks	18" Crash Cymbal - Roll (1xRR, 3V), Edge (5xRR, 4V) / Center (5xRR, 4V) / Bell (5xRR, 4V), Open-Choke (5xRR, 1V)	All Hits: 25 ms	All Hits: 5 ms
P01 Drum Kit - Full 88 Key Mapping	Drum Set (3 snare, 2 HH, 4 Cym, 4 Toms)	Sticks	19" Crash Cymbal - Edge (3xRR, 4V) / Center (3xRR, 4V) / Bell (3xRR, 4V), Open-Choke (3xRR, 1V)	All Hits: 25 ms	All Hits: 5 ms
P01 Drum Kit - Full 88 Key Mapping	Drum Set (3 snare, 2 HH, 4 Cym, 4 Toms)	Sticks	China Cymbal - Edge (3xRR, 4V) / Bell (3xRR, 4V), Choke (3xRR, 1V)	All Hits: 25 ms	All Hits: 5 ms
P02 Drum Kit - General MIDI Mapping	Drum Set (3 snare, 2 HH, 4 Cym, 4 Toms)	Sticks	see P01 Drum Kit - Full 88 Key Mapping	All Hits: 25 ms	All Hits: 5 ms
P03 Drum Kit - Combos + Fills	Drum Set Combos	Sticks	Toms Flams / Combo Hits (12xRR, 1V), Combo Hits with Cymbals (12xRR, 1V), Combo Hits with Snare (12xRR, 1V)	All Hits: 25 ms	All Hits: 5 ms
P03 Drum Kit - Combos + Fills	Drum Set Other	Sticks	Fast Drum Fills (12xRR, 1V), Stick Countoff (10xRR, 1V), Stick Drop	All Hits: 25 ms	All Hits: 5 ms
P04 Celeste	Celeste		Range: C2 - C7; 1xRR, 3V	All Hits: 25 ms	All Hits: 10 ms
P05 Crotales	Crotales	Med.	Range: C5 - C7; 3xRR, 1V	All Hits: 25 ms	All Hits: 2 ms

Patch Name	Instrument	Mallet	Articulation	Start Mods (sample start at 100%)	Track Pre-Delay
P05 Crotales	Crotales	Hard	Range: C5 - C7; 3xRR, 1V	All Hits: 25 ms	All Hits: 2 ms
P05 Crotales	Crotales	Bowed	Range: C5 - C7; 1xRR, 1V	All Hits: 1 sec	All Hits: 2 ms
P06 Vibraphone	Vibraphone	Soft	Range: C2 - C6; Rolls controlled via Pedal (3V), Motor on/off, hits open (3xRR, 3V) / closed (5xRR, 3V) / bowed (3xRR)	All Hits: 25 ms	Hits: 5 ms Bows: 200 ms
P06 Vibraphone	Vibraphone	Hard	Range: C2 - C6; Rolls controlled via Pedal (3V), Motor on/off, hits open (3xRR, 3V) / closed (5xRR, 3V) / bowed (3xRR)	All Hits: 25 ms	Hits: 5 ms Bows: 200 ms
P07 Marimba	Marimba	Soft	Range: C2 - C6; Hits (5xRR, 3V), Rolls controlled via Pedal (1xRR, 3V)	All Hits: 25 ms	All Hits: 5 ms
P07 Marimba	Marimba	Hard	Range: C2 - C6; Hits (5xRR, 3V), Rolls controlled via Pedal (1xRR, 3V)	All Hits: 25 ms	All Hits: 5 ms
P08 Glass Marimba	Glass Marimba	Medium	Range: G2 - G5; 3xRR, 1V	All Hits: 25 ms	All Hits: 5 ms
P08 Glass Marimba	Glass Marimba	Hard	Range: G2 - G5; 3xRR, 1V	All Hits: 25 ms	All Hits: 5 ms
P09 Low Chimes	Low Chimes		Range: C0 - C3; 3xRR, 1V	All Hits: 25 ms	All Hits: 5 ms
P10 Roto Toms	Roto Tom High	Sticks	Roll (1xRR, 3V), Hit (5xRR, 4V), Flam (1xRR, 3V), Ruffs (Short, Med, Long, 1xRR, 1V)	All Hits: 25 ms	All Hits: 5 ms
P10 Roto Toms	Roto Tom High	Hot Rods	Roll (1xRR, 3V), Hit (5xRR, 4V), Flam (1xRR, 3V), Ruffs (Short, Med, Long, 1xRR, 1V)	All Hits: 25 ms	All Hits: 5 ms
P10 Roto Toms	Roto Tom Low	Sticks	Roll (1xRR, 3V), Hit (5xRR, 4V), Flam (1xRR, 3V), Ruffs (Short, Med, Long, 1xRR, 1V)	All Hits: 25 ms	All Hits: 5 ms
P10 Roto Toms	Roto Tom Low	Hot Rods	Roll (1xRR, 3V), Hit (5xRR, 4V), Flam (1xRR, 3V), Ruffs (Short, Med, Long, 1xRR, 1V)	All Hits: 25 ms	All Hits: 5 ms
P10 Roto Toms	Roto Tom Med	Sticks	Roll (1xRR, 3V), Hit (5xRR, 4V), Flam (1xRR, 3V), Ruffs (Short, Med, Long, 1xRR, 1V)	All Hits: 25 ms	All Hits: 5 ms
P10 Roto Toms	Roto Tom Med	Hot Rods	Roll (1xRR, 3V), Hit (5xRR, 4V), Flam (1xRR, 3V), Ruffs (Short, Med, Long, 1xRR, 1V)	All Hits: 25 ms	All Hits: 5 ms

Patch Name	Instrument	Mallet	Articulation	Start Mods (sample start at 100%)	Track Pre-Delay
P10 Roto Toms	Roto Tom Med High	Sticks	Roll (1xRR, 3V), Hit (5xRR, 4V), Flam (1xRR, 3V), Ruffs (Short, Med, Long, 1xRR, 1V)	All Hits: 25 ms	All Hits: 5 ms
P10 Roto Toms	Roto Tom Med High	Hot Rods	Roll (1xRR, 3V), Hit (5xRR, 4V), Flam (1xRR, 3V), Ruffs (Short, Med, Long, 1xRR, 1V)	All Hits: 25 ms	All Hits: 5 ms
P10 Roto Toms	Roto Tom Med Low	Sticks	Roll (1xRR, 3V), Hit (5xRR, 4V), Flam (1xRR, 3V), Ruffs (Short, Med, Long, 1xRR, 1V)	All Hits: 25 ms	All Hits: 5 ms
P10 Roto Toms	Roto Tom Med Low	Hot Rods	Roll (1xRR, 3V), Hit (5xRR, 4V), Flam (1xRR, 3V), Ruffs (Short, Med, Long, 1xRR, 1V)	All Hits: 25 ms	All Hits: 5 ms
P11 Octobans	Octobans High		Ruff (1xRR, 6V), Flam (1xRR, 3V), Hit (5xRR, 3V)	All Hits: 25 ms	All Hits: 5 ms
P11 Octobans	Octobans Low		Ruff (1xRR, 6V), Flam (1xRR, 3V), Hit (5xRR, 3V)	All Hits: 25 ms	All Hits: 5 ms
P11 Octobans	Octobans Med High		Ruff (1xRR, 6V), Flam (1xRR, 3V), Hit (5xRR, 3V)	All Hits: 25 ms	All Hits: 5 ms
P11 Octobans	Octobans Med Low		Ruff (1xRR, 6V), Flam (1xRR, 3V), Hit (5xRR, 3V)	All Hits: 25 ms	All Hits: 5 ms
P12 Orchestral Shakers	Chamber Soft Shakers (Three Chamber)		Roll (1xRR, 1V), Forward A (5xRR, 1V), Back A (5xRR, 1V), Forward B (5xRR, 1V), Back B (5xRR, 1V)	Hits C1-F3: 200ms; Hits C4-D5: 10ms; Hits E5-F5: 200ms	C1-E3: 50 ms F3: 120 ms C4-F4: 10 ms C5-F5: 50 ms
P12 Orchestral Shakers	Chamber Soft Shakers (Two Chamber)		Roll (1xRR, 1V), Forward A (5xRR, 1V), Back A (5xRR, 1V), Forward B (5xRR, 1V), Back B (5xRR, 1V)	Hits C1-F3: 200ms; Hits C4-D5: 10ms; Hits E5-F5: 200ms	same
P12 Orchestral Shakers	Egg Shakers		Roll (1xRR, 1V), Forward A (5xRR, 1V), Back A (5xRR, 1V), Forward B (5xRR, 1V), Back B (5xRR, 1V)	Hits C1-F3: 200ms; Hits C4-D5: 10ms; Hits E5-F5: 200ms	same
P12 Orchestral Shakers	Large Metal Torpedo		Roll (1xRR, 1V), Forward A (5xRR, 1V), Back A (5xRR, 1V), Forward B (5xRR, 1V), Back B (5xRR, 1V)	Hits C1-F3: 200ms; Hits C4-D5: 10ms; Hits E5-F5: 200ms	same
P12 Orchestral Shakers	One Shot Shakers		Roll (1xRR, 1V), Forward A (5xRR, 1V), Back A (5xRR, 1V), Forward B (5xRR, 1V), Back B (5xRR, 1V)	Hits C1-F3: 200ms; Hits C4-D5: 10ms; Hits E5-F5: 200ms	same

Patch Name	Instrument	Mallet	Articulation	Start Mods (sample start at 100%)	Track Pre-Delay
P13 Sticks and Tickies	Sticks		Roll (1xRR, 1V), Hit L & R (5xRR, 1V), Hit Double (5xRR, 1V), Flam (5xRR, 1V), Ruff (5xRR, 1V), Hit Right 2 (5xRR, 1V), Hit Double 2 (5xRR, 1V), Flam 2 (5xRR, 1V)	All Hits: 25 ms	All Hits: 5 ms
P13 Sticks and Tickies	Tickies		Roll (1xRR, 1V), Hit L & R (5xRR, 1V), Hit Double (5xRR, 1V), Flam (5xRR, 1V), Ruff (5xRR, 1V), Ruff Long (5xRR, 1V)	All Hits: 25 ms	All Hits: 5 ms
P14 Temple Blocks	Temple Blocks High	Soft	Roll (1xRR, 3V), Hit (5xRR 3V), Flam (1xRR, 3V), Ruff (1xRR, 3V)	All Hits: 25 ms	All Hits: 5 ms
P14 Temple Blocks	Temple Blocks High	Hard	Roll (1xRR, 3V), Hit (5xRR 3V), Flam (1xRR, 3V), Ruff (1xRR, 3V)	All Hits: 25 ms	All Hits: 5 ms
P14 Temple Blocks	Temple Blocks Low	Soft	Roll (1xRR, 3V), Hit (5xRR 3V), Flam (1xRR, 3V), Ruff (1xRR, 3V)	All Hits: 25 ms	All Hits: 5 ms
P14 Temple Blocks	Temple Blocks Low	Hard	Roll (1xRR, 3V), Hit (5xRR 3V), Flam (1xRR, 3V), Ruff (1xRR, 3V)	All Hits: 25 ms	All Hits: 5 ms
P14 Temple Blocks	Temple Blocks Med	Soft	Roll (1xRR, 3V), Hit (5xRR 3V), Flam (1xRR, 3V), Ruff (1xRR, 3V)	All Hits: 25 ms	All Hits: 5 ms
P14 Temple Blocks	Temple Blocks Med	Hard	Roll (1xRR, 3V), Hit (5xRR 3V), Flam (1xRR, 3V), Ruff (1xRR, 3V)	All Hits: 25 ms	All Hits: 5 ms
P14 Temple Blocks	Temple Blocks Med High	Soft	Roll (1xRR, 3V), Hit (5xRR 3V), Flam (1xRR, 3V), Ruff (1xRR, 3V)	All Hits: 25 ms	All Hits: 5 ms
P14 Temple Blocks	Temple Blocks Med High	Hard	Roll (1xRR, 3V), Hit (5xRR 3V), Flam (1xRR, 3V), Ruff (1xRR, 3V)	All Hits: 25 ms	All Hits: 5 ms
P14 Temple Blocks	Temple Blocks Med Low	Soft	Roll (1xRR, 3V), Hit (5xRR 3V), Flam (1xRR, 3V), Ruff (1xRR, 3V)	All Hits: 25 ms	All Hits: 5 ms
P14 Temple Blocks	Temple Blocks Med Low	Hard	Roll (1xRR, 3V), Hit (5xRR 3V), Flam (1xRR, 3V), Ruff (1xRR, 3V)	All Hits: 25 ms	All Hits: 5 ms
P15 Wood Blocks + Claves + Castinets + Slap	Castanets		Roll (5xRR, 1V), Hits L & R (5xRR, 1V), Flam (5xRR, 1V), Ruff A & B (5xRR, 1V)	All Hits: 25 ms	B0-A#4: 5ms C5-B5: 10ms C6-A6: 5ms
P15 Wood Blocks + Claves + Castinets + Slap	Claves		Hits (5xRR, 3V)	All Hits: 25 ms	same
P15 Wood Blocks + Claves + Castinets + Slap	Slapstick 1		Hits (5xRR, 2V)	All Hits: 25 ms	same

Patch Name	Instrument	Mallet	Articulation	Start Mods (sample start at 100%)	Track Pre-Delay
P15 Wood Blocks + Claves + Castinets + Slap	Slapstick 2		Hits (5xRR, 2V)	All Hits: 25 ms	same
P15 Wood Blocks + Claves + Castinets + Slap	Wood Block Alto	Rubber	Hit (5xRR, 1V), Flam (5xRR, 1V), Ruff (5xRR, 1V), Rolls (1xRR, 1V)	All Hits: 25 ms	same
P15 Wood Blocks + Claves + Castinets + Slap	Wood Block Alto	Plastic	Hit (5xRR, 1V), Flam (5xRR, 1V), Ruff (5xRR, 1V), Rolls (1xRR, 1V)	All Hits: 25 ms	same
P15 Wood Blocks + Claves + Castinets + Slap	Wood Block Alto	Stick	Hit (5xRR, 1V), Flam (5xRR, 1V), Ruff (5xRR, 1V), Rolls (1xRR, 1V)	All Hits: 25 ms	same
P15 Wood Blocks + Claves + Castinets + Slap	Wood Block Large	Rubber	Hit (5xRR, 1V), Flam (5xRR, 1V), Ruff (5xRR, 1V), Rolls (1xRR, 1V)	All Hits: 25 ms	same
P15 Wood Blocks + Claves + Castinets + Slap	Wood Block Large	Plastic	Hit (5xRR, 1V), Flam (5xRR, 1V), Ruff (5xRR, 1V), Rolls (1xRR, 1V)	All Hits: 25 ms	same
P15 Wood Blocks + Claves + Castinets + Slap	Wood Block Large	Stick	Hit (5xRR, 1V), Flam (5xRR, 1V), Ruff (5xRR, 1V), Rolls (1xRR, 1V)	All Hits: 25 ms	same
P15 Wood Blocks + Claves + Castinets + Slap	Wood Block Soprano	Rubber	Hit (5xRR, 1V), Flam (5xRR, 1V), Ruff (5xRR, 1V), Rolls (1xRR, 1V)	All Hits: 25 ms	same
P15 Wood Blocks + Claves + Castinets + Slap	Wood Block Soprano	Plastic	Hit (5xRR, 1V), Flam (5xRR, 1V), Ruff (5xRR, 1V), Rolls (1xRR, 1V)	All Hits: 25 ms	same
P15 Wood Blocks + Claves + Castinets + Slap	Wood Block Soprano	Stick	Hit (5xRR, 1V), Flam (5xRR, 1V), Ruff (5xRR, 1V), Rolls (1xRR, 1V)	All Hits: 25 ms	same
P15 Wood Blocks + Claves + Castinets + Slap	Wood Block Tenor	Rubber	Hit (5xRR, 1V), Flam (5xRR, 1V), Ruff (5xRR, 1V), Rolls (1xRR, 1V)	All Hits: 25 ms	same
P15 Wood Blocks + Claves + Castinets + Slap	Wood Block Tenor	Plastic	Hit (5xRR, 1V), Flam (5xRR, 1V), Ruff (5xRR, 1V), Rolls (1xRR, 1V)	All Hits: 25 ms	same
P15 Wood Blocks + Claves + Castinets + Slap	Wood Block Tenor	Stick	Hit (5xRR, 1V), Flam (5xRR, 1V), Ruff (5xRR, 1V), Rolls (1xRR, 1V)	All Hits: 25 ms	same

Patch Name	Instrument	Mallet	Articulation	Start Mods (sample start at 100%)	Track Pre-Delay
P16 Brake Drum + Anvil + Bell Tree + Sleigh Bells + Cow Bells	Anvil		Hits (5xRR, 1V)	All Hits: 25 ms	A1-F1: 10 ms G1-A1: 20 ms C2-G6: 10 ms
P16 Brake Drum + Anvil + Bell Tree + Sleigh Bells + Cow Bells	Bell Trees (2 Types)		1xRR, 1V	All Hits: 25 ms	A1-F1: 10 ms G1-A1: 20 ms C2-G6: 10 ms
P16 Brake Drum + Anvil + Bell Tree + Sleigh Bells + Cow Bells	Brake Drum	Real Hammer	Hits (5xRR, 1V)	All Hits: 25 ms	A1-F1: 10 ms G1-A1: 20 ms C2-G6: 10 ms
P16 Brake Drum + Anvil + Bell Tree + Sleigh Bells + Cow Bells	Brake Drum	Ping Hammer	Hits (5xRR, 1V)	All Hits: 25 ms	A1-F1: 10 ms G1-A1: 20 ms C2-G6: 10 ms
P16 Brake Drum + Anvil + Bell Tree + Sleigh Bells + Cow Bells	Cowbell 1	Sticks	Tremolo (1xRR, 1V), Hit (5xRR, 2V), Rim (5xRR, 2V)	All Hits: 25 ms	A1-F1: 10 ms G1-A1: 20 ms C2-G6: 10 ms
P16 Brake Drum + Anvil + Bell Tree + Sleigh Bells + Cow Bells	Cowbell 1	Mallets	Tremolo (1xRR, 1V), Hit (5xRR, 2V), Rim (5xRR, 2V)	All Hits: 25 ms	A1-F1: 10 ms G1-A1: 20 ms C2-G6: 10 ms
P16 Brake Drum + Anvil + Bell Tree + Sleigh Bells + Cow Bells	Cowbell 2	Sticks	Tremolo (1xRR, 1V), Hit (5xRR, 2V), Rim (5xRR, 2V)	All Hits: 25 ms	A1-F1: 10 ms G1-A1: 20 ms C2-G6: 10 ms
P16 Brake Drum + Anvil + Bell Tree + Sleigh Bells + Cow Bells	Cowbell 2	Mallets	Tremolo (1xRR, 1V), Hit (5xRR, 2V), Rim (5xRR, 2V)	All Hits: 25 ms	A1-F1: 10 ms G1-A1: 20 ms C2-G6: 10 ms
P16 Brake Drum + Anvil + Bell Tree + Sleigh Bells + Cow Bells	Cowbell 3	Sticks	Tremolo (1xRR, 1V), Hit (5xRR, 2V), Rim (5xRR, 2V)	All Hits: 25 ms	A1-F1: 10 ms G1-A1: 20 ms C2-G6: 10 ms
P16 Brake Drum + Anvil + Bell Tree + Sleigh Bells + Cow Bells	Cowbell 3	Mallets	Tremolo (1xRR, 1V), Hit (5xRR, 2V), Rim (5xRR, 2V)	All Hits: 25 ms	A1-F1: 10 ms G1-A1: 20 ms C2-G6: 10 ms
P16 Brake Drum + Anvil + Bell Tree + Sleigh Bells + Cow Bells	Cowbell 4	Sticks	Tremolo (1xRR, 1V), Hit (5xRR, 2V), Rim (5xRR, 2V)	All Hits: 25 ms	A1-F1: 10 ms G1-A1: 20 ms C2-G6: 10 ms
P16 Brake Drum + Anvil + Bell Tree + Sleigh Bells + Cow Bells	Cowbell 4	Mallets	Tremolo (1xRR, 1V), Hit (5xRR, 2V), Rim (5xRR, 2V)	All Hits: 25 ms	A1-F1: 10 ms G1-A1: 20 ms C2-G6: 10 ms
P16 Brake Drum + Anvil + Bell Tree + Sleigh Bells + Cow Bells	Sleigh Bells		Hits (5xRR, 3V), Rolls (1xRR, 1V)	All Hits: 25 ms	A1-F1: 10 ms G1-A1: 20 ms C2-G6: 10 ms

Patch Name	Instrument	Mallet	Articulation	Start Mods (sample start at 100%)	Track Pre-Delay
P17 Ratchet + VibraSlap + Sandblocks	Ratchet		Ruffs (1xRR, 1V), Hits (5xRR, 1V), Rolls (1xRR, 1V)	All Hits: 25 ms	C1-D#3: 10 ms C5+D5: 50 ms C6-C7: 15 ms
P17 Ratchet + VibraSlap + Sandblocks	Sand Blocks		Hits (5xRR, 1V)), Scrapes (5xRR, 1V)	All Hits: 25 ms	same
P17 Ratchet + VibraSlap + Sandblocks	Vibraslap		Hits A & B (1xRR, 1V)	All Hits: 25 ms	same
P18 Waterphone - Dry	Waterphone		Bowed Long (12xRR, 1V), Bowed Medium (12xRR, 1V), Bowed Short (12xRR, 1V), Random (12xRR, 1V)	All Hits: 25 ms	All Hits: 50 ms
P19 Waterphone - Water	Waterphone w/Water		Bowed Short (11xRR, 1V), Medium (9xRR, 1V), Long (5xRR, 1V), Random Short (6xRR, 1V), Random Long (6xRR, 1V), Strummed (5xRR, 1V)	All Hits: 25 ms	All Hits: 50 ms
P20 Flexatone	Flexatone		Hits Up & Down (1xRR, 1V), Rolls Up & Down (1xRR, 1V), Gliss (1xRR, 1V), Bow Up & Down (1xRR, 1V)	All Hits: 25 ms	All Hits: 10 ms
P21 Whistles - Train + Siren + Slide	Police Whistle		Long Whistles (1xRR, 1V), Short Whistles (1xRR, 1V)	All Hits: 25 ms	All Hits: 20 ms
P21 Whistles - Train + Siren + Slide	Siren Whistle		Whoops (1xRR, 1V)	All Hits: 25 ms	All Hits: 20 ms
P21 Whistles - Train + Siren + Slide	Slide Whistle		Whistles (1xRR, 1V)	All Hits: 25 ms	All Hits: 20 ms
P21 Whistles - Train + Siren + Slide	Train Whistle		Long Whistles (1xRR, 1V), Short Whistles (1xRR, 1V)	All Hits: 25 ms	All Hits: 20 ms
P22 Typewriter	Typewriter		Bell (1xRR, 1V), Carriage Return (1xRR, 1V), Keystrokes (1xRR, 1V), Repeating Strokes (1xRR, 1V), Paper Loader (1xRR, 1V)	All Hits: 25 ms	All Hits: 10 ms
P23 Keyboard + Mouse	Computer Keyboard and Mouse		Keyboard Clicks (5xRR, 1V), Mouse Noise (5xRR, 1V)	Note Off: 0 ms; Other Hits: 25 ms	Note Off: 5- 30ms; Note On: 5-15ms; RR: 10 ms

Patch Name	Instrument	Mallet	Articulation	Start Mods (sample start at 100%)	Track Pre-Delay
P24 Car Horn + Lions Roar + Spring Drum	Car Horn 1		Honk (1xRR, 1V)	All Hits: 25 ms	10-50 ms
P24 Car Horn + Lions Roar + Spring Drum	Car Horn 2		Honk (1xRR, 1V)	All Hits: 25 ms	10-50 ms
P24 Car Horn + Lions Roar + Spring Drum	Lion's Roar		Rawr (1xRR, 1V)	All Hits: 25 ms	10-50 ms
P24 Car Horn + Lions Roar + Spring Drum	Spring Drum		Scrapes (1xRR, 1V)	All Hits: 25 ms	10-50 ms

For more detailed information about Start Mods and Track Pre-Delay, please contact the support team via support@cinesamples.com.

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Patch Name	Instrument	Mallet	Articulation	Start Mods (sample start at 100%)	Track Pre-Delay
E01 Ensemble - Full	Full Ensemble		Rolls A-D (1xRR, 1-3V), Roll E with Metals (1xRR, 1-3V), Hits High & Low (1xRR, 1V), Low Hits with Metal (1xRR, 3V), Bass Drum + Anvil (1xRR, 1V), Choked / Dampened (1xRR, 1V), Ring Out (1xRR, 3V), with Metals Choked / Dampened (1xRR, 1V), with Metals Ring Out (1xRR, 3V), Ruffs Muted (1xRR, 1V), Ruffs Ring Out (1xRR, 1V), 2 Beat Cresc. (1xRR, 1-3V), 4 Beat Cresc. (1xRR, 1-3V), Rolls Insanity (1xRR, 1-3V)	All Hits: 25ms	All Hits: 20 ms
E02 Ensemble - Bass Drums + Crash	Bass Drum		Bass Drum & Crash Roll (1xRR, 3V), BD & Crash Hits with Ringout (1xRR, 3V), BD & Crash Hits Choked (1xRR, 3V)	All Hits: 25ms	A1-A0: 5 ms B0-B6: 10 ms
E02 Ensemble - Bass Drums + Crash	Low Ensemble		Hits (1xRR, 4V), Roll (1xRR, 3V), Ruffs (1xRR, 3V), Flams (1xRR, 3V), Hits without BD or Timpani (1xRR, 1V), Dampened Hits (1xRR, 1V), Hits with BD & Piano Body (1xRR, 1V)	All Hits: 25ms	A1-A0: 5 ms B0-B6: 10 ms
E03 Ensemble - Mids + Highs	Mid Ensemble		Rolls A & B (1xRR, 1V), Roll C with Snares (1xRR, 1V), Hits (1xRR, 2V), Stick Hits (1xRR, 1V), Ruffs (1xRR, 2V)	All Hits: 25ms	All Hits: 10 ms

Patch Name	Instrument	Mallet	Articulation	Start Mods (sample start at 100%)	Track Pre-Delay
E03 Ensemble - Mids + Highs	Snare Ensemble		Side Hits (1xRR, 1V), Floor Hits (1xRR, 1V), Ruffs with Snares On/Off (1xRR, 1V), Hits with Snares On/Off (1xRR, 1V), Hardware Hits (1xRR, 1V), Rim A & B with Snares Off (1xRR, 1V), High Stick & Metal Hits (1xRR, 1V)	All Hits: 25ms	All Hits: 10 ms
E04 Ensemble - Metals + Crashes	Metal Ensemble		Singel Metal Hits A-C (1xRR, 1V), Metal Ensemble Hits (1xRR, 1V), Chain Hits (1xRR, 8V), Crash Ensemble Roll (1xRR, 3V), Crash Ensemble Hits (1xRR, 1V), Crash Ensemble Cresc. (1xRR, 1V), Crash Ensemble Bowed (1xRR, 1V)	All Hits: 25ms	All Hits: 5 ms
E05 Ensemble - Mahler Hammers + Stomps	Mahler Hammers		Full (1xRR, 1V), Left & Right (1xRR, 1V), High Hits (1xRR, 1V)	All Hits: 25ms	All Hits: 20 ms
E05 Ensemble - Mahler Hammers + Stomps	Stomps		Stomps (1xRR, 1V)	All Hits: 25ms	All Hits: 20 ms
E06 Ensemble - Claps + Snaps	Claps		Fingers Only (1xRR, 1V), Palm Only (1xRR, 1V), Cupped (1xRR, 1V), Normal (1xRR, 1V)	All Hits: 25ms	All Hits: 10 ms
E06 Ensemble - Claps + Snaps	Snaps		Snaps (1xRR, 1V)	All Hits: 25ms	All Hits: 10 ms
E07 Surdos	Surdo - Group	Sticks	Roll (1xRR, 5V), Hit Open (5xRR, 5V), Hit Closed (5xRR, 5V), Body Hit (10xRR, 1V), Flam (3xRR, 5V), Ruffs (Short, Med, Long; 2xRR, 3V)	All Hits: 25ms	All Hits: 10 ms
E07 Surdos	Surdo - Metal / Deep Silver	Sticks	Roll (1xRR, 5V), Hit Open (5xRR, 5V), Hit Closed (5xRR, 5V), Flam (1xRR, 5V), Ruff (2xRR, 3V)	All Hits: 25ms	All Hits: 10 ms
E07 Surdos	Surdo - Wood	Sticks	Roll (1xRR, 5V), Hit Open (5xRR, 5V), Hit Closed (5xRR, 5V), Flam (1xRR, 5V), Ruff (2xRR, 3V)	All Hits: 25ms	All Hits: 10 ms
E07 Surdos	Surdo - Wood	Mallets	Roll (1xRR, 5V), Hit Open (5xRR, 5V), Hit Closed (5xRR, 5V), Flam (3xRR, 5V), Ruff (2xRR, 3V)	All Hits: 25ms	All Hits: 10 ms

Patch Name	Instrument	Mallet	Articulation	Start Mods (sample start at 100%)	Track Pre-Delay
E08 Taikos	Taiko - Group	Hard	Roll (1xRR, 3V), Hit (5xRR, 5V), Rim (10xRR, 2V), Ruff (3xRR, 3V), Stick on Stick (10xRR, 2V)	All Hits: 25ms	All Hits: 10 ms
E08 Taikos	Taiko Left	Hard	Roll (1xRR, 5V), Hit (5xRR, 8V), Rim (10xRR, 3V), Flam (3xRR, 5V), Ruff (2xRR, 3V), Stick on Stick (10xRR, 2V)	All Hits: 25ms	All Hits: 10 ms
E08 Taikos	Taiko Left	Soft	Roll (1xRR, 5V), Hit (5xRR, 5V), Ruff (2xRR, 3V)	All Hits: 25ms	All Hits: 10 ms
E08 Taikos	Taiko Right	Hard	Roll (1xRR, 5V), Hit (5xRR, 8V), Rim (10xRR, 3V), Flam (3xRR, 5V), Ruff (2xRR, 3V), Stick on Stick (10xRR, 2V)	All Hits: 25ms	All Hits: 10 ms
E08 Taikos	Taiko Right	Soft	Roll (1xRR, 5V), Hit (5xRR, 5V), Ruff (2xRR, 3V)	All Hits: 25ms	All Hits: 10 ms
E09 Shime Daiko	Shime Daiko 1	Sticks	Roll (1xRR, 5V), Hit (5xRR, 9V), Flam (3xRR, 10V), Ruff (2xRR, 6V), Rim (10xRR, 3V), Stick on Stick (10xRR, 2V)	All Hits: 25ms	All Hits: 10 ms
E09 Shime Daiko	Shime Daiko 1	Hands	Roll (1xRR, 5V), Hit (5xRR, 9V), Ruff (2xRR, 6V)	All Hits: 25ms	All Hits: 10 ms
E09 Shime Daiko	Shime Daiko 2	Sticks	Roll (1xRR, 5V), Hit (5xRR, 9V), Flam (3xRR, 10V), Ruff (2xRR, 6V), Rim (10xRR, 3V), Stick on Stick (10xRR, 2V)	All Hits: 25ms	All Hits: 10 ms
E09 Shime Daiko	Shime Daiko 2	Hands	Roll (1xRR, 5V), Hit (5xRR, 9V), Ruff (2xRR, 6V)	All Hits: 25ms	All Hits: 10 ms
E10 Djembe	Djembe		Hit Palm Center (5xRR, 3V), Ruff Center (1xRR, 3V), Hit Close (5xRR, 3V), Hit Bass Tone (5xRR, 3V), Hit Open Side (5xRR, 3V), Flam (5xRR, 3V), Ruff Edge (5xRR, 3V), Slap Side (5xRR, 3V), Flam Slap (5xRR, 3V), Dead Tap (5xRR, 3V)	All Hits: 25ms	All Hits: 10 ms
E11 Gong Drum + Djun Djun	Djun Djun		Ruff (3xRR, 4V), Roll (1xRR, 4V), Hit (5xRR, 4V), Flam (3xRR, 4V)	All Hits: 0 ms	All Hits: 10 ms

Patch Name	Instrument	Mallet	Articulation	Start Mods (sample start at 100%)	Track Pre-Delay
E11 Gong Drum + Djun Djun	Gong Drum	Soft	Hit Center (5xRR, 2V), Hit Middle (5xRR, 2V)	All Hits: 0 ms	All Hits: 10 ms
E11 Gong Drum + Djun Djun	Gong Drum	Hard	Hit Near Rim (5xRR, 2V), Rim (5xRR, 2V), Hit Center (5xRR, 2V)	All Hits: 0 ms	All Hits: 10 ms
E11 Gong Drum + Djun Djun	Gong Drum	Rubber	Superball Rubs (10xRR, 1V)	All Hits: 0 ms	All Hits: 10 ms
E12 Oil Drums	Oil Drums	Mallet A	Hit (5xRR, 6V)	All Hits: 25ms	All Hits: 10 ms
E12 Oil Drums	Oil Drums	Mallet B	Hit (5xRR, 5V)	All Hits: 25ms	All Hits: 10 ms
E12 Oil Drums	Oil Drums	Stick	Chain Drop, Hit (5xRR, 3V), Rimshot (5xRR, 4V)	All Hits: 25ms	All Hits: 10 ms
E13 Monster Hits	Low Hits		Low Hits 1-4 (1xRR, 1V), Misc Low Hits (1xRR, 1V), 2 Low Hits with Pre-Roll Value of 250ms (1xRR, 1V)	Most hits: 10ms, top 2- 250ms	All Hits: 10 ms
E14 Monster Swooshes	Swooshes		Long Swooshes (2.5 sec; 1xRR, 1V), Medium Swooshes (1 sec; 1xRR, 1V), Short Swooshes (0.5 sec; 1xRR, 1V)	All Hits: 200ms	All Hits: 20 ms

For more detailed information about Start Mods and Track Pre-Delay, please contact the support team via support@cinesamples.com.

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Patch Name	Instrument	Mallet	Articulation	Start Mods (sample start at 100%)	Track Pre-Delay
A01 Bongos	Bongos	Sticks	Flam High & Low (5xRR, 3V), Hits High & Low (5xRR, 3V), Roll High & Low (1xRR, 3V), Ruff High & Low (5xRR, 3V), Double Stick	All Hits: 25ms	All Hits: 10 ms
A01 Bongos	Bongos	Yarn Mallets	Flam High & Low (5xRR, 3V), Hits High & Low (5xRR, 3V), Roll High & Low (1xRR, 3V), Ruff High & Low (5xRR, 3V)	All Hits: 25ms	All Hits: 10 ms
A01 Bongos	Bongos	Hands	Flam Closed/Open High & Low (5xRR, 3V), Hits Open/Closed High & Low (5xRR, 3V), Roll High & Low (1xRR, 3V), Ruff High (5xRR, 3V), Double Hand, Hand Swipe (5xRR, 2V)	All Hits: 25ms	All Hits: 10 ms
A01 Bongos	Bongos	Finger- tips	Hits Open/Closed High & Low (5xRR, 3V), Flam High & Low (5xRR, 3V), Roll High & Low (1xRR, 3V), Ruff High & Low (5xRR, 3V)	All Hits: 25ms	All Hits: 10 ms
A02 Congas	Congas	Sticks	Closed Ruff High & Low (5xRR, 4V), Closed Roll High & Low (1xRR, 3V), Hit High & Low (5xRR, 4V), Rub Low (5xRR, 1V), Closed Flam High & Low (5xRR, 4V), Double Hit (5xRR, 1V)	All Hits: 25ms	All Hits: 10 ms
A02 Congas	Congas	Hands	Closed Ruff High & Low (5xRR, 3V), Double Hit (5xRR, 1V), Closed Roll High & Low (1xRR, 3V), Hit High & Low (5xRR, 3V), Rub High & Low (5xRR, 1V), Closed Flam High & Low (5xRR, 3V)	All Hits: 25ms	All Hits: 10 ms

Patch Name	Instrument	Mallet	Articulation	Start Mods (sample start at 100%)	Track Pre-Delay
A02 Congas	Congas	Mallets	Ruff Low (5xRR, 3V), Double Hit High (5xRR, 1V), Roll High & Low (1xRR, 3V), Hit High & Low (5xRR, 3V), Flam High & Low (5xRR, 3V)	All Hits: 25ms	All Hits: 10 ms
A03 Doumbek + Darabuka	Darabuka	Hands	Ruff (5xRR, 3V), Roll (1xRR, 3V), Edge Hit (5xRR, 3V), Left Hand Edge (5xRR, 3V), Open Hit (5xRR, 3V), Slap Flam (5xRR, 3V)	All Hits: 25ms	All Hits: 10 ms
A03 Doumbek + Darabuka	Doumbek	Hands	Hit Up & Down (5xRR, 2V), Ruff (5xRR, 2V), Roll (1xRR, 3V), Hit Open (5xRR, 2V), Edge Hit (5xRR, 2V), Slap (5xRR, 2V), Flam (5xRR, 2V), Left Hand Hit (5xRR, 2V)	All Hits: 25ms	All Hits: 10 ms
A04 Bodhran	Bodhran 1		Hit Low Open (5xRR, 3V), Rim (5xRR, 1V), Ruff Closed (5xRR, 2V), Ruff Open (5xRR, 2V), Hit Half Open (5xRR, 2V), Hit Damp (5xRR, 2V), Rim (5xRR, 1V)	All Hits: 25ms	All Hits: 5 ms
A04 Bodhran	Bodhran 2		Hit Low Open (5xRR, 3V), Rim (5xRR, 1V), Ruff Closed (5xRR, 2V), Ruff Open (5xRR, 2V), Hit Half Open (5xRR, 2V)	All Hits: 25ms	All Hits: 5 ms
A05 Frame Drums + Daff	Daff		Roll (1xRR, 1V), Open Hit (5xRR, 2V), Edge Hit (5xRR, 1V), Shake (5xRR, 1V)	All Hits: 25ms	All Hits: 5 ms
A05 Frame Drums + Daff	Large / Low Frame Drum		Roll (1xRR, 2V), Open Hit (5xRR, 2V), Snap Hit (5xRR, 1V), Ruff (5xRR, 1V), Left Hit (5xRR, 2V), Right Hit (5xRR, 2V), Sweep (5xRR, 1V), Rubs (5xRR, 1V)	All Hits: 25ms	All Hits: 5 ms
A05 Frame Drums + Daff	Small / High Frame Drum		Roll (1xRR, 2V), Open Hit (5xRR, 2V), Snap Hit (5xRR, 1V), Ruff (5xRR, 1V), Left Hit (5xRR, 2V), Right Hit (5xRR, 2V), Sweep (5xRR, 1V), Rubs (5xRR, 1V)	All Hits: 25ms	All Hits: 5 ms
A06 Cajon + Timbales	Cajon	Hands	Hits (5xRR, 2V), Finger Open High (5xRR, 2V), Open Roll (1xRR, 2V), Edge Hits (5xRR, 2V), Edge Rolls (1xRR, 2V), Bass Hits (5xRR, 2V), Bass Rolls (1xRR, 2V), FX Rolls Down (5xRR, 1V)	All Hits: 25ms	All Hits: 5 ms
A06 Cajon + Timbales	Timbales	Sticks	Ruff High & Low (10xRR, 3V), Ruff Long High & Low (10xRR, 3V), Roll High & Low (1xRR, 3V), Hit High & Low (5xRR, 3V), Rim (5xRR, 1V), Flam High & Low (5xRR, 3V), Double Hit High (5xRR, 1V)	All Hits: 25ms	All Hits: 5 ms

Patch Name	Instrument	Mallet	Articulation	Start Mods (sample start at 100%)	Track Pre-Delay
A07 Talking Drums + Udu	Talking Drum		High-Low (5xRR, 3V), Low-High (5xRR, 3V), Dead Stroke (5xRR, 3V), High Hit (5xRR, 3V), Low Hit (5xRR, 3V)	All Hits: 25ms	All Hits: 0 ms
A07 Talking Drums + Udu	Udu		Single Open (5xRR, 1V), Double Open (5xRR, 1V), Rest Release (5xRR, 1V), Delayed Open (5xRR, 1V), Hole Stroke (5xRR, 1V), Hole Stroke Extra (5xRR, 1V), Bowl Hit (5xRR, 1V), Decrescendo Roll (3xRR, 1V)	All Hits: 25ms	All Hits: 0 ms
A08 Whale Drum + Tongue Drum	Tongue Drum		Open Hits (5xRR, 1V), Muted Hits (5xRR, 1V)	All Hits: 25ms	All Hits: 5 ms
A08 Whale Drum + Tongue Drum	Whale Drum	Rubber	Open Hits (3xRR, 1V), Muted Hits (3xRR, 1V)	All Hits: 25ms	All Hits: 5 ms
A08 Whale Drum + Tongue Drum	Whale Drum	Monster Brush	Open Hits (5xRR, 1V), Muted Hits (5xRR, 1V)	All Hits: 25ms	All Hits: 5 ms
A09 Ocean Drum + Rain Sticks	Ocean Drum		Shakes (1xRR, 1V), Rolls	All Hits: 0ms	F0-D1: 0 ms E1-A6: 5 ms
A09 Ocean Drum + Rain Sticks	Rain Sticks 1		Hit A / Downpour (1xRR, 1V), Drizzle (1xRR, 1V)	All Hits: 0ms	F0-D1: 0 ms E1-A6: 5 ms
A09 Ocean Drum + Rain Sticks	Rain Sticks 2		Hit B / Downpour (1xRR, 1V)	All Hits: 0ms	F0-D1: 0 ms E1-A6: 5 ms
A09 Ocean Drum + Rain Sticks	Rain Sticks 3		Hit C / Downpour (1xRR, 1V), Drizzle (1xRR, 1V)	All Hits: 0ms	F0-D1: 0 ms E1-A6: 5 ms
A09 Ocean Drum + Rain Sticks	Rain Sticks All		Hits / Downpour (1xRR, 1V)	All Hits: 0ms	F0-D1: 0 ms E1-A6: 5 ms
A10 Tambourika + Rikh	Rikh		Roll (1xRR, 1V), Big Open (5xRR, 3V), Open Rim (5xRR, 3V), Open (5xRR, 3V), Hand Slap (5xRR, 3V), Ruff (5xRR, 1V), Rim (5xRR, 1V), Hand Ruff (5xRR, 1V), Jingles (5xRR, 1V), Left Finger + Mallet, Open Muted (5xRR, 1V)	All Hits: 25ms	All Hits: 5 ms
A10 Tambourika + Rikh	Tambourika		Roll (1xRR, 1V), Left Hit Low (5xRR, 5V), Right Hit High (5xRR, 5V), Double Hit (5xRR, 5V), Flam (5xRR, 5V), Ruff (5xRR, 5V)	All Hits: 25ms	All Hits: 5 ms

Patch Name	Instrument	Mallet	Articulation	Start Mods (sample start at 100%)	Track Pre-Delay
A11 Log Drum + Apple Box	Log Drum 1	Mallet A	Hit (5xRR, 4V), Flam (5xRR, 1V), Hard Hit (5xRR, 4V)	All Hits: 25ms	All Hits: 5 ms
A11 Log Drum + Apple Box	Log Drum 1	Mallet B	Hit (5xRR, 4V), Alt Hit (5xRR, 4V), Flam (5xRR, 1V)	All Hits: 25ms	All Hits: 5 ms
A11 Log Drum + Apple Box	Log Drum 1	Mallet C	Hit (5xRR, 4V), Alt Hit (5xRR, 4V)	All Hits: 25ms	All Hits: 5 ms
A11 Log Drum + Apple Box	Log Drum 2	Mallet	Hit (5xRR, 4V), Alt Hit (5xRR, 4V), Flam (5xRR, 1V), Roll (1xRR, 1V), Hit Left (5xRR, 4V), Hit Right (5xRR, 4V), Double Hit (5xRR, 4V), Flam (5xRR, 1V), Ruff (5xRR, 1V)	All Hits: 25ms	All Hits: 5 ms
A11 Log Drum + Apple Box	Apple Box	Sticks	Hits (5xRR, 1V), Flam (5xRR, 1V), Ruffs (5xRR, 1V)	All Hits: 25ms	All Hits: 5 ms
A12 Anklungs	Anklungs		Hits (5xRR, 1V), Shake / Roll (1xRR, 1V)	All Hits: 25ms	All Hits: 5 ms
A13 Ethnic Shakers 1	African Pod Shakers		Shakes (5xRR, 1V), Rolls (1xRR, 1V)	All Hits: 25ms	5-65 ms
A13 Ethnic Shakers 1	Bamboo		Hits Forward & Back (5xRR, 1V), Roll (1xRR, 1V)	All Hits: 25ms	5-65 ms
A13 Ethnic Shakers 1	Cabasa 1		Shake / Roll (1xRR, 1V), Hit / Scrape (5xRR, 1V)	All Hits: 25ms	5-65 ms
A13 Ethnic Shakers 1	Cabasa 2		Roll (1xRR, 1V), Hit / Scrape (5xRR, 1V)	All Hits: 25ms	5-65 ms
A13 Ethnic Shakers 1	Crickets		Shakes (5xRR, 1V)	All Hits: 25ms	5-65 ms
A13 Ethnic Shakers 1	Gourd Maracas		Roll (1xRR, 1V), Forward Hit (5xRR, 1V), Back Hit (5xRR, 1V)	All Hits: 25ms	5-65 ms
A13 Ethnic Shakers 1	Jawbone		Hit (5xRR, 1V)	All Hits: 25ms	5-65 ms
A13 Ethnic Shakers 1	Mini Maracas		Hits Forward & Back (5xRR, 1V), Roll (1xRR, 1V)	All Hits: 25ms	5-65 ms
A13 Ethnic Shakers 1	Plastic Pears Shaker		Hits Forward & Back (5xRR, 1V), Roll (1xRR, 1V)	All Hits: 25ms	5-65 ms
A13 Ethnic Shakers 1	Shakeres		Hits (5xRR, 1V), Shake Roll (5xRR, 1V)	All Hits: 25ms	5-65 ms
A13 Ethnic Shakers 1	Turtle Shells		Hits Forward & Back (5xRR, 1V), Roll (1xRR, 1V)	All Hits: 25ms	5-65 ms

Patch Name	Instrument	Mallet	Articulation	Start Mods (sample start at 100%)	Track Pre-Delay
A14 Ethnic Shakers 2	Ankle Seed Shaker		Hits (5xRR, 1V)	Hits C1-G1: 100ms; Hits C2-D2: 150ms; Hits F2-G#2: 100ms; C3-D#3: 200ms; F3-G3: 100ms; C4-G#4: 200ms; C5-D#5: 100ms	5-100 ms
A14 Ethnic Shakers 2	Caxixi		Hits (5xRR, 1V), Roll (1xRR, 1V)	same	5-100 ms
A14 Ethnic Shakers 2	Ganzrío		Hits Forward & Back (5xRR, 1V), Roll (1xRR, 1V)	same	5-100 ms
A14 Ethnic Shakers 2	Metal Shaker		Hits (5xRR, 1V), Roll (1xRR, 1V)	same	5-100 ms
A14 Ethnic Shakers 2	Seed Rattle Bunches		Hits (5xRR, 1V), Roll (1xRR, 1V)	same	5-100 ms
A14 Ethnic Shakers 2	Small Metal Can Shakers		Hits (5xRR, 1V), Roll (1xRR, 1V)	same	5-100 ms
A14 Ethnic Shakers 2	Synthetic Maraca		Hits (5xRR, 1V), Roll (1xRR, 1V)	same	5-100 ms
A14 Ethnic Shakers 2	Vented Steel Orb		Hits Forward & Back (5xRR, 1V), Roll (1xRR, 1V)	same	5-100 ms
A14 Ethnic Shakers 2	Wooden Cricket		Shake (5xRR, 1V)	same	5-100 ms
A15 Ethnic Shakers Extra	Bottles Rattle		Bottle Caps Roll (1xRR, 1V), Bottles Roll (1xRR, 1V), Lids Roll (1xRR, 1V)	Hits C2 and D2: 25ms; C#2 and D#2: 10ms	5-120 ms
A15 Ethnic Shakers Extra	Meinl Shaker		Shaker Roll (1xRR, 1V), Shaker Forward & Back (5xRR, 1V)	same	5-120 ms
A15 Ethnic Shakers Extra	Washboard		Hits Short (5xRR, 3V), Hits Long (5xRR, 3V), Rolls (1xRR, 1V)	same	5-120 ms
A16 Puili Sticks - Singles	Puili Sticks Singles		Hits High & Low (5xRR, 1-4V)	All Hits: 2.4 ms	All Hits: 5 ms
A17 Puili Sticks - Group	Puili Sticks Group		Hits (5xRR, 1V), Rolls (1xRR, 1V)	All Hits: 2.4 ms	All Hits: 5 ms
A18 Monkey Stick + Agogo	Agogo Bells		Hits (5xRR, 3V), Roll (1xRR, 2V)	All Hits: 25ms	All Hits: 5 ms
A18 Monkey Stick + Agogo	Metal Bar Shaker		Shaker Hit (5xRR, 1V), Shaker Roll (5xRR, 1V)	All Hits: 25ms	All Hits: 5 ms

Patch Name	Instrument	Mallet	Articulation	Start Mods (sample start at 100%)	Track Pre-Delay
A18 Monkey Stick + Agogo	Monkey Stick		Roll (1xRR, 1V), Hits / Shakes A & B (5xRR, 1V)	All Hits: 25ms	All Hits: 5 ms
A19 Ethnic Chimes + Fish Bells	Fish Bells		Tremolos (1xRR, 1V)	All Hits: 25ms	0-40 ms
A19 Ethnic Chimes + Fish Bells	Small Flower Chimes		Gliss (1xRR, 1V)	All Hits: 25ms	0-40 ms
A19 Ethnic Chimes + Fish Bells	Wind Chimes		Gliss A (1xRR, 1V), Gliss B (1xRR, 1V)	All Hits: 25ms	0-40 ms
A19 Ethnic Chimes + Fish Bells	Wooden Asian Chimes 1		Tremolos (1xRR, 1V)	All Hits: 25ms	0-40 ms
A19 Ethnic Chimes + Fish Bells	Wooden Asian Chimes 2		Tremolos (1xRR, 1V)	All Hits: 25ms	0-40 ms
A19 Ethnic Chimes + Fish Bells	Wooden Asian Chimes 3		Tremolos (1xRR, 1V)	All Hits: 25ms	0-40 ms
A20 Circular Bells + Finger Cymbals + Springs	Circular Bells		Hits (5xRR, 1-3V)	All Hits: 25ms	5 ms
A20 Circular Bells + Finger Cymbals + Springs	Circular Bells		Hits (5xRR, 1-3V)	All Hits: 25ms	5 ms
A20 Circular Bells + Finger Cymbals + Springs	Circular Bells		Bowed (1xRR, 1V)	All Hits: 25ms	5 ms
A20 Circular Bells + Finger Cymbals + Springs	Finger Cymbal 1		Hit Open (5xRR, 1-2V), Muted (5xRR, 1-2V), Scrape (1xRR, 1V), Rub (1xRR, 1V)	All Hits: 25ms	5 ms
A20 Circular Bells + Finger Cymbals + Springs	Finger Cymbal 2		Hit Open (5xRR, 1-2V), Muted (5xRR, 1-2V), Scrape (1xRR, 1V), Bowed (1xRR, 1V)	All Hits: 25ms	5 ms
A20 Circular Bells + Finger Cymbals + Springs	Spring Drum		Hits (5xRR, 1V), Scrape (3xRR, 1V)	All Hits: 25ms	5 ms
A20 Circular Bells + Finger Cymbals + Springs	Tines (Magic Wands)		Hits (5xRR, 1V), Scrape (3xRR, 1V)	All Hits: 25ms	5 ms
A21 Glass Jars + Water Jars + Flower Pots	Bottle	Blow	Low (5xRR, 1V), High (5xRR, 1V)	All Hits: 25ms	5-10 ms
A21 Glass Jars + Water Jars + Flower Pots	Flower Pots	Mallet	Hits (5xRR, 2V)	All Hits: 25ms	5-10 ms
A21 Glass Jars + Water Jars + Flower Pots	Water Jar	Mallet	Hits (5xRR, 2V)	All Hits: 25ms	5-10 ms

Patch Name	Instrument	Mallet	Articulation	Start Mods (sample start at 100%)	Track Pre-Delay
A22 Hardware	Buckets in Pianos		Hits (5xRR, 2V)	All Hits: 25ms	5-10 ms
A22 Hardware	Hammers on Bolt		Hits (5xRR, 2V), Rolls (1xRR, 2V)	All Hits: 25ms	5-10 ms
A22 Hardware	Subway Buckets		Hits (5xRR, 2V), Rolls (1xRR, 2V)	All Hits: 25ms	5-10 ms
A22 Hardware	Water Cooler Buckets		Hits (5xRR, 2V), Rolls (1xRR, 2V)	All Hits: 25ms	5-10 ms
A23 Cuica + Guiro + Samba Whistle	Cuica		Hits (1xRR, 1V)	C1-A1: 25ms; F2-A#2: 25ms; C3-G3: 25ms; A3: 25ms; B3-B4: 25ms; G5-G#6: 25ms; C2: 10ms; D2: 25ms; E2: 50ms; C5-E5: 150ms; F#5: 150ms	0-40 ms
A23 Cuica + Guiro + Samba Whistle	Guiro		Hits (5xRR, 1V), Scrapes A & B (5xRR, 1V), Loop A-C (1xRR, 1V), Slow Scrapes (1xRR, 1V)	same	0-40 ms
A23 Cuica + Guiro + Samba Whistle	Samba Whistle		Long (3-5xRR, 1V), Short (3-5xRR, 1V)	same	0-40 ms

For more detailed information about Start Mods and Track Pre-Delay, please contact the support team via support@cinesamples.com.