

Sibelius **7** Sounds

User Guide

Edition 3
April 2012

Sibelius 7 Sounds User Guide written by Hugh Smith

For more information, and to purchase advanced templates - with predefined, custom instrument definitions - for Sibelius 7 Sounds and other sound libraries, please visit www.thewritescore.com.

Legal Notices

This guide is copyrighted © 2012 by Avid Technology Inc., (hereafter “Avid”), with all rights reserved. Under copyright laws, this guide may not be duplicated in whole or in part without the written consent of Avid.

Avid and Sibelius are registered trademarks of Avid Technology, Inc. in the USA, UK and other countries. All other trademarks are acknowledged as the property of their respective owners.

Product features, specifications, system requirements, and availability are subject to change without notice.

Document Feedback

We are always looking for ways to improve our documentation. If you have comments, corrections, or suggestions regarding our documentation, please email us at docs@sibelius.com.

Contents

Important Information	4
Understanding the Patches	
Ranges	5
Octaves	5
Lite	5
Sound ID Changes	6
Sounds Charts	7
Smart Knobs	8
Default Dictionary	9
Sampling the Sounds	
Playback Configuration	11
Loading / Listening	12
The Patches	
Wind	13
Brass	24
Strings	37
Guitar	42
Keyboard	47
Voice	53
Synth	55
Pitched Percussion	57
Unpitched	64

Important Information

The purpose of this document is to cover the details of what the Sibelius 7 Sounds sample library consists of. Please consult your Sibelius Reference Guide for topics we do not discuss here.

After you have installed the Sibelius 7 Sounds library from the DVDs or the large downloadable installer, be sure you go to the Sibelius site and grab the most recent S7S updater installer. Updates for Sibelius can be found at www.sibelius.com/helpcenter/upgrades. As of the time of this writing, the latest S7S updater installers are:

- Mac: Sibelius7SoundsUpdate712.dmg
- Windows: Sibelius7SoundsUpdate712.exe

Files have been included in this package that will allow you to “sample” each patch so you will have a better idea of what exactly all the sounds are that you have at your fingertips. Read the section that begins on page 11 for more. The files referenced are labeled “S7S_Library_7.1.2.sib” and “S7S_Library_7.1.2.xml”.

All the places in this document where it reads “*hover*” you will see an image of what you’re reading when you move your cursor over that text. Example test: (*hover*).

For any software navigation we refer to, you will see the optional shortcut key in the hover image (if one has been assigned). Learning as many of these and using them on a regular basis can save lots of time during your normal writing workflow. And you can always create or modify your own set of shortcut keys to fit your personal preferences.

To view the interactive elements in this document, you will need to use **Adobe Reader 5** or later. Get the latest version of Reader here: get.adobe.com/reader

For the full list of changes from one library version to the next, please visit the Sibelius web site. Use the link above to get to the Sibelius 7 Sounds updater page. The changes that are pertinent to this document are listed below.

Changes for S7S library version 7.1.2:

- New Orchestral Percussion patch, combining several of the single-instrument patches. Includes Cymbals, Orchestral Bass Drum, Orchestral Snare, Woodblocks, Tam Tam, Tambourine and Triangle.
- Order of Smart Knobs for *Electric Guitar~muted harmonics* and *Electric Guitar~mute*.

Changes for S7S library version 7.1.0:

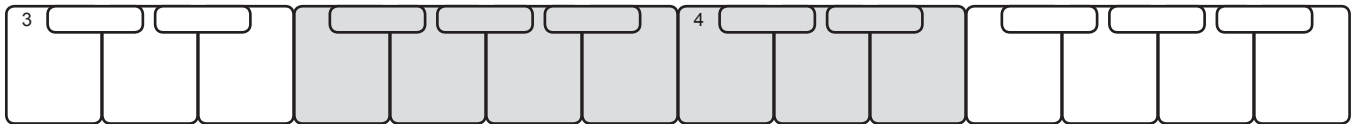
- All Skinner pipe organ patches have been moved up one octave.
- Range of Bass Clarinet patches has been extended up one octave.
- Range of Tenor Saxophone patches has been extended up to C6.
- Range of the Clarinet B flat patches has been extended down to G2.

Original S7S library version: 7.0.3

Understanding the Patches

Ranges

The greyed keys of the pitched instruments' keymaps are their trigger ranges, they are not necessarily the written or concert ranges. White or empty keys do not contain sounds.



Octaves

The number in the upper left of every C key corresponds to the octave of the built-in keyboard in Sibelius. Navigate to **View > Panels** (*hover*), check the box next to **Keyboard** to display it. Once it's visible, we like to move it to where it is floating and not as a docked panel. The file you're working in will remember this setting the next time you open it.



Lite

To help reduce the strain on system resources for slower computers, Sibelius has provided "Lite" versions for many of the patches. You can control whether or not the lite patches are loaded simply by changing which Playback Configuration the score is using. If you're using a custom configuration, you'll need to change the sound set that is assigned to your instance of Sibelius Player. This can be handy when you're working in a score and are likely to be less concerned about the quality of playback. Once you're ready to hear the score with the full set of sounds, just modify or select the appropriate playback settings.

Default Sibelius Player configuration sound set choices:

- Sibelius 7 Sounds
- Sibelius 7 Sounds (Lite)

Sibelius Player sound set options for custom configurations:

- Sibelius 7 Sounds
- Sibelius 7 Sounds (Lite)

Sound ID Changes

The following is excerpted from the Sibelius 7 Reference Guide:

How Sibelius chooses which sound ID to use

To play a staff, Sibelius starts with its initial sound ID (as shown in the Mixer): for instance, a solo violin by default starts with the sound ID **strings.violin**. Markings in the score, such as articulations, slurs, text instructions for specific playing techniques like pizz. and so on, all modify the sound ID by adding or subtracting elements of it. These changes are specified in the playback dictionary. In the example below you can see the changes to the sound ID above the staff, and the resulting sound IDs below the staff:

The diagram shows a musical staff in 3/4 time with a key signature of one sharp (F#). The score is divided into sections by vertical dashed lines. Above the staff, text indicates the changes to the sound ID: '+mute +staccato' (with 'con sord.' below it), '-staccato', '-mute +legato' (with 'senza sord.' below it), '-legato +accent', '-accent +downbow', '-downbow +upbow', '-upbow', and '+pizzicato' (with 'pizz.' below it). Below the staff, dashed lines point to the resulting sound IDs for each section: 'strings.violin', 'strings.violin.staccato.mute', 'strings.violin.mute', 'strings.violin.legato', 'strings.violin.accent', 'strings.violin.downbow', 'strings.violin.upbow', and 'strings.violin.pizzicato'.

Sibelius now has the sound IDs that would produce ideal playback. However, it is very common that a sound ID is not available to be played, either because you don't have the sound on any playback devices, or there aren't enough available slots or channels to play every required sound ID at once. Sibelius then has to find the best possible alternative sound given the limitations.

As an example, suppose Sibelius wants to play **strings.violin.staccato.mute** (as shown above) but this isn't available. To find the best alternative sound ID, Sibelius uses a substitution rule which relies entirely on the tree structure of all the sound IDs in the SoundWorld. It makes use of the fact that, say, **strings.violin.staccato.mute** is a type of violin staccato sound (a child of **strings.violin.staccato**), which is in turn a type of violin sound (a child of **strings.violin**). The rule also relies on an order of priority between siblings such as (say) **strings.violin** and **strings.viola**.

So, starting from the unavailable **strings.violin.staccato.mute**, Sibelius first tries to find its first descendant sound ID that is available, which means trying its first child (which might be **strings.violin.staccato.mute.stradivarius**), then the first child of that sound ID; when it reaches a sound ID with no children, Sibelius tries its first sibling instead and *its* children. If no descendants of the original ID are available, it then tries its parent, in this case **strings.violin.staccato**, followed by the parent's first child and other descendants in the same way; then eventually the grandparent **strings.violin**, and so on until it reaches the first sound that can actually be played. S3W has been structured so that this will be the *closest possible* approximation to the original sound.

Sounds Charts

The available sounds that are listed for the individual instruments are sampled variations to the main instrument's sounds that can be accessed through sound ID changes within the normal writing workflow. Instead of listing the actual sound IDs that are needed to access the available sounds, we have provided the Dictionary items that will invoke those ID changes.

Sounds	Dict. Item
default	
flutter-tongue	fl-tng
non vibrato	non vib
portato	(slur) + (staccato)
tenuto	(tenuto)
<i>half-tone trill</i>	(trill, Diatonic off)
<i>whole-tone trill</i>	(trill, Diatonic on)

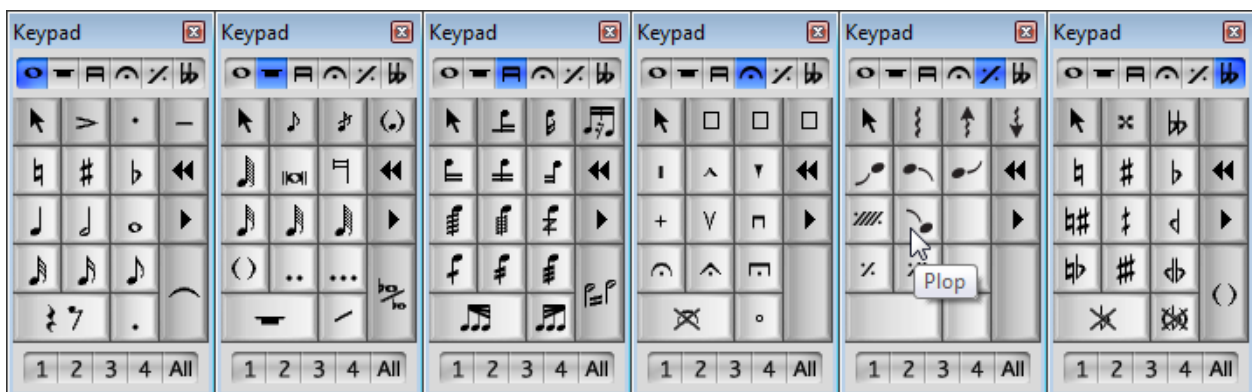
Here are a few key concepts you'll need to remember when reading the charts:

- Sounds that are not capitalized* point to patches.
- Sounds that *are* capitalized* point to switches (i.e. a keyswitch or controller adjustment).
- Dictionary Items that do not have a parentheses around them are Staff Text.
- Dictionary Items that *are* surrounded by parentheses are input using their respective ornaments (i.e. a slur or trill line, a staccato dot, etcetera).
- Hovering your cursor over the sounds that are *italicized* will reveal additional information for those specific patches.
- A note about the Trills (*hover*).

Example 1: When placing a tenuto marking on a note, Sibelius will look to see if there is a “+**tenuto**” sound ID that it can use. If not, then it will use its back-up plan defined in the Dictionary (if applicable).

Example 2: There are many instruments that have a **portato** sound variation. To get these you would use both a **slur line** and **staccato dot** at the same time. When Sibelius concatenates the two IDs together, the net result added to the base ID is +**legato.staccato**.

RECOMMENDATION: Take the time to hover your cursor over all of the items in the six Keypad layouts so that you are familiar with what each item is, or at least look at the items you are not sure about. Many of the Dictionary elements that affect sound IDs are ornamental and will be applied to notes using the various keypad options.



* This is to let you know whether or not the sounds listed have their own patches. The capitalized sounds are connected to the default patch and are handled by the sound set. Will this affect the way you write? No, we're just providing this information for those who couldn't go on without it.

Smart Knobs

The numbers listed next to each Smart Knob are their default values; these are MIDI numbers, not percentages like you'll see in the Mixer. The order in which the knobs are listed for each instrument are pertinent to the controller that is used on the staff to control the knob for that particular instrument (patch). Knob 1 will always be controlled by CC91, knob 2 by CC93, etcetera. Use the chart to the right for a reference. When using MIDI messages in your score to control the knobs, the knobs will not be animated in the Mixer during playback.

Controller	Smart Knob	
CC91	Knob 1	64
CC93	Knob 2	0
CC74	Knob 3	0
CC71	Knob 4 *	41
CC73	Knob 5	127
CC72	Knob 6	0

If you're not familiar with **MIDI Messages**, you can read more information about them in your Sibelius Reference Guide.

TIP: When viewing the knobs in the Mixer, you can *double click* any knob you have changed to set it back to its default value. (MIDI commands in the score will override manual tweaks made to the knobs.)

* Many of the knobs will be more obvious than others as to what they do. For the ones we feel needed more explanation, we placed an asterisk after the knob's name. Hover your cursor over that Smart Knob chart to reveal the additional information.

In the meantime, here's the entire list:

- Air
- Amp Mix
- Attack
- Bass
- Basses Pan
- Celli Pan
- Chorus Mix
- Close Room
- Compress
- Cuivré
- Cutoff
- Decay
- Delay
- Delay Mix
- Delay Time
- Direct Mics
- Dirt Mix
- Distortion
- Distortion Drive
- Distortion Mix
- Drum Mix
- Echo Mix
- Fall/Doit Type
- Far Room
- Filter Env
- Filter Envelope
- Flange
- Flange Rate
- Fret Noise
- Glide Time
- Hi Level
- Hi String Level
- High Cut
- High EQ
- High Freq
- High Freq EQ
- High Gain
- Horn Pan
- Key Off Level
- Kick Tone
- Legato Attack
- Legato Bend
- Legato Release
- Legato Sample Start
- Lo Level
- Low EQ
- Low Freq EQ
- Mono/Poly
- More Air
- More Dynamics
- More Fretnoises
- Ooh-Aah Crossfade
- Overdrive
- Overhead Mics
- Percuss Level
- Percuss Length
- Phaser
- Phaser Mix
- Plop Length
- Pre Delay
- Presence
- Release
- Resonance
- Room Mics
- Room Size
- Rotary Mix
- Rotary Speed
- Sample Start
- Scoop Length
- Snare Tone
- Talkback Mic
- Talkback Size
- Tone
- Treble
- Tremolo Depth
- Tremolo Rate
- Trombone Pan
- Trumpets Pan
- Tuba Pan
- Vel Sens
- Velo
- Velocity Sens.
- Vibrato
- Vibrato Delay
- Vibrato Depth
- Vibrato Fade
- Vibrato Rate
- Vibrato Speed
- Viola Pan
- Violin Pan
- Wetter

Default Dictionary

The following Dictionary items (*hover*) are listed here so you can get a feel for what Sibelius offers for default sound ID manipulation. If you need additional Dictionary items, you can always create new ones to accommodate your needs. Not every item in the default Dictionary is listed here, just the ones that pertain to sound IDs.

Staff Text	Sound ID	Staff Text	Sound ID	Staff Text	Sound ID
ah	+ah	frullato	+flutter-tongue	P.M.	+mute
arco	-pizzicato	Full Organ	+8'.full	PM	+mute
avec sourd	+mute	Full Ped.	+full.baroque	pop	+slap
auto-wah	+wah-wah	fuzz	+fuzz	portamento	+portamento
b	+bass	Gamba 8'	+8'.gamba	portato	+legato.staccato
Baroque Plenum Full	+8'.full.baroque	Gamba Celeste 8'	+8'gamba.celeste	p.d.l.t	+pres
Bourdon 16'	+bourdon	gewöhnlich	[reset]	pdlt	+pres
Bourdon Gedckt 8'	+8'.bourdon.gedeckt	glissando	+glissando	près	+pres
bisb	+bisbigliando	growl	+flutter-tongue	pres	+pres
brushes	+brush	harmonics	+harmonic	Prinzipal	+8'.principal
Brustwerk Full	+8'.full.brustwerk	harmonic	+harmonic	R	+right
bucket mute	+mute.bucket	harmon mute	+mute.harmon	Reeds 8'	+8'.reeds
buzztongu	+flutter-tongue	harm.	+harmonic	Rohrflute 8'	+8'.rohrflute
buzz-tongu	+flutter-tongue	Hauptek Full	+8'.full.hauptek	Reeds 16'	+reeds
chorus	+chorus	heavy	+heavy	rim	+rim
clean	[reset]	heavy distort	+heavy	rope	+rope
closed	+closed	hot rods	+rods	s	+slap
col leg	+col legno	L	+left	sans sourd	-mute
compress	+compress	legato	+legato	scat	+scat
con sord	+mute	metal	+metal	Scarf IV	+4'.scharf
Clarion 4'	+4'.clarion	Mixture	+mixture	secco	+secco
Cornet 8'	+8'.cornets	molto vib	+vibrato.heavy	senza vib	-vibrato
cup mute	+mute.cup	motor off	-motor on	senza sord	-mute
d	+downswing	motor on	+motor on	slap	+slap
damp	+damp	mm	+mm	slide	+slide
delay	+delay	ms	+slap.mute	snap pizz	+pizzicato.snap
detache	+detache	mute	+mute	sord	+mute
détaché	+detache	nail	+nail	sourd	+mute
Diapason 8'	+8'.diapason	nat.	[reset]	spicc	+spiccato
Diapason 16'	+16'.diapason	Nazard 2 2/3'	+2'.2'.3'.nazard	stacc	+staccato
First Diapason 8'	+8'.diapason.first	Nazard 2'2/3	+2'.2'.3'.nazard	staccatiss	+staccato
Second Diapason 8'	+8'.diapason.second	natural	[reset]	stadium	+stadium
dist	+distortion	no effect	[reset]	stick	+stick
doo	+doo	non leg	-legato	sticks	[reset]
ee	+ee	non stacc	-staccato	sul pont	+sul ponticello
edge	+edge	non vib	+non vibrato	sul tasto	+sul tasto
envelope filter	+envelope filter	norm	[reset]	sustain	-damp
étouf	+damp	Octave 8'	+8'.octave	swish	+swish
efouf	+damp	Octave 4'	+4'.octave	Symphonic Full	+8'.full.symphonic
Flautino 2'	+2'.flautino	Oboe d'Amore 8'	+8'.oboe d'amore	t	+muffled
Fifteenth 2'	+2'.fifteenth	O.D.	+overdrive	tap	+slap
finger nail	+nail	OD	+overdrive	thumb	+slap +thumb
finger	[reset]	oo	+oo	trem	+tremolo.(unmeasured)
Flute 4'	+4'.organ flute	open	-mute	Tromba 8'	+8'.tromba
Flute 8'	+8'.organ flute	ord.	[reset]	Trombone 16'	+trombone
flange	+flange	os	-mute	Trumpet 8'	+8'.trumpet
flatterzunge	+flutter-tongue	overdrive	+overdrive	tutti	-solo
fluttertongu	+flutter-tongue	palm	+palm	u	+upswing
flutter-tongu	+flutter-tongue	palm mute	+mute	vib	+vibrato
fttg	+flutter-tongue	phase	+phase	waa	+wah-wah
fl-tng	+flutter-tongue	pick	+pick	wah	+wah-wah
fittzg	+flutter-tongue	pizz	+pizzicato	Waldhorn 16'	+16'.waldhorn
flz	+flutter-tongue	plectrum	+pick	white tone	[reset]
frame	+frame	plunger mute	+mute.plunger		

Staff Text	Sound ID	CC / Value	Dynamic (0-127)	Dynamic Change	Dynamic Envelope
Can				85 - 85	
Dec				85 - 85	
dehors			98 - 80		
f	+f		98 - 90		
ff	+ff		113 - 105		
fff	+fff		127 - 119		
fp					90 - 20 - 61
fort	+f		98 - 90		
Full				115 - 115	
fz					110 - 50 - na
let ring		CC64,127			
loud	+f		98 - 90		
L.V.		CC64,127			
LV		CC64,127			
marcato	+marcato			115 - 115	
meno f			90 - 90		
meno p			66 - 66		
mf	+mf		84 - 75		
mp	+mp		71 - 60		
non-L.V.		CC64,0			
non-LV		CC64,0			
p	+p		61 - 50		
pf					60 - 20 - 90
più f			105 - 98		
piu f			105 - 105		
più p			56 - 56		
piu p			56 - 56		
pp	+pp		39 - 30		
ppp	+ppp		20 - 15		
quiet	+p		61 - 50		
rf					110 - 50 - na
sf					110 - 50 - na
silent			0 - 0		
tacet			0 - 0		
tenuto				200 - 200 (210 - 210)	
tre corde	-una corda			115 - 115	
una corda	+una corda			85 - 85	
Unis				115 - 115	

Symbols Sound ID

Buzz roll	+buzz roll
Snare drum	+snares on
Snare drum, snares off	-snares off
Snap	+snap
Snap 1	+snap
Snap 2	+snap
Snap 3	+snap
Mute on	+mute
Z through stem	+buzz roll
Mute off	-mute
Fall	+fall
Doit	+doit
Plop	+plop
Scoop	+scoop
Damp 3	+damp
Hand martellato	+mute.thumb
Swing up	+swing
Swing down	+swing
Swing	+swing

Staff Lines Sound ID

Bracketed slur above	+legato
Bracketed slur below	+legato
Dashed slur above	+legato
Dashed slur below	+legato
Dotted slur above	+legato
Dotted slur below	+legato
Slur above	+legato
Slur below	+legato
Glissando (straight)	+glissando
Glissando (wavy)	+glissando
Guitar artificial harmonic	+harmonic
Guitar harmonics	+harmonic
Guitar harp harmonics	+harmonic
Guitar pinch harmonic	+harmonic
Guitar touch harmonic	+harmonic
Guitar vibrato bar	+vibrato
Guitar palm mute	+mute
Portamento	+portamento
Trill	+trill
Vibrato	+vibrato
Wide vibrato	+vibrato.wide

Articulations Sound ID

16 tremolos	+tremolo.unmeasured
2 tremolos	
32 tremolos	+tremolo.unmeasured
4 tremolos	
8 tremolos	
Accent	+accent
Buzz roll (Z on stem)	+tremolo.unmeasured
Custom Articulation 1	
Custom Articulation 2	
Custom Articulation 3	
Downbow	+downbow
Fermata (pause)	
Harmonic / Open	+harmonic
Long fermata	
Marcato	+marcato
Plus / Closed	+closed
Short fermata	
Staccatissimo	+staccatissimo
Staccato	+staccato
Tenuto	+tenuto
Upbow	+upbow
Wedge	

Noteheads Sound ID

Cross (1) *	+mute
Diamond (2)	+harmonic

* Cross (1): For pitched instruments, if no sound ID is available, the notehead will adjust the dynamic by 50%, the attack by 100%.

Sampling the Sounds

Included in this informational package is a .sib file that has an instrument defined for each patch in the Sibelius 7 Sounds sample library *. These have been provided so you can “sample” the sounds and otherwise know what you have at your fingertips. Follow these steps for setting up and using your testing environment.

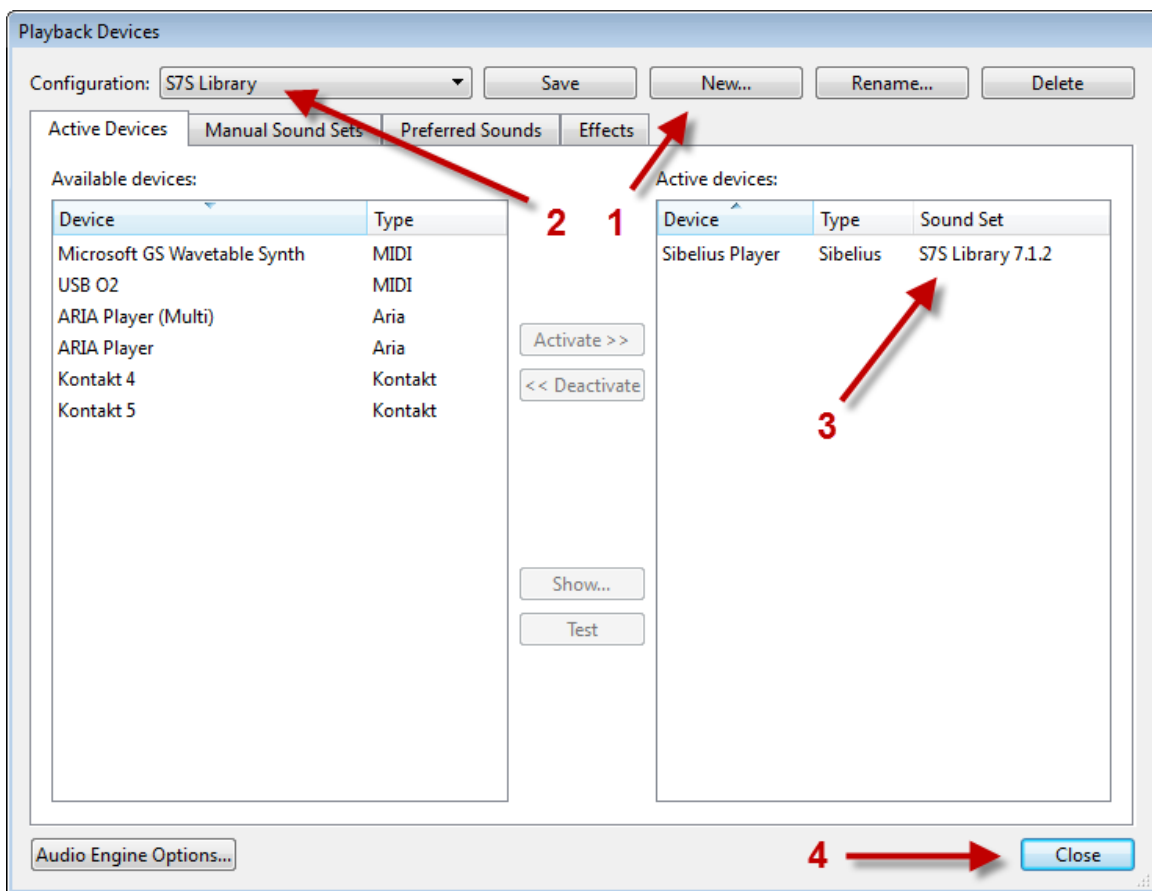
Playback Configuration

Copy and paste the included sound set file labeled “S7S_Library_7.1.2.xml” into one of the following folders ** (you may need to create the Sounds folder):

Mac: /Users/your username/Library/Application Support/Avid/Sibelius 7/Sounds

PC: C:\Users\your username\AppData\Roaming\Avid\Sibelius 7\Sounds

Launch Sibelius and open the Sibelius file labeled “S7S_Library_7.1.2.sib”. Navigate to **Play > Setup > Playback Devices** (*hover*). 1) Create a new configuration. 2) Name it as you wish. Activate Sibelius Player. 3) Assign the sound set labeled “S7S Library 7.1.2”. 4) Close the dialog.



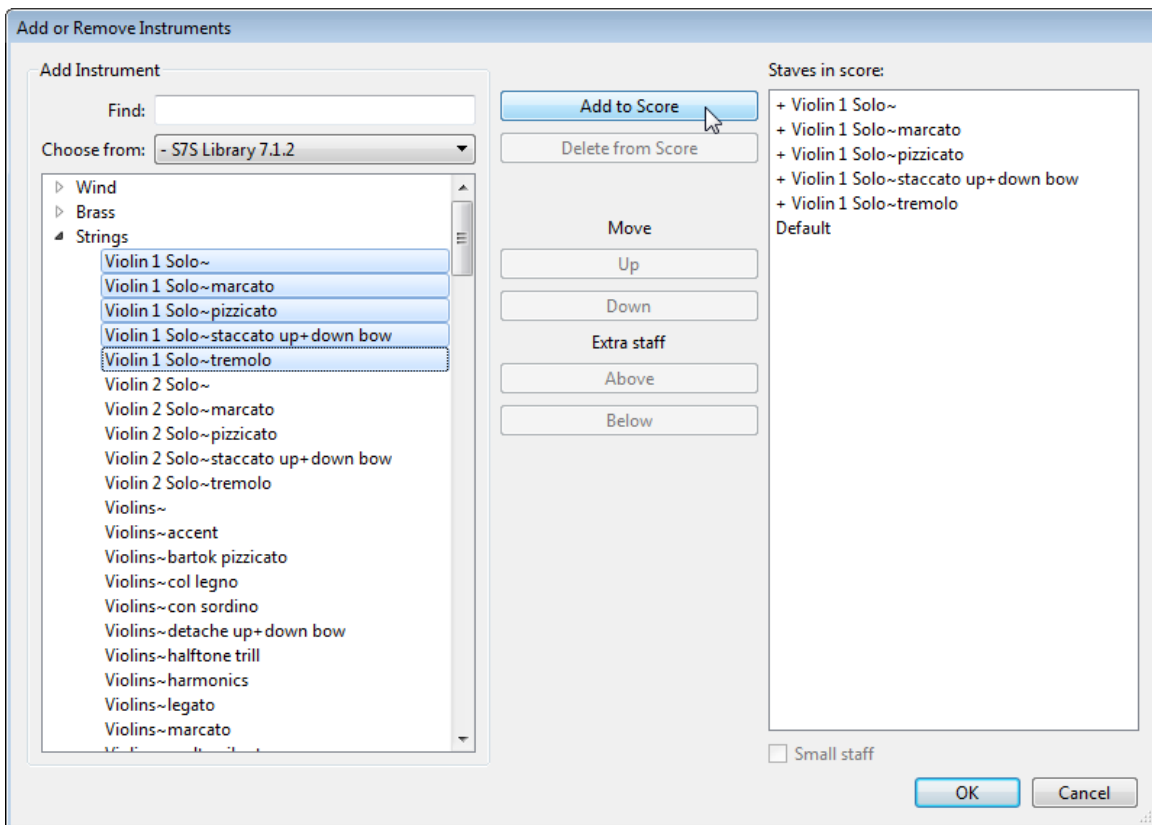
* Except for the Lite patches.

** Why do we need to use this sound set? This sound set has been customized so that the unpitched patches will load all the sounds in them without having to define any of those sounds within percussion mapping. All we're after here is the ability to sample the sounds in the library.

Loading / Listening

Go to **Home > Instruments > Add or Remove** (*hover*). Select the “- S7S Library 7.1.2” ensemble from the **Choose from** drop down list. All the instruments defined in this ensemble have a “~” (tilde) appended to the end of the name with the variants of subsequent patches after (you’ll need to have **View > Hidden Objects** (*hover*) checked to view the text to the right of the tilde). Remember, the instruments defined here are intended for sampling/testing purposes only.

In the image below you’ll see that the **Violin 1 Solo** has four additional patches that correspond to them. Select all the Violin 1 Solo patches and add them to the score. Click OK. Once you’re back to the score, hit the P key (as in Play) to load the sounds (if they haven’t already).



Once the sounds have loaded, highlight/select a bar of the first staff. Deselect it (left click into an open area). That instrument and patch is now isolated for sampling using the built-in keyboard. You may now proceed with reckless abandonment in the clicking of that keyboard to hear the sounds of that patch. Proceed to the next staff when you feel you’ve maxed out the sampling possibilities of the current one.

We highly recommend you take the time to go through and sample the entire library.

The only way to know what is in the Sibelius 7 Sounds library is to sample every sound that it contains - especially the unpitched percussion. Knowing what you have at your playback disposal may very well help in getting your creative writing juices flowing.

You can find a video demonstration of the above exercise here: [Sampling the Sounds](#).

Wind

Piccolo

Diagram of a piccolo keyboard with a sound dictionary overlay. The keyboard is shown with two rows of keys. The top row has keys numbered 7 and 8. The bottom row has keys numbered 5 and 6. A dictionary overlay is positioned over the right side of the keyboard.

Sounds	Dict. Item
default	
portato	(slur) + (staccato)
<i>tenuto</i>	(tenuto)
Accent	(accent)
Legato	(slur)
Staccato	(staccato)

Flute 1

Flute 2

Diagram of a flute keyboard with a sound dictionary overlay. The keyboard is shown with two rows of keys. The top row has keys numbered 6 and 7. The bottom row has keys numbered 4 and 5. A dictionary overlay is positioned over the left side of the keyboard.

Sounds	Dict. Item
default	
flutter-tongue	fl-tng
non vibrato	non vib
non vibrato portato	non vib + (slur) + (staccato)
non vibrato legato	non vib + (slur)
portato	(slur) + (staccato)
<i>tenuto</i>	(tenuto)
halfnote trill	(trill, Diatonic off)
wholetone trill	(trill, Diatonic on)
Accent	(accent)
Legato	(slur)
Staccato	(staccato)

Alto Flute

Diagram of an alto flute keyboard with a sound dictionary overlay. The keyboard is shown with two rows of keys. The top row has keys numbered 5 and 6. The bottom row has keys numbered 3 and 4. A dictionary overlay is positioned over the right side of the keyboard.

Sounds	Dict. Item
default	
flutter-tongue	fl-tng
non vibrato	non vib
portato	(slur) + (staccato)
<i>tenuto</i>	(tenuto)
halfnote trill	(trill, Diatonic off)
wholetone trill	(trill, Diatonic on)
Accent	(accent)
Legato	(slur)
Staccato	(staccato)

Bass Flute

Diagram of a Bass Flute keyboard. A pop-up menu is overlaid on the right side of the keyboard, displaying the following settings:

Sounds	Dict. Item
default	
non vibrato	non vib
portato	(slur) + (staccato)
portato soft	(slur) + (staccato) + soft
soft	soft
Accent	(accent)
Legato	(slur)
Staccato	(staccato)

English Horn

Diagram of an English Horn keyboard. A pop-up menu is overlaid on the left side of the keyboard, displaying the following settings:

Sounds	Dict. Item
default	
portato	(slur) + (staccato)
<i>tenuto</i>	(tenuto)
Accent	(accent)
Legato	(slur)
Staccato	(staccato)

Oboe 1

Oboe 2

Diagram of an Oboe 1 and Oboe 2 keyboard. A pop-up menu is overlaid on the right side of the keyboard, displaying the following settings:

Sounds	Dict. Item
default	
non vibrato	non vib
non vibrato portato	non vib + (slur) + (staccato)
non vibrato legato	non vib + (slur)
portato	(slur) + (staccato)
<i>tenuto</i>	(tenuto)
halfnote trill	(trill, Diatonic off)
wholetone trill	(trill, Diatonic on)
Accent	(accent)
Legato	(slur)
Staccato	(staccato)

Oboe d'Amore

Diagram of the Oboe d'Amore keyboard showing fingerings for keys 3, 4, 5, and 6. A sound dictionary table is overlaid on the right side of the keyboard.

Sounds	Dict. Item
default	
portato	(slur) + (staccato)
<i>tenuto</i>	(tenuto)
Accent	(accent)
Legato	(slur)
Staccato	(staccato)

Heckelphone

Diagram of the Heckelphone keyboard showing fingerings for keys 2, 3, 4, and 5. A sound dictionary table is overlaid on the left side of the keyboard.

Sounds	Dict. Item
default	
portato	(slur) + (staccato)
<i>tenuto</i>	(tenuto)
Accent	(accent)
Legato	(slur)
Staccato	(staccato)

Bassoon 1 Bassoon 2

Diagram of the Bassoon 1 and Bassoon 2 keyboard showing fingerings for keys 0, 1, 2, 3, 4, and 5. A sound dictionary table is overlaid on the left side of the keyboard.

Sounds	Dict. Item
default	
non vibrato	non vib
non vibrato portato	non vib + (slur) + (staccato)
non vibrato legato	non vib + (slur)
portato	(slur) + (staccato)
staccatissimo	(staccatissimo)
<i>tenuto</i>	(tenuto)
Accent	(accent)
Legato	(slur)
Staccato	(staccato)

Contra Bassoon

Diagram of the Contra Bassoon keyboard layout. The keyboard is shown in three rows with fingerings 4, 2, 0 on the left and 5, 3, 1 on the right. A pop-up menu is centered over the keyboard.

Sounds	Dict. Item
default	
portato	(slur) + (staccato)
<i>tenuto</i>	(tenuto)
Accent	(accent)
Legato	(slur)
Staccato	(staccato)

Clarinet Eb

Diagram of the Clarinet Eb keyboard layout. The keyboard is shown in three rows with fingerings 6, 4, 2 on the left and 7, 5, 3 on the right. A pop-up menu is centered over the keyboard.

Sounds	Dict. Item
default	
portato	(slur) + (staccato)
<i>tenuto</i>	(tenuto)
Accent	(accent)
Legato	(slur)
Staccato	(staccato)

Clarinet Bb 1 Clarinet Bb 2

Diagram of the Clarinet Bb 1 and Clarinet Bb 2 keyboard layout. The keyboard is shown in three rows with fingerings 6, 4, 2 on the left and 7, 5, 3 on the right. A pop-up menu is centered over the keyboard.

Sounds	Dict. Item
default	
portato	(slur) + (staccato)
<i>tenuto</i>	(tenuto)
halfnote trill	(trill, Diatonic off)
wholetone trill	(trill, Diatonic on)
Accent	(accent)
Legato	(slur)
Staccato	(staccato)

Bass Clarinet

Diagram of the Bass Clarinet keyboard. Fingerings are indicated by numbers 1-5 on the left hand and 1-4 on the right hand. A B-flat key is shown on the right hand. A pop-up menu is centered over the keyboard.

Sounds	Dict. Item
default	
portato	(slur) + (staccato)
<i>tenuto</i>	(tenuto)
Accent	(accent)
Legato	(slur)
Staccato	(staccato)

Contrabass Clarinet

Diagram of the Contrabass Clarinet keyboard. Fingerings are indicated by numbers 0-4 on the left hand and 1-5 on the right hand. A B-flat key is shown on the right hand. A pop-up menu is centered over the keyboard.

Sounds	Dict. Item
default	
portato	(slur) + (staccato)
<i>tenuto</i>	(tenuto)
Accent	(accent)
Legato	(slur)
Staccato	(staccato)

Alto Sax

Diagram of the Alto Sax keyboard. Fingerings are indicated by numbers 3-5 on the left hand and 4-6 on the right hand. A B-flat key is shown on the left hand. A pop-up menu is centered over the keyboard.

Sounds	Dict. Item
default	
portato	(slur) + (staccato)
<i>tenuto</i>	(tenuto)
Accent	(accent)
Legato	(slur)
Staccato	(staccato)

Tenor Sax

Diagram of a Tenor Sax keyboard showing fingerings for notes 2, 4, 6, 7, and 8. A 'b' is shown under the 3rd finger position. A 'Sounds' menu is overlaid on the right side of the keyboard.

Sounds	Dict. Item
default	
portato	(slur) + (staccato)
<i>tenuto</i>	(tenuto)
Accent	(accent)
Legato	(slur)
Staccato	(staccato)

Recorder 1 Soprano

Diagram of a Recorder 1 Soprano keyboard showing fingerings for notes 2, 4, 6, 7, and 8. Two overlays are present: a 'Sounds' menu on the left and a 'Smart Knob' menu on the right.

Sounds	Dict. Item
default	
portato	(slur) + (staccato)
<i>tenuto</i>	(tenuto)
Accent	(accent)
Legato	(slur)
Staccato	(staccato)

Smart Knob	
Vibrato Depth	59
Vibrato Fade	108
Vibrato Speed	98
More Air	84
Sample Start	0

For all 3 patches.

Recorder 2 Alto

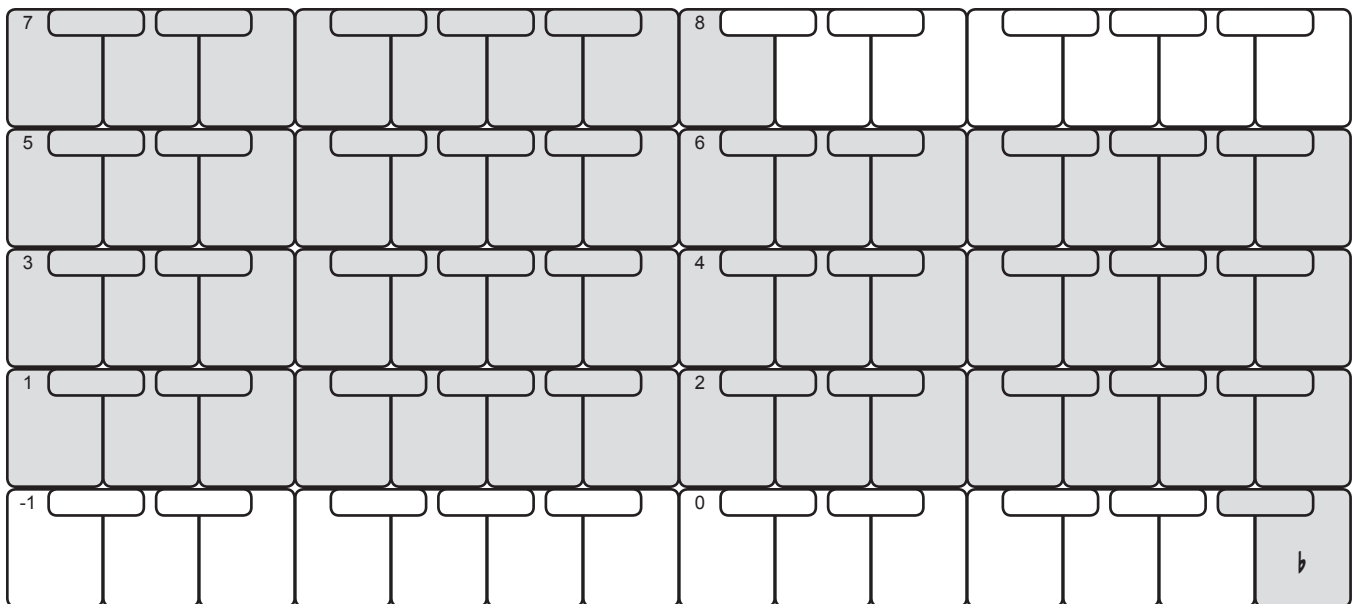
Diagram of a Recorder 2 Alto keyboard showing fingerings for notes 2, 4, 6, 7, and 8. Two overlays are present: a 'Smart Knob' menu on the left and a 'Sounds' menu on the right.

Smart Knob	
Vibrato Depth	59
Vibrato Fade	108
Vibrato Speed	98
More Air	84
Sample Start	0

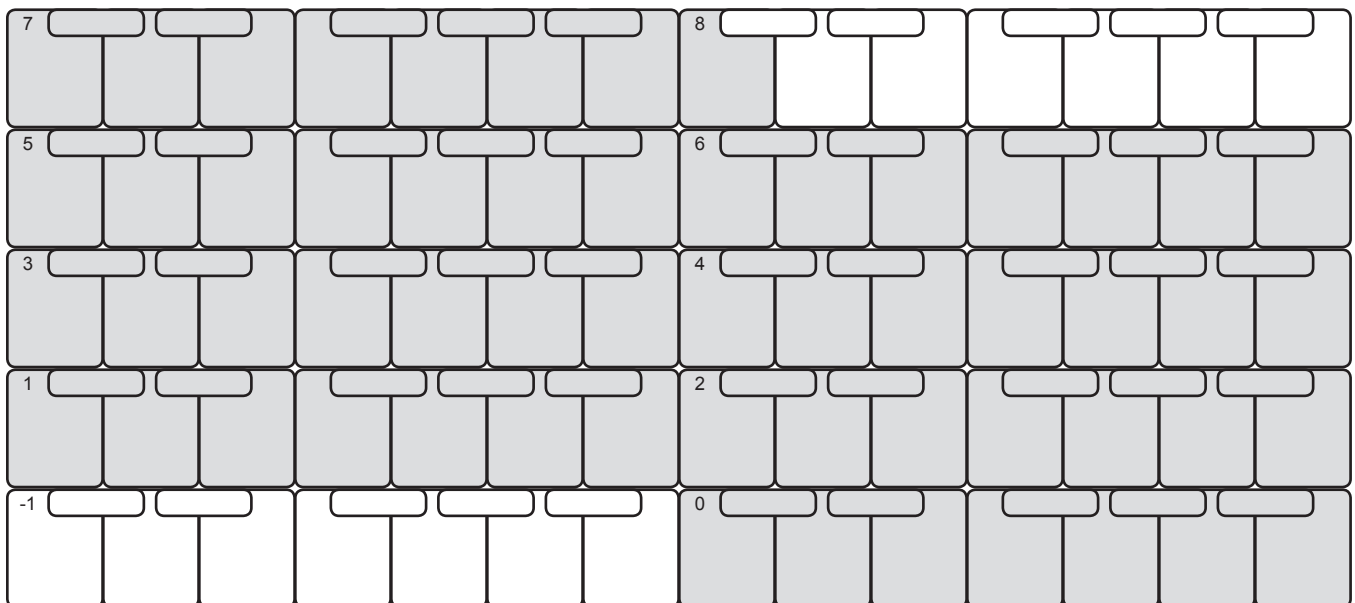
All three patches.

Sounds	Dict. Item
default	
portato	(slur) + (staccato)
<i>tenuto</i>	(tenuto)
Accent	(accent)
Legato	(slur)
Staccato	(staccato)

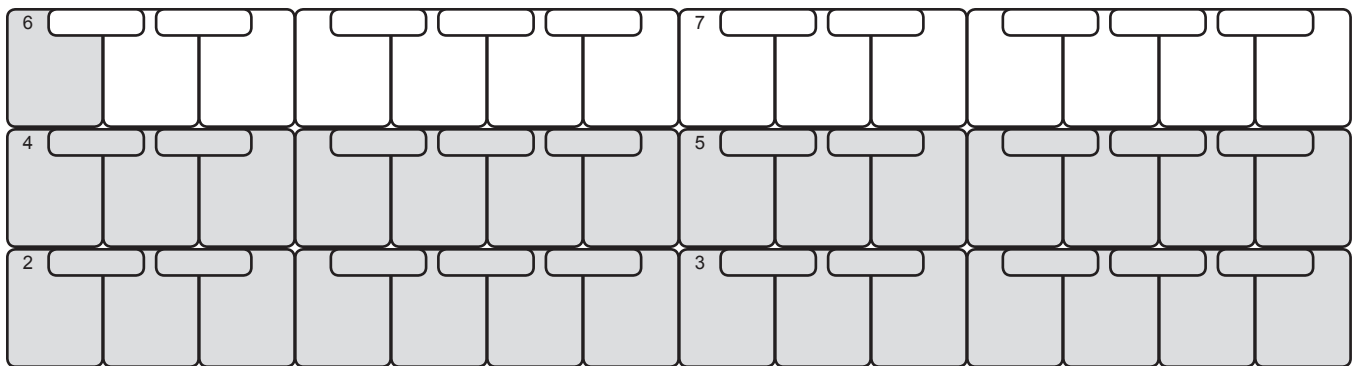
Wind Group



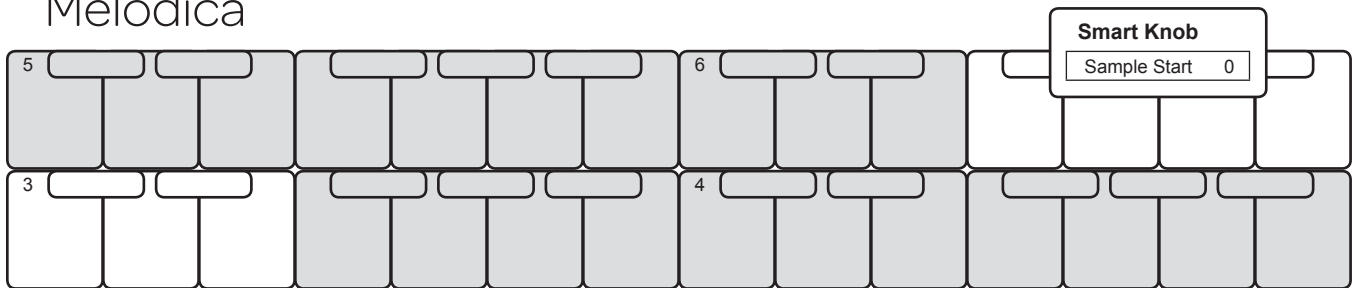
Panpipes



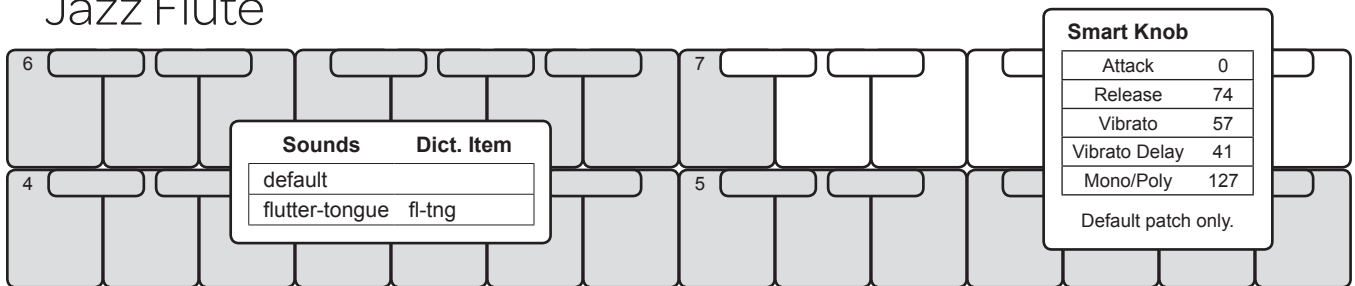
Bagpipes



Melodica



Jazz Flute



Jazz Soprano Sax

The diagram shows a keyboard layout for a Jazz Soprano Sax. A sound menu is overlaid on the left, and two patch menus are overlaid on the right. The sound menu lists: default, doits (doit), falls (fall), growl, plop (plop), and scoop (scoop). The patch menus list parameters for each sound: Attack, Release, Vibrato, Vibrato Delay, Mono/Poly, and Fall/Doit Type. A note at the bottom right of the patch menus states: "You probably won't need to adjust these in your score, but here they are anyway."

Sounds	Dict. Item
default	
doits	(doit)
falls	(fall)
growl	growl
plop	(plop)
scoop	(scoop)

Patches	Smart Knob	Patches	Smart Knob		
default	Attack	0	growl	Attack	0
	Release	52		Release	52
	Vibrato	57		Vibrato	46
	Vibrato Delay	57		Vibrato Delay	55
	Mono/Poly	127		Vibrato Delay	55
	Fall/Doit Type	0		Mono/Poly	127
falls	Attack	0	plop	Plop Length	70
	Release	52		Release	52
	Vibrato	57		Vibrato	57
	Vibrato Delay	57		Vibrato Delay	57
	Mono/Poly	127		Mono/Poly	127
	Fall/Doit Type	0		Scoop Length	70
doits	Attack	0	scoop	Release	52
	Release	52		Vibrato	57
	Sample Start	0		Vibrato Delay	57
	Cutoff	127		Mono/Poly	127
	Mono/Poly	127			
	Fall/Doit Type	0			

You probably won't need to adjust these in your score, but here they are anyway.

Jazz Alto Sax 1 Jazz Alto Sax 2

The diagram shows a keyboard layout for a Jazz Alto Sax. A sound menu is overlaid on the left, and two patch menus are overlaid on the right. The sound menu lists: default, doits (doit), falls (fall), growl, plop (plop), scoop (scoop), and Staccato (staccato). The patch menus list parameters for each sound: Attack, Release, Vibrato, Vibrato Delay, Mono/Poly, and Fall/Doit Type. A note at the bottom right of the patch menus states: "You probably won't need to adjust these in your score, but here they are anyway."

Sounds	Dict. Item
default	
doits	(doit)
falls	(fall)
growl	growl
plop	(plop)
scoop	(scoop)
Staccato	(staccato)

Patches	Smart Knob	Patches	Smart Knob		
default	Attack	0	growl	Attack	0
	Release	61		Release	74
	Vibrato	37		Vibrato	32
	Vibrato Delay	50		Vibrato Delay	51
	Mono/Poly	127		Vibrato Delay	51
	Fall/Doit Type	0		Mono/Poly	127
falls	Attack	0	plop	Plop Length	70
	Release	61		Release	74
	Vibrato	37		Vibrato	32
	Vibrato Delay	50		Vibrato Delay	51
	Mono/Poly	127		Mono/Poly	127
	Fall/Doit Type	0		Scoop Length	70
doits	Attack	0	scoop	Release	74
	Release	61		Vibrato	32
	Sample Start	37		Vibrato Delay	51
	Cutoff	50		Mono/Poly	127
	Mono/Poly	127			
	Fall/Doit Type	0			

You probably won't need to adjust these in your score, but here they are anyway.

Jazz Tenor Sax 1

Jazz Tenor Sax 2

The diagram shows a keyboard layout for Jazz Tenor Sax 2. A sound menu is overlaid on the left side, and a patch menu is overlaid on the right side. The sound menu lists various sounds and their dictionary items. The patch menu lists parameters for each sound, such as Attack, Release, and Vibrato.

Sounds	Dict. Item
default	
doits	(doit)
falls	(fall)
growl	growl
plop	(plop)
scoop	(scoop)
Staccato	(staccato)

Patches	Smart Knob	Patches	Smart Knob		
default	Attack	0	growl	Attack	0
	Release	55		Release	55
	Vibrato	37		Vibrato	36
	Vibrato Delay	44		Vibrato Delay	44
	Mono/Poly	127		Mono/Poly	127
	Fall/Doit Type	0		Plop Length	70
falls	Attack	0	plop	Release	55
	Release	55		Vibrato	39
	Vibrato	37		Vibrato Delay	44
	Vibrato Delay	44		Mono/Poly	127
	Mono/Poly	127		Scoop Length	70
	Fall/Doit Type	0		Release	55
doits	Attack	0	scoop	Vibrato	39
	Release	55		Vibrato Delay	44
	Sample Start	37		Mono/Poly	127
	Cutoff	44		You probably won't need to adjust these in your score, but here they are anyway.	
	Mono/Poly	127			
	Fall/Doit Type	0			

Jazz Baritone Sax

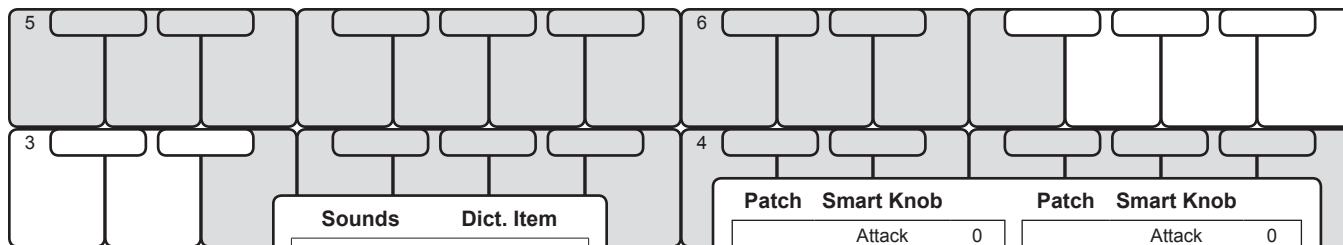
The diagram shows a keyboard layout for Jazz Baritone Sax. A sound menu is overlaid on the left side, and a patch menu is overlaid on the right side. The sound menu lists various sounds and their dictionary items. The patch menu lists parameters for each sound, such as Attack, Release, and Vibrato.

Sounds	Dict. Item
default	
doits	(doit)
falls	(fall)
growl	growl
plop	(plop)
scoop	(scoop)
staccato	(staccato)

Patches	Smart Knob	Patches	Smart Knob			
default	Attack	0	growl	Attack	0	
	Release	58		Release	58	
	Vibrato	32		Vibrato	32	
	Vibrato Delay	52		Vibrato Delay	52	
	Mono/Poly	127		Mono/Poly	127	
	Fall/Doit Type	0		Plop Length	70	
falls	Attack	0	plop	Release	58	
	Release	58		Vibrato	32	
	Vibrato	32		Vibrato Delay	52	
	Vibrato Delay	52		Mono/Poly	127	
	Mono/Poly	127		Scoop Length	70	
	Fall/Doit Type	0		Release	58	
doits	Attack	0	scoop	Vibrato	32	
	Release	58		Vibrato Delay	52	
	Sample Start	32		Mono/Poly	127	
	Cutoff	52		staccato	Attack	0
	Mono/Poly	127			Release	64
	Fall/Doit Type	0		You probably won't need to adjust these in your score, but here they are anyway.		

Brass

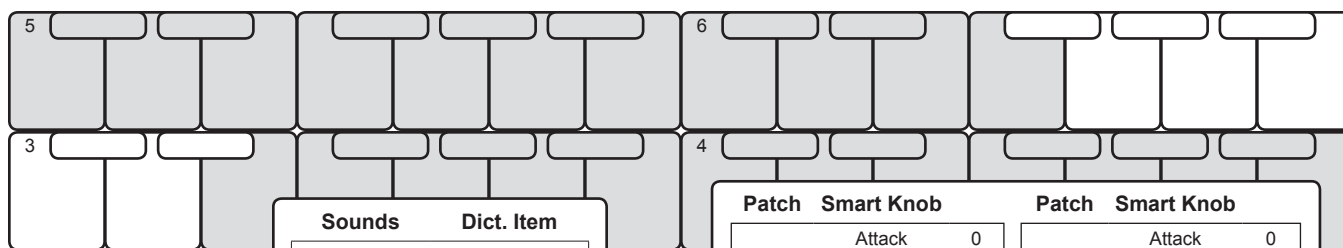
Jazz Trumpet 1



Sounds	Dict. Item
default	
cup mute	cup mute
doits	(doit)
falls	(fall)
mute	harmon mute
plop	(plop)
plunger wah	plunger mute
scoop	(scoop)
staccato	(staccato)
trills	(trill)

Patch	Smart Knob	Patch	Smart Knob		
default	Attack	0	plunger wah	Attack	0
	Release	43		Release	42
	Vibrato	0		Vibrato	56
	Vibrato Delay	41		Vibrato Delay	41
	Mono/Poly	127		Mono/Poly	127
	Fall/Doit Type	0		Plop Length	86
falls	Attack	0	plop	Release	47
	Release	43		Vibrato	57
	Vibrato	0		Vibrato Delay	41
	Vibrato Delay	41		Mono/Poly	127
	Mono/Poly	127	Scoop Length	70	
	Fall/Doit Type	0	Release	47	
doits	Attack	0	scoop	Vibrato	57
	Release	43		Vibrato Delay	41
	Vibrato	0		Mono/Poly	127
	Vibrato Delay	41	staccato	Attack	0
	Mono/Poly	127		Release	43
	Fall/Doit Type	0		Sample Start	0
cup mute	Attack	0	Cutoff	127	
	Release	48	Mono/Poly	127	
	Vibrato	38	trills	Attack	0
	Vibrato Delay	36		Release	50
Mono/Poly	127	Sample Start		0	
mute	Attack	0	Cutoff	127	
	Release	48	Mono/Poly	127	
	Vibrato	0	You probably won't need to adjust these in your score, but here they are anyway.		
	Vibrato Delay	41			
Mono/Poly	127				

Jazz Trumpet 2

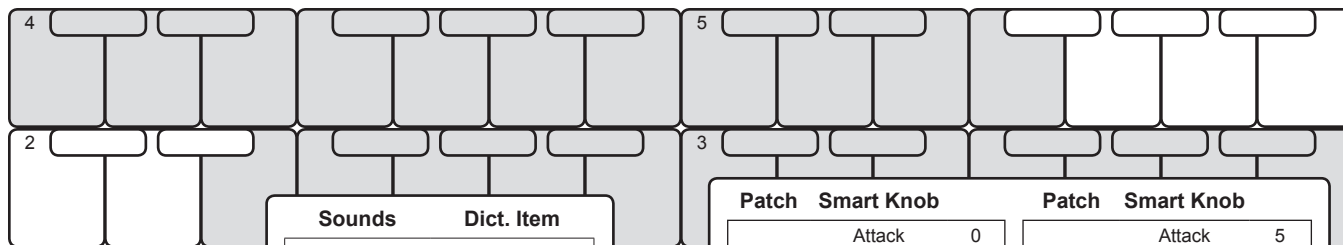


Sounds	Dict. Item
default	
cup mute	cup mute
doits	(doit)
falls	(fall)
mute	harmon mute
plop	(plop)
plunger wah	plunger mute
scoop	(scoop)
staccato	(staccato)
trills	(trill)

Patch	Smart Knob	Patch	Smart Knob		
default	Attack	0	plunger wah	Attack	0
	Release	43		Release	42
	Vibrato	0		Vibrato	56
	Vibrato Delay	41		Vibrato Delay	41
	Mono/Poly	127		Mono/Poly	127
	Fall/Doit Type	0		Plop Length	70
falls	Attack	0	plop	Release	47
	Release	43		Vibrato	57
	Vibrato	0		Vibrato Delay	41
	Vibrato Delay	41		Mono/Poly	127
	Mono/Poly	127		Scoop Length	70
doits	Fall/Doit Type	0	scoop	Release	47
	Attack	0		Vibrato	57
	Release	43		Vibrato Delay	41
	Vibrato	0		Mono/Poly	127
	Vibrato Delay	41		Attack	0
cup mute	Mono/Poly	127	staccato	Release	43
	Fall/Doit Type	0		Sample Start	0
	Attack	0		Cutoff	127
	Release	48		Mono/Poly	127
mute	Vibrato	38	trills	Attack	0
	Vibrato Delay	36		Release	50
	Mono/Poly	127		Sample Start	0
doits	Attack	0	mute	Cutoff	127
	Release	48		Attack	0
	Vibrato	57		Release	50
falls	Vibrato Delay	41	trills	Sample Start	0
	Mono/Poly	127		Cutoff	127
	Fall/Doit Type	0		Mono/Poly	127

You probably won't need to adjust these in your score, but here they are anyway.

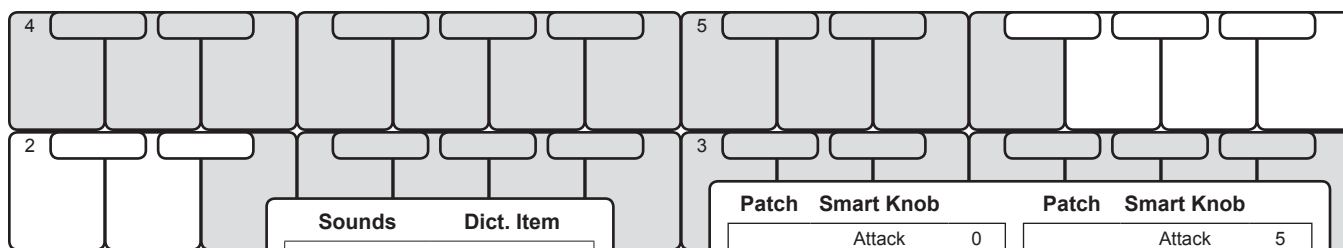
Jazz Trombone 1



Sounds	Dict. Item
default	
cup mute	cup mute
doits	(doit)
falls	(fall)
flutter-tongue	fl-tng
growl	mute + growl
overblown	overblown
plop	(plop)
scoop	(scoop)
staccato	(staccato)

Patch	Smart Knob	Patch	Smart Knob		
default	Attack	0	growl	Attack	5
	Release	43		Release	44
	Vibrato	57		Vibrato	57
	Vibrato Delay	41		Vibrato Delay	64
	Mono/Poly	127		Mono/Poly	127
	Fall/Doit Type	0			
falls	Attack	0	overblown	Attack	3
	Release	43		Release	46
	Vibrato	57		Vibrato	57
	Vibrato Delay	41		Vibrato Delay	64
	Mono/Poly	127	Mono/Poly	127	
	Fall/Doit Type	0	plop	Plop Length	70
Attack	0	Release		48	
Release	43	Vibrato		57	
doits	Vibrato	57	Vibrato Delay	64	
	Vibrato Delay	41	Mono/Poly	127	
	Mono/Poly	127	scoop	Scoop Length	70
	Fall/Doit Type	0		Release	50
Attack	0	Vibrato		57	
cup mute	Release	47	Vibrato Delay	64	
	Vibrato	57	Mono/Poly	127	
	Vibrato Delay	64	staccato	Attack	0
	Mono/Poly	127		Release	48
Attack	5	Sample Start		0	
Release	44	Cutoff		127	
flutter-tongue	Vibrato	57	Mono/Poly	127	
	Vibrato Delay	64	You probably won't need to adjust these in your score, but here they are anyway.		
	Mono/Poly	127			

Jazz Trombone 2



Sounds	Dict. Item
default	
cup mute	cup mute
doits	(doit)
falls	(fall)
flutter-tongue	fl-tng
growl	mute + growl
overblown	overblown
plop	(plop)
scoop	(scoop)
staccato	(staccato)

Patch	Smart Knob	Patch	Smart Knob		
default	Attack	0	growl	Attack	5
	Release	46		Release	44
	Vibrato	0		Vibrato	57
	Vibrato Delay	64		Vibrato Delay	64
	Mono/Poly	127		Mono/Poly	127
	Fall/Doit Type	0			
falls	Attack	0	overblown	Attack	3
	Release	46		Release	46
	Vibrato	0		Vibrato	57
	Vibrato Delay	64		Vibrato Delay	64
	Mono/Poly	127	Mono/Poly	127	
	Fall/Doit Type	0			
doits	Attack	0	plop	Plop Length	70
	Release	46		Release	48
	Vibrato	50		Vibrato	57
	Vibrato Delay	64	Vibrato Delay	64	
	Mono/Poly	127	Mono/Poly	127	
	Fall/Doit Type	0			
cup mute	Attack	0	scoop	Scoop Length	70
	Release	47		Release	50
	Vibrato	57		Vibrato	57
	Vibrato Delay	64	Vibrato Delay	64	
Mono/Poly	127	Mono/Poly	127		
flutter-tongue	Attack	5	staccato	Attack	0
	Release	44		Release	48
	Vibrato	57		Sample Start	0
	Vibrato Delay	64		Cutoff	127
Mono/Poly	127	Mono/Poly	127		

You probably won't need to adjust these in your score, but here they are anyway.

Horn

Smart Knob
 Cuivré * 64
 For default, tenuto, and tenuto con sordino patches.

Sounds	Dict. Item
default	
<i>con sordino</i>	con sord
stop mute	stop mute
stopped	mute + gestopft
portato con sordino	con sord + (slur) + (staccato)
portato	(slur) + (staccato)
portato stopped	mute + (slur) + (staccato) + gestopft
legato stopped	mute + (slur) + gestopft
<i>tenuto con sordino</i>	con sord + (tenuto)
<i>tenuto</i>	(tenuto)
Accent	(accent)
Legato	(slur)
Staccato	(staccato)

Horn Ensemble

Smart Knob
 Cuivré * 64
 For default and tenuto patches.

Sounds	Dict. Item
default	
stop mute	mute
portato	(slur) + (staccato)
portato stop mute	mute + (slur) + (staccato)
legato stop mute	mute + (slur)
staccato stop mute	mute + (staccato)
<i>tenuto stop mute</i>	mute + (tenuto)
<i>tenuto</i>	(tenuto)
Accent	(accent)
Legato	(slur)
Staccato	(staccato)

Wagnertuba

Sounds	Dict. Item
default	
portato	(slur) + (staccato)
<i>tenuto</i>	(tenuto)
Accent	(accent)
Legato	(slur)
Staccato	(staccato)

Piccolo Trumpet

The diagram shows a two-row keyboard layout for a piccolo trumpet. The top row has five buttons labeled 5, 6, 7, 8, and 9. The bottom row has five buttons labeled 3, 4, 5, 6, and 7. A 'Sounds' menu is overlaid on the left side of the keyboard.

Sounds	Dict. Item
default	
portato	(slur) + (staccato)
<i>tenuto</i>	(tenuto)
Accent	(accent)
Legato	(slur)
Staccato	(staccato)

Piccolo Trumpet 2

The diagram shows a two-row keyboard layout for a piccolo trumpet. The top row has five buttons labeled 5, 6, 7, 8, and 9. The bottom row has five buttons labeled 3, 4, 5, 6, and 7. A 'Smart Knob' menu is overlaid on the left side of the keyboard.

Smart Knob	
Attack	2
Release	44
Vibrato	57
Vibrato Delay	53
Mono/Poly	127

Mariachi Trumpet

The diagram shows a two-row keyboard layout for a mariachi trumpet. The top row has five buttons labeled 5, 6, 7, 8, and 9. The bottom row has five buttons labeled 3, 4, 5, 6, and 7. A 'Smart Knob' menu is overlaid on the right side of the keyboard.

Smart Knob	
Attack	4
Release	48
Vibrato	0
Vibrato Delay	0
Mono/Poly	127

Baroque Trumpet

A MIDI keyboard layout for Baroque Trumpet. The keyboard has two rows of keys. The top row has keys numbered 5, 6, and 7. The bottom row has keys numbered 3, 4, and 5. A Smart Knob control panel is positioned over the right side of the keyboard.

Smart Knob	
Vibrato Depth	41
Vibrato Fade	110
Vibrato Speed	98
Sample Start	0

Trumpet 1 Trumpet 2

A MIDI keyboard layout for Trumpet 1 and Trumpet 2. The keyboard has two rows of keys. The top row has keys numbered 5, 6, and 7. The bottom row has keys numbered 3, 4, and 5. A Smart Knob control panel is positioned over the left side of the keyboard, and a Sounds/Dict. Item panel is positioned over the right side.

Smart Knob	
Cuivré *	64
For default, con sordino, tenuto, and tenuto con sordino patches.	

Sounds	Dict. Item
default	
<i>con sordino</i>	con sord
vibrato	vib
portato con sordino	con sord + (slur) + (staccato)
portato	(slur) + (staccato)
legato vibrato	(slur) + vib
<i>tenuto con sordino</i>	con sord + (tenuto)
<i>tenuto</i>	(tenuto)
Accent	(accent)
Legato	(slur)
Staccato	(staccato)

Trumpet Ensemble

A MIDI keyboard layout for Trumpet Ensemble. The keyboard has two rows of keys. The top row has keys numbered 5, 6, and 7. The bottom row has keys numbered 3, 4, and 5. A Smart Knob control panel is positioned over the left side of the keyboard, and a Sounds/Dict. Item panel is positioned over the right side.

Smart Knob	
Cuivré *	64
For default, con sordino, tenuto, and tenuto con sordino patches.	

Sounds	Dict. Item
default	
<i>con sordino</i>	con sord
portato con sordino	con sord + (slur) + (staccato)
portato	(slur) + (staccato)
<i>tenuto con sordino</i>	con sord + (tenuto)
<i>tenuto</i>	(tenuto)
Accent	(accent)
Legato	(slur)
Staccato	(staccato)

Cornet 1 Bright

Cornet 2 Warm

Sounds	Dict. Item
default	
portato	(slur) + (staccato)
<i>tenuto</i>	(tenuto)
Accent	(accent)
Legato	(slur)
Staccato	(staccato)

Smart Knob	
Vibrato Depth	39
Vibrato Fade	110
Vibrato Speed	98
Sample Start	0

All three patches.

Flugelhorn

Smart Knob	
Attack	0
Release	48
Vibrato	57
Vibrato Delay	55
Mono/Poly	127

Bass Trumpet

Sounds	Dict. Item
default	
portato	(slur) + (staccato)
<i>tenuto</i>	(tenuto)
Accent	(accent)
Legato	(slur)
Staccato	(staccato)

Trombone

The diagram shows a keyboard layout for a Trombone. A central table lists various sounds and their dictionary items. To the right, a Smart Knob is positioned over the 'Cuivré *' patch, with a value of 64. The knob's description indicates it is used for default and tenuto patches.

Sounds	Dict. Item
default	
<i>con sordino</i>	con sord
vibrato	vib
portato con sordino	con sord + (slur) + (staccato)
portato	(slur) + (staccato)
portato vibrato	(slur) + (staccato) + vib
legato vibrato	(slur) + vib
<i>tenuto con sordino</i>	con sord + (tenuto)
<i>tenuto</i>	(tenuto)
Accent	(accent)
Legato	(slur)
Staccato	(staccato)

Smart Knob
Cuivré * 64
For default and tenuto patches.

Trombone Ensemble

The diagram shows a keyboard layout for a Trombone Ensemble. A central table lists various sounds and their dictionary items. To the right, a Smart Knob is positioned over the 'Cuivré *' patch, with a value of 64. The knob's description indicates it is used for default, tenuto, and tenuto con sordino patches.

Sounds	Dict. Item
default	
<i>con sordino</i>	con sord
portato con sordino	con sord + (slur) + (staccato)
portato	(slur) + (staccato)
<i>tenuto con sordino</i>	con sord + (tenuto)
<i>tenuto</i>	(tenuto)
Accent	(accent)
Legato	(slur)
Staccato	(staccato)

Smart Knob
Cuivré * 64
For default, tenuto, and tenuto con sordino patches.

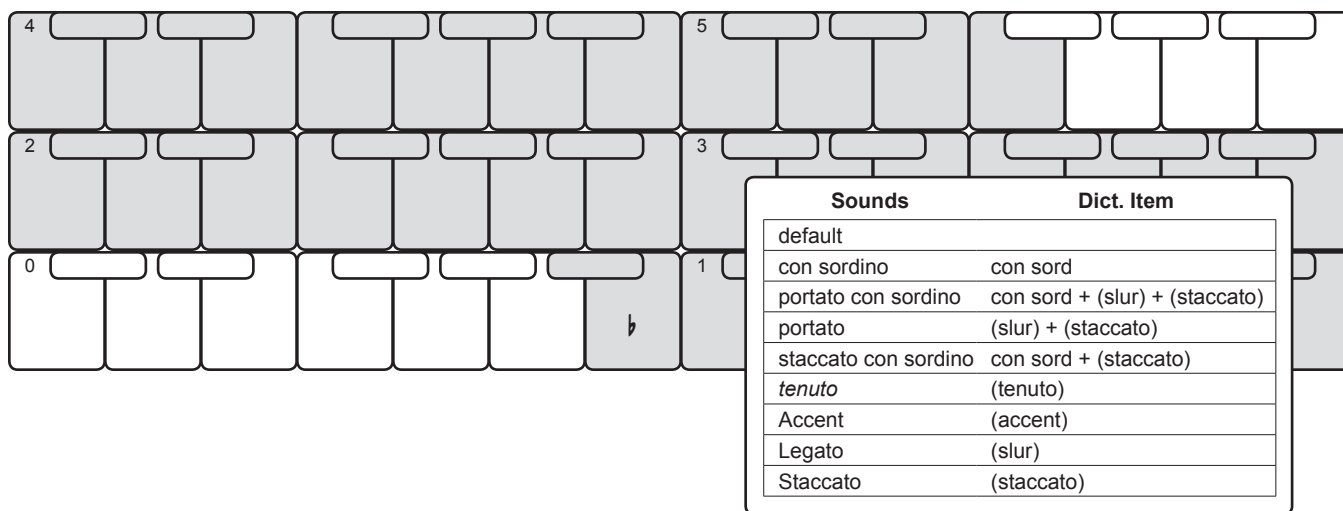
Bass Trombone

The diagram shows a keyboard layout for a Bass Trombone. A Smart Knob is positioned over the 'Cuivré *' patch, with a value of 64. The knob's description indicates it is used for default and tenuto patches. To the right, a table lists various sounds and their dictionary items.

Smart Knob
Cuivré * 64
For default and tenuto patches.

Sounds	Dict. Item
default	
portato	(slur) + (staccato)
<i>tenuto</i>	(tenuto)
Accent	(accent)
Legato	(slur)
Staccato	(staccato)

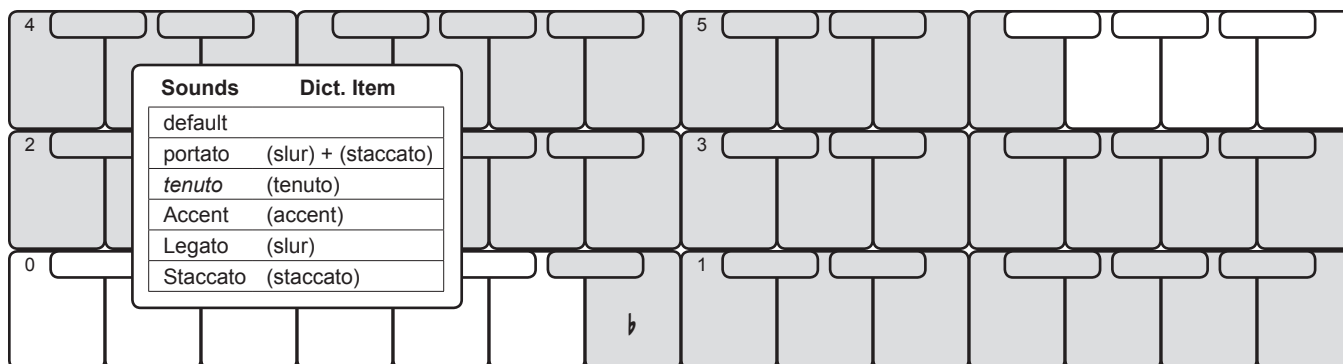
Tuba Bb



A diagram of a Tuba Bb keyboard layout. The keyboard is shown in three rows. The top row is labeled with '4' on the left and '5' on the right. The middle row is labeled with '2' on the left and '3' on the right. The bottom row is labeled with '0' on the left and '1' on the right. A flat symbol (b) is located on the right side of the bottom row. A pop-up menu is overlaid on the right side of the keyboard, containing a table of sounds and dictionary items.

Sounds	Dict. Item
default	
con sordino	con sord
portato con sordino	con sord + (slur) + (staccato)
portato	(slur) + (staccato)
staccato con sordino	con sord + (staccato)
<i>tenuto</i>	(tenuto)
Accent	(accent)
Legato	(slur)
Staccato	(staccato)

Tuba F



A diagram of a Tuba F keyboard layout. The keyboard is shown in three rows. The top row is labeled with '4' on the left and '5' on the right. The middle row is labeled with '2' on the left and '3' on the right. The bottom row is labeled with '0' on the left and '1' on the right. A flat symbol (b) is located on the right side of the bottom row. A pop-up menu is overlaid on the left side of the keyboard, containing a table of sounds and dictionary items.

Sounds	Dict. Item
default	
portato	(slur) + (staccato)
<i>tenuto</i>	(tenuto)
Accent	(accent)
Legato	(slur)
Staccato	(staccato)

Marching Trumpets (Fanfare)

Diagram showing the musical score for Marching Trumpets (Fanfare). The score is arranged in two rows of staves. The top row is labeled with the number 5 and the bottom row with the number 3. A central box contains the following information:

Sounds	Dict. Item
default	
staccato	(staccato)

Marching Mellophones (Fanfare)

Diagram showing the musical score for Marching Mellophones (Fanfare). The score is arranged in two rows of staves. The top row is labeled with the number 4 and the bottom row with the number 2. A central box contains the following information:

Sounds	Dict. Item
default	
staccato	(staccato)

Marching Euphoniums (Fanfare)

Diagram showing the musical score for Marching Euphoniums (Fanfare). The score is arranged in two rows of staves. The top row is labeled with the number 4 and the bottom row with the number 2. A central box contains the following information:

Sounds	Dict. Item
default	
staccato	(staccato)

Marching Tubas (Fanfare)

Diagram showing the musical score for Marching Tubas (Fanfare). The score is arranged in two rows of staves. The top row is labeled with the number 3 and the bottom row with the number 1. A central box contains the following information:

Sounds	Dict. Item
default	
staccato	(staccato)

Brass Section

Smart Knob	
Trumpets Pan	40
Horn Pan	55
Trombone Pan	77
Tuba Pan	98
High EQ	64
Low EQ	64

Brass Section Bigger Brass Section Octave

Instrument	Smart Knob	
Brass Section Bigger	Attack	0
	Release	68
	Vibrato	38
	Vibrato Delay	58
	Sample Start	0
Brass Section Octave	Attack	0
	Release	72
	Vibrato	38
	Vibrato Delay	58
	Sample Start	0

Strings

Violin 1 Solo

Violin 2 Solo

Violins

Violins Chamber

Patches		Smart Knob	
		Attack	0
		Release	37
Violins		Sample Start	0
default & legato		Legato Attack	24
		Legato Release	52
		Legato Sample Start	57
		Attack	0
		Release	37
Violins Chamber		Sample Start	0
default & legato		Legato Attack	15
		Legato Release	42
		Legato Sample Start	61

Sounds	Dict. Item
default * Violins	
accent	(accent)
<i>bartok pizzicato</i>	bartok pizz
col legno	col leg
con sordino	con sord
detache up+down bow	detache
harmonics	harmonic
marcato	(marcato)
molto vibrato	molto vib
non vibrato	non vib
pizzicato	pizz
ricochet	ricochet
legato	(slur)
<i>staccato up+down bow</i>	(staccato)
sul ponticello	sul pont
sul tasto	sul tasto
<i>tenuto up+down bow</i>	(tenuto)
tremolo sul ponticello	(16/32 tremolo) + sul pont
tremolo accent	(16/32 tremolo) + (accent)
tremolo	(16/32 tremolo)
halfnote trill	(trill, Diatonic off)
wholetone trill	(trill, Diatonic on)

Sounds	Dict. Item
default * Solo	
marcato	(marcato)
pizzicato	pizz
<i>staccato up+down bow</i>	(staccato)
tremolo	(16/32 tremolo)

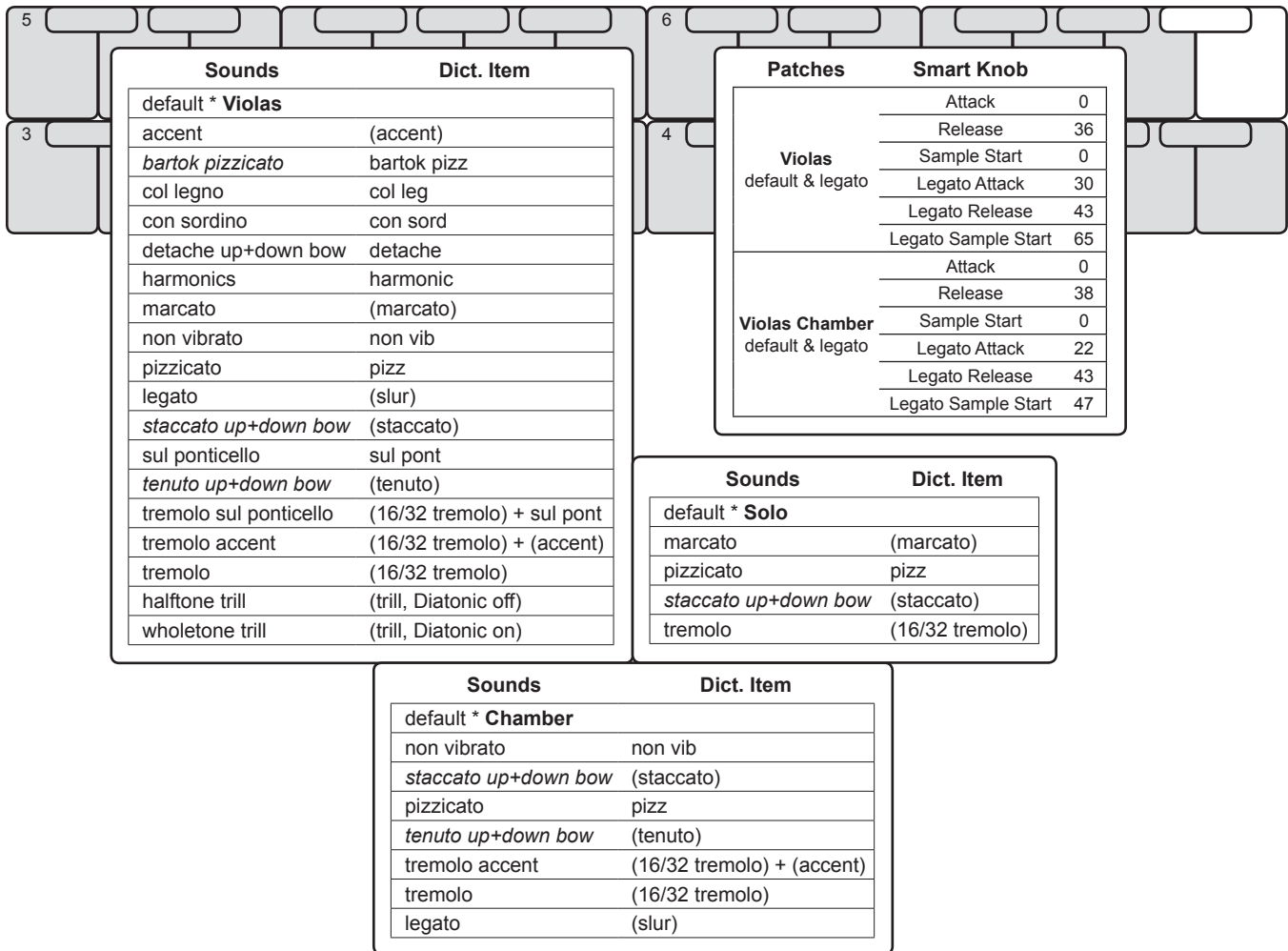
Sounds	Dict. Item
default * Chamber	
con sordino	con sord
legato	(slur)
non vibrato	non vib
<i>staccato up+down bow</i>	(staccato)
pizzicato	pizz
<i>tenuto up+down bow</i>	(tenuto)
tremolo accent	(16/32 tremolo) + (accent)
tremolo	(16/32 tremolo)

Viola 1 Solo

Viola 2 Solo

Violas

Violas Chamber



Cello 1 Solo
 Cello 2 Solo
 Celli
 Celli Chamber

Patches	Smart Knob
Celli default & legato	Attack 0
	Release 37
	Sample Start 0
	Legato Attack 12
	Legato Release 37
Celli Chamber default & legato	Legato Sample Start 48
	Attack 0
	Release 37
	Sample Start 0
	Legato Attack 0
	Legato Release 37
	Legato Sample Start 53

Sounds	Dict. Item
default * Celli	
accent	(accent)
bartok pizzicato	bartok pizz
col legno	col leg
con sordino	con sord
detache up+down bow	detache
harmonics	harmonic
marcato	(marcato)
molto vibrato	molto vib
non vibrato	non vib
pizzicato	pizz
legato	(slur)
<i>staccato up+down bow</i>	(staccato)
sul ponticello	sul pont
<i>tenuto up+down bow</i>	(tenuto)
tremolo sul ponticello	(16/32 tremolo) + sul pont
tremolo accent	(16/32 tremolo) + (accent)
tremolo	(16/32 tremolo)
halfnote trill	(trill, Diatonic off)
wholetone trill	(trill, Diatonic on)

Sounds	Dict. Item
default * Chamber	
pizzicato	pizz
non vibrato	non vib
legato	(slur)
<i>staccato up+down bow</i>	(staccato)
<i>tenuto up+down bow</i>	(tenuto)
tremolo accent	(16/32 tremolo) + (accent)
tremolo	(16/32 tremolo)

Sounds	Dict. Item
default * Solo	
<i>bartok pizzicato</i>	bartok pizz
marcato	(marcato)
pizzicato	pizz
<i>staccato up+down bow</i>	(staccato)
tremolo	(16/32 tremolo)

Bass 1 Solo

Bass 2 Solo

Basses

Basses Chamber

The image shows a MIDI keyboard layout for bass instruments. The keyboard is divided into four sections labeled 1, 2, 3, and 4. Three pop-up windows are overlaid on the keyboard:

- Sounds Dict. Item (top left):**

Sounds	Dict. Item
default * Basses	
accent	(accent)
<i>bartok pizzicato</i>	bartok pizz
<i>detache up+down bow</i>	detache
harmonics	harmonic
marcato	(marcato)
pizzicato	pizz
legato	(slur)
<i>staccato up+down bow</i>	(staccato)
tremolo accent	(16/32 tremolo) + (accent)
tremolo	(16/32 tremolo)
- Patches Smart Knob (top right):**

Patches	Smart Knob
	Attack 0
	Release 43
Basses	Sample Start 0
default & legato	Legato Attack 39
	Legato Release 42
	Legato Sample Start 75
	Attack 0
	Release 42
Basses Chamber	Sample Start 0
default & legato	Legato Attack 23
	Legato Release 53
	Legato Sample Start 51
- Sounds Dict. Item (middle):**

Sounds	Dict. Item
default * Solo	
<i>bartok pizzicato</i>	bartok pizz
pizzicato	pizz
<i>staccato up+down bow</i>	(staccato)
- Sounds Dict. Item (bottom):**

Sounds	Dict. Item
default * Chamber	
pizzicato	pizz
legato	(slur)
<i>staccato up+down bow</i>	(staccato)

String Ensemble

The image shows a MIDI keyboard layout for string ensemble. The keyboard is divided into four sections labeled 1, 2, 3, and 4. Two pop-up windows are overlaid on the keyboard:

- Sounds Dict. Item (middle left):**

Sounds	Dict. Item
default	
pizzicato	pizz
staccato	(staccato)
tremolo	(16/32 tremolo)
- Smart Knob (middle right):**

Smart Knob
Violin Pan 41
Viola Pan 64
Celli Pan 84
Basses Pan 102
High EQ 64
Low EQ 64
All four patches.

Guitar

6 String Acoustic Guitar

12 String Acoustic

Sounds	Dict. Item
default	
Harmonic	harmonic

Patch	Smart Knob	Value
6 String	Bass	64
	Treble	72
	Fret Noise	15
12 String	Bass	56
	Treble	69
	Fret Noise	15
	Hi String Level	51

Nylon Guitar

Misc sounds C6 and above.

Sounds	Dict. Item
default	
Harmonic	harmonic

Smart Knob	Value
Fret Noise	48
Release	24
Cutoff	127
High EQ	63

Banjo

Lute

Sounds	Dict. Item
default	
Open String	open string
Hammers	hammers
Harmonic	harmonic

Smart Knob	Value
Vibrato Speed	98

Electric Guitar

Sounds	Dict. Item
default	
delay	delay
distortion	dist
flange	flange
harmonics	harmonic
muted harmonics	harmonic + mute
<i>muted</i>	mute
overdrive	overdrive
tremolo	trem

Patch	Smart Knob	Patch	Smart Knob	Patch	Smart Knob
default	Chorus Mix	23	flange	Chorus Mix	23
	More Fretnoises	50		More Fretnoises	50
	Tremolo Depth	0		Flange Rate	70
	Release	23		Release	23
	Cutoff	127		Cutoff	127
delay	Chorus Mix	23	harmonics	Flange	115
	More Fretnoises	50		Chorus Mix	23
	Tremolo Depth	0		More Fretnoises	50
	Release	23		Tremolo Depth	0
	Cutoff	127		Release	23
distortion	Delay	34	muted harmonics	Cutoff	127
	Chorus Mix	23		Chorus Mix	6
	More Fretnoises	50		Delay Mix	0
	Release	23		Release	28
	Cutoff	127		More Fretnoises	64
	Distortion	127		Cutoff	127
mute	Chorus Mix	6	overdrive	Chorus Mix	23
	Delay Mix	0		More Fretnoises	0
	Release	28		Tremolo Depth	0
	More Fretnoises	64		Release	23
	Cutoff	127		Cutoff	127
overdrive	Overdrive	127	tremolo	Chorus Mix	23
	Chorus Mix	23		More Fretnoises	50
	More Fretnoises	0		Tremolo Depth	54
	Tremolo Depth	0		Release	23
	Release	23		Cutoff	127
tremolo	Cutoff	127		Tremolo Rate	95
	Overdrive	127			
	Tremolo Rate	95			

Finger Bass

Misc sounds C5 and above.

The diagram shows a fretboard with frets 0, 2, and 4 on the left, and 1, 3, and 5 on the right. A 'Sounds' table is centered over the fretboard, and a 'Smart Knob' table is on the right side.

Sounds	Dict. Item
default	
Deads	deads
Harmonic	harmonic
Scoop	(scoop)
Plop	(plop)

Smart Knob	
Bass	64
Treble	42
Cutoff	127
Velocity Sens.	64
Compress	24
Release	19

Fretless Bass

Misc sounds C5 and above.

The diagram shows a fretless fretboard with frets 0, 2, and 4 on the left, and 1, 3, and 5 on the right. A 'Sounds' table is centered over the fretboard, and a 'Patch Smart Knob' table is on the right side.

Sounds	Dict. Item
default	
polyphonic	polyphonic

Patch	Smart Knob	
default	Bass	75
	Treble	64
	Cutoff	127
	Velocity Sens.	64
	Compress	41
polyphonic	Legato Bend	41
	Bass	75
	Treble	64
	Cutoff	127
	Velocity Sens.	64
	Compress	41

Pick Bass Guitar

Misc sounds C5 and above

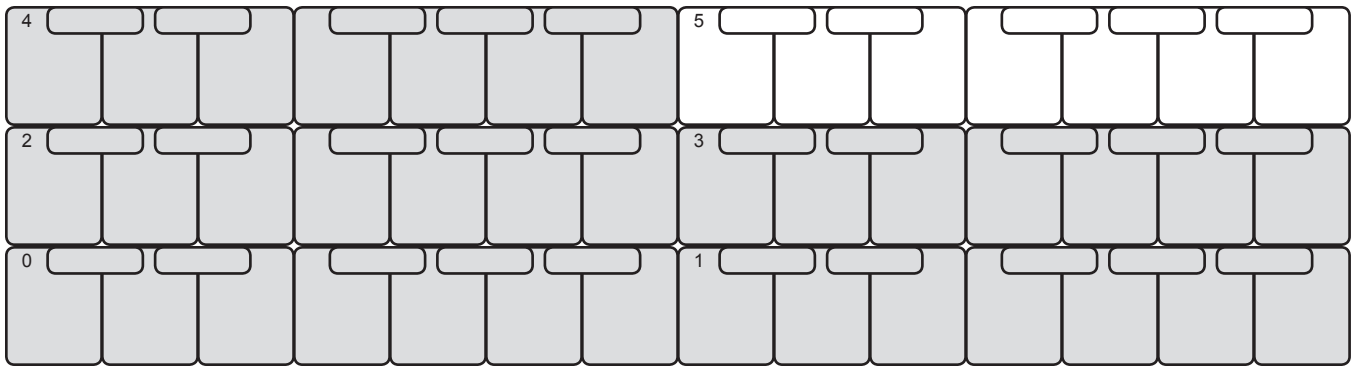
The diagram shows a fretboard with frets 0, 2, and 4 on the left, and 1, 3, and 5 on the right. A 'Sounds' table is centered over the fretboard, and a 'Smart Knob' table is on the right side.

Sounds	Dict. Item
default	
Deads	deads
Mute	mute
Deads Mute	deads + mute
Harmonic	harmonic
Harmonic Mute	harmonic + mute

Smart Knob	
High EQ	64
Low EQ	42
Cutoff	127
Velocity Sens.	55
Compress	42
Release	15

Slap Bass

Misc sounds C5 and above



Upright Acoustic Bass

Sounds	Dict. Item
default	
Harmonic	harmonic
Deads	deads
Slap	slap

Smart Knob	
Bass	64
Treble	64
Cutoff	127
Chorus Mix	0
Attack	0
Vel Sens	64

Keyboard

Concert Grand Piano

Smart Knob	
Low EQ	64
High EQ	64
Cutoff	127
Vel Sens	55
Attack	0
Release	59

Electric Clavichord

Smart Knob	
Amp Mix	0
Echo Mix	0
Cutoff	127
Release	4

Electric Piano

The image shows a digital piano keyboard layout for the 'Electric Piano' instrument. The keyboard has 88 keys, with white keys numbered from -1 to 8. A 'Smart Knob' menu is open on the right side, and a 'Sounds' menu is open in the center of the keyboard.

Smart Knob	
Delay Mix	0
Key Off Level	109
Vibrato Depth	0
Vibrato Rate	100
Chorus Mix	0

Sounds	Dict. Item
default	
Tremolo	trem

Electric Stage Piano

The image shows a digital piano keyboard layout for the 'Electric Stage Piano' instrument. The keyboard has 88 keys, with white keys numbered from -1 to 8. A 'Smart Knob' menu is open on the right side of the keyboard.

Smart Knob	
Delay Mix	0
Key Off Level	83
Vibrato Depth	0
Vibrato Rate	70
Chorus Mix	0

Percy Jazz Organ

The image shows a keyboard layout for the Percy Jazz Organ. The keyboard is divided into two main sections: a left section with keys numbered 7, 5, 3, 1, and -1, and a right section with keys numbered 8, 6, 4, 2, and 0. Each key is represented by a rectangular box with a white top half and a grey bottom half. A Smart Knob control panel is located on the right side of the keyboard, featuring a vertical slider and a numerical display.

Smart Knob	
Lo Level	64
Hi Level	64
Rotary Mix	127
Rotary Speed	0

Soft B Organ

The image shows a keyboard layout for the Soft B Organ. The keyboard is divided into two main sections: a left section with keys numbered 7, 5, 3, 1, and -1, and a right section with keys numbered 8, 6, 4, 2, and 0. Each key is represented by a rectangular box with a white top half and a grey bottom half. A Smart Knob control panel is located on the right side of the keyboard, featuring a vertical slider and a numerical display.

Smart Knob	
Lo Level	48
Hi Level	127
Rotary Mix	127
Rotary Speed	127
Percuss Level	127
Percuss Length	61

Tonewheel Organ

Smart Knob	
Low EQ	64
High EQ	64
Rotary Mix	127
Rotary Speed	0
Percuss Level	0
Percuss Length	64

Harpsichords

Smart Knob	
Key Off Level	83
For each patch.	

Compatible with:

- Harpsichord 8+4
- Harpsichord 8+8
- Harpsichord 8+8+4
- Harpsichord Lute Stop
- Harpsichord 8' Upper
- Harpsichord 8' Lower

Skinner Organ Great

Skinner Organ Swell

The diagram shows a keyboard console with two pop-up windows. The left window is titled 'default * Great' and the right window is titled 'default * Swell'. Both windows have columns for 'Sounds' and 'Dict. Item'.

Sounds	Dict. Item
default * Great	
No Great	non great
Harmonic	harmonic
Fifteenth 2'	Fifteenth 2'
Octave 4'	Octave 4'
Tromba 8'	Tromba 8'
First Diapason 8'	First Diapason 8'
Second Diapason 8'	Second Diapason 8'
Flute 8'	Flute 8'
Diapason 16'	Diapason 16'
Full Organ	Full Organ

Sounds	Dict. Item
default * Swell	
Clarion 4'	Clarion 4'
Diapason 8'	Diapason 8'
Flautino 2'	Flautino 2'
Flute 4'	Flute 4'
Gamba 8'	Gamba 8'
Gamba Celeste 8'	Gamba Celeste 8'
Oboe d'Amore 8'	Oboe d'Amore 8'
Rohrflute 8'	Rohrflute 8'
Trumpet 8'	Trumpet 8'
Waldhorn 16'	Waldhorn 16'
Mixture	Mixture
Nazard 2'2/3	Nazard 2'2/3
Full Organ	Full Organ

Skinner Organ Pedal

The diagram shows a pedalboard console with a pop-up window titled 'default'. The window has columns for 'Sounds' and 'Dict. Item'.

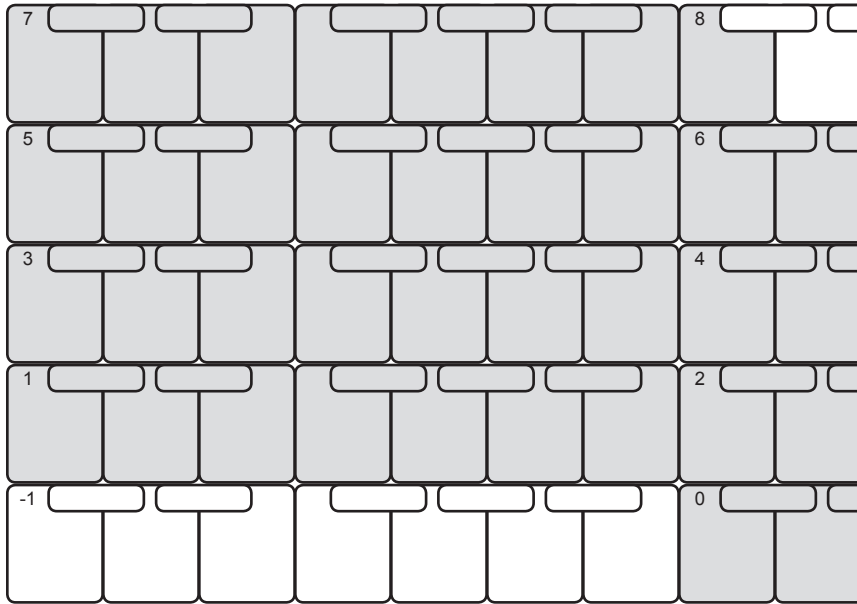
Sounds	Dict. Item
default	
Trombone 16'	Trombone 16'
Diapason	Diapason
Octave 8'	Octave 8'
Bourdon Gedckt 8'	Bourdon Gedckt 8'
Full Ped.	Full Ped.

Celesta

The diagram shows a keyboard console for the Celesta, consisting of three rows of keys. The top row is numbered 7, the middle row 5, and the bottom row 3. The keys are arranged in a standard keyboard layout.

Voice

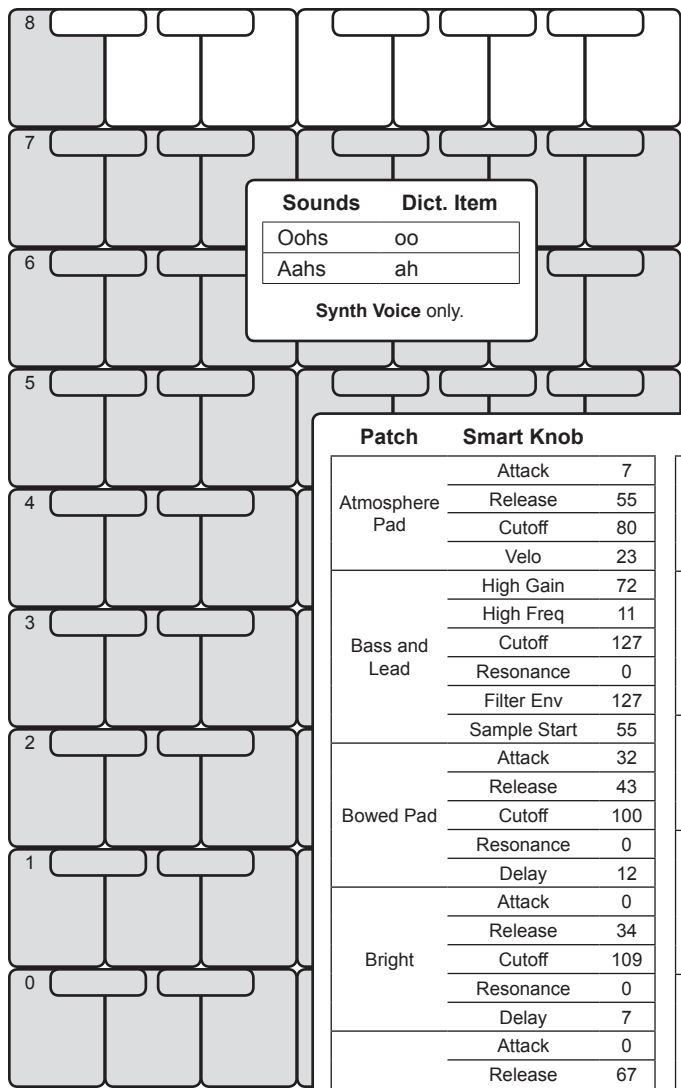
Choir Aah
 Choir Ooh
 Female Aah
 Female Ooh
 Male Aah
 Male Ooh



Patch	Smart Knob	
Choir Aah Female Choir Aah Female Choir Ooh	Wetter	19
	Air	38
	Cutoff	127
	Sample Start	0
	Attack	0
Choir Ooh	Release	64
	Wetter	27
	Air	40
	Cutoff	127
	Sample Start	0
Male Choir Aah	Attack	0
	Release	92
	Wetter	46
	Air	0
	Cutoff	127
Male Choir Ooh	Sample Start	0
	Attack	5
	Release	59
	Wetter	50
	Air	38
	Cutoff	127
	Sample Start	0
	Attack	5
	Release	59

Synth

Synth



* Differing top ranges are noted.

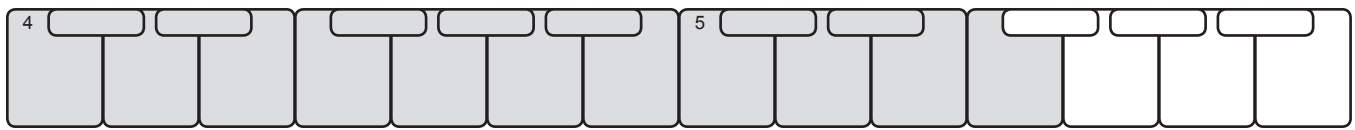
Compatible with:

- Atmosphere Pad
- Bass and Lead (to G7)
- Bowed Pad
- Bright
- Echoes
- Halo Pad
- Lead Charang
- Metallic Shimmer
- New Age Pad
- Oohs (to C#7)
- Polysynth Pad
- Rain Synth
- Sawtooth
- Sci-Fi
- Soundtrack Synth
- Square
- Sweep Pad
- Synth Bass (to B6)
- Synth Bass 2
- Synth Brass
- Synth Brass 2
- Synth Voice
- Warm Pad

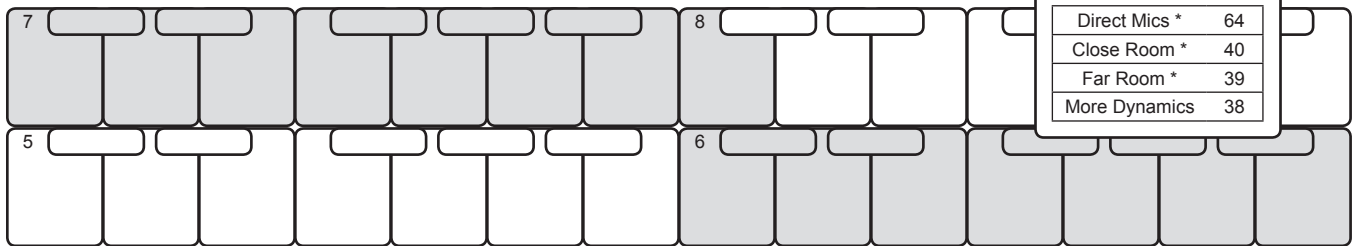
Patch	Smart Knob	Patch	Smart Knob	Patch	Smart Knob
Atmosphere Pad	Attack	7	New Age Pad	Attack	0
	Release	55		Release	69
	Cutoff	80		Cutoff	100
	Velo	23		Resonance	0
Bass and Lead	High Gain	72	Oohs	Air	34
	High Freq	11		Cutoff	127
	Cutoff	127		Release	92
	Resonance	0		Sample Start	0
	Filter Env	127	Polysynth Pad	Attack	0
	Sample Start	55		Release	37
Bowed Pad	Attack	32	Cutoff	127	
	Release	43	Resonance	0	
	Cutoff	100	Rain Synth	Attack	0
Resonance	0	Release		54	
Delay	12	Cutoff		111	
Attack	0	Resonance		44	
Bright	Release	34	Delay	18	
	Cutoff	109	Sawtooth	Glide Time	18
	Resonance	0		Delay Mix	9
Delay	7	Cutoff		83	
Attack	0	Resonance		0	
Echoes	Release	67	Attack	0	
	Cutoff	74	Sci-fi	Release	76
	Resonance	48		Cutoff	127
Delay	13	Resonance		0	
Halo Pad	Attack	44	Soundtrack Synth	Phaser	64
	Release	77		Delay	64
	Cutoff	78		Cutoff	64
	Filter Envelope	30		Filter Envelope	64
Lead Charang	Delay	5	Attack	0	
	Dirt Mix	100	Release	70	
	Delay Mix	22	Square	Glide Time	18
	Cutoff	127		Delay Mix	9
	Resonance	0		Cutoff	98
	Attack	0	Resonance	0	
Release	72	Attack	0		
Metallic Shimmer	Cutoff	54	Sweep Pad	Phaser Mix	11
	Decay	64		Delay Mix	11
	Delay	29		Cutoff	127
				Resonance	0
Synth Bass			Attack	8	
			Release	42	
			Bass	64	
			Treble	64	
Synth Bass 2			Cutoff	103	
			Resonance	13	
			Attack	0	
Synth Brass			Release	20	
			Bass	64	
			Treble	64	
			Cutoff	91	
Synth Brass 2			Resonance	0	
			Attack	0	
			Release	12	
			Cutoff	93	
Synth Voice			Resonance	30	
			Delay	2	
			Attack	0	
			Release	21	
Warm Pad			Cutoff	78	
			Resonance	39	
			Delay	2	
			Ooh-Aah Crossfade	0	

Pitched Percussion

Tubular Bells

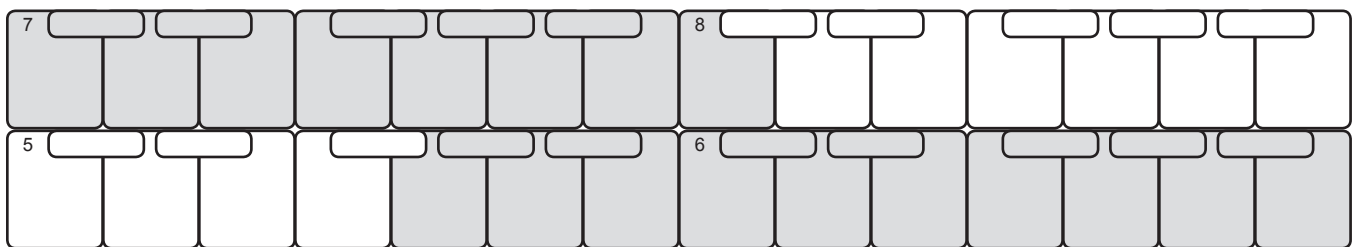


Crotales

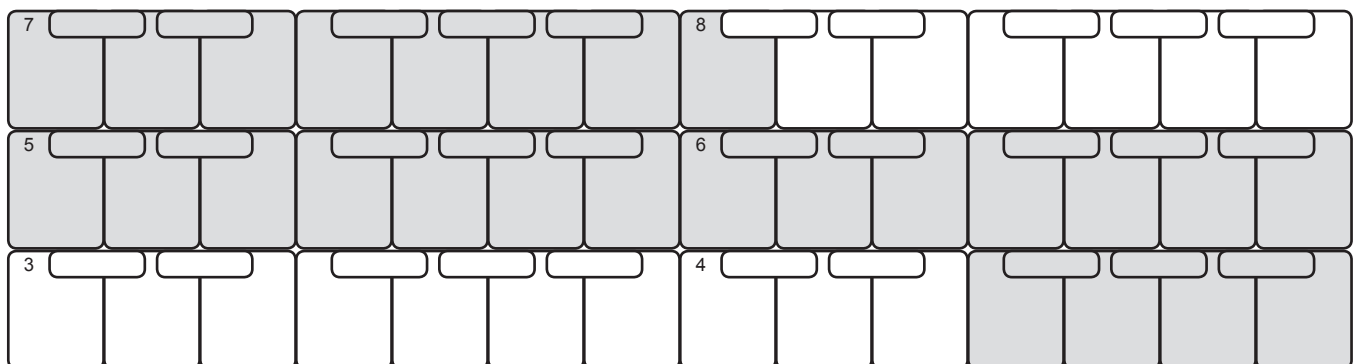


Smart Knob	
Direct Mics *	64
Close Room *	40
Far Room *	39
More Dynamics	38

Glockenspiel



Xylophone



Vibraphone

The image shows a keyboard layout for a Vibraphone. The keyboard is divided into two main sections: a left section with keys numbered 7, 5, 3, 1, and -1, and a right section with keys numbered 8, 6, 4, 2, and 0. Each key is represented by a rectangular box with a smaller box above it, indicating a specific key and its associated control. A 'Smart Knob' control panel is located in the upper right corner, displaying the following settings:

Smart Knob	
Attack	0
Release	70
Cutoff	102
Tremolo Depth	0
Chorus Mix	0

Marimba

The image shows a keyboard layout for a Marimba. The keyboard is divided into two main sections: a left section with keys numbered 6, 4, and 2, and a right section with keys numbered 7, 5, and 3. Each key is represented by a rectangular box with a smaller box above it, indicating a specific key and its associated control.

Metallophone

The image shows a keyboard layout for a Metallophone. The keyboard is divided into two main sections: a left section with keys numbered 5 and 3, and a right section with keys numbered 6 and 4. Each key is represented by a rectangular box with a smaller box above it, indicating a specific key and its associated control. A 'Sounds' control panel is located in the lower left corner, displaying the following settings:

Sounds	Dict. Item
default	
mute	damp

Kalimba

Smart Knob

Attack	0
Release	86
Cutoff	103
Resonance	0
Chorus Mix	0

Lithophone

Timpani

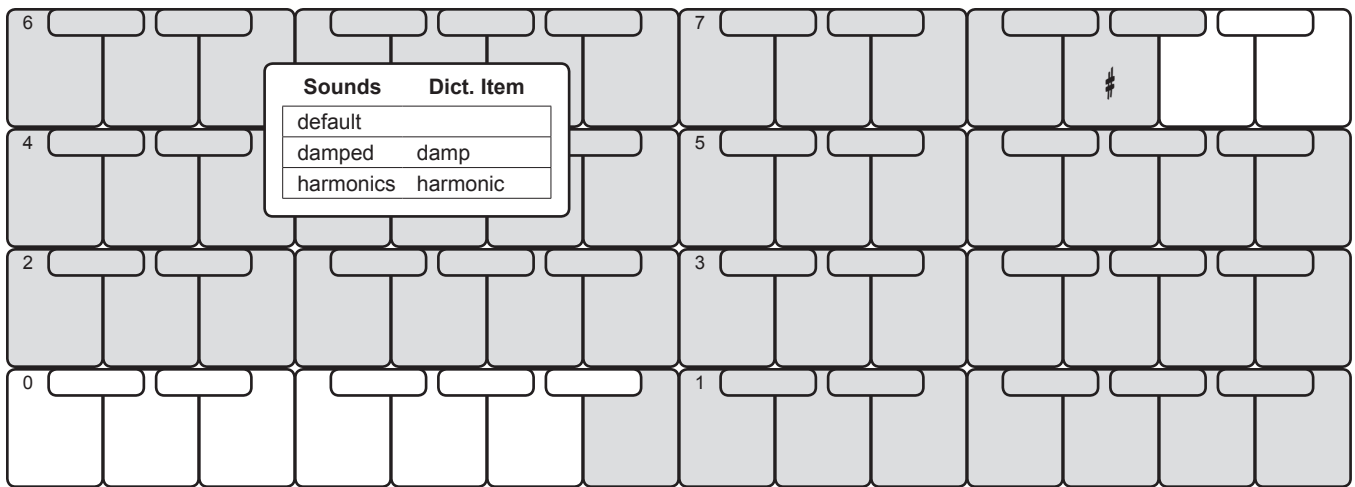
Smart Knob

Tone *	64
Both patches.	

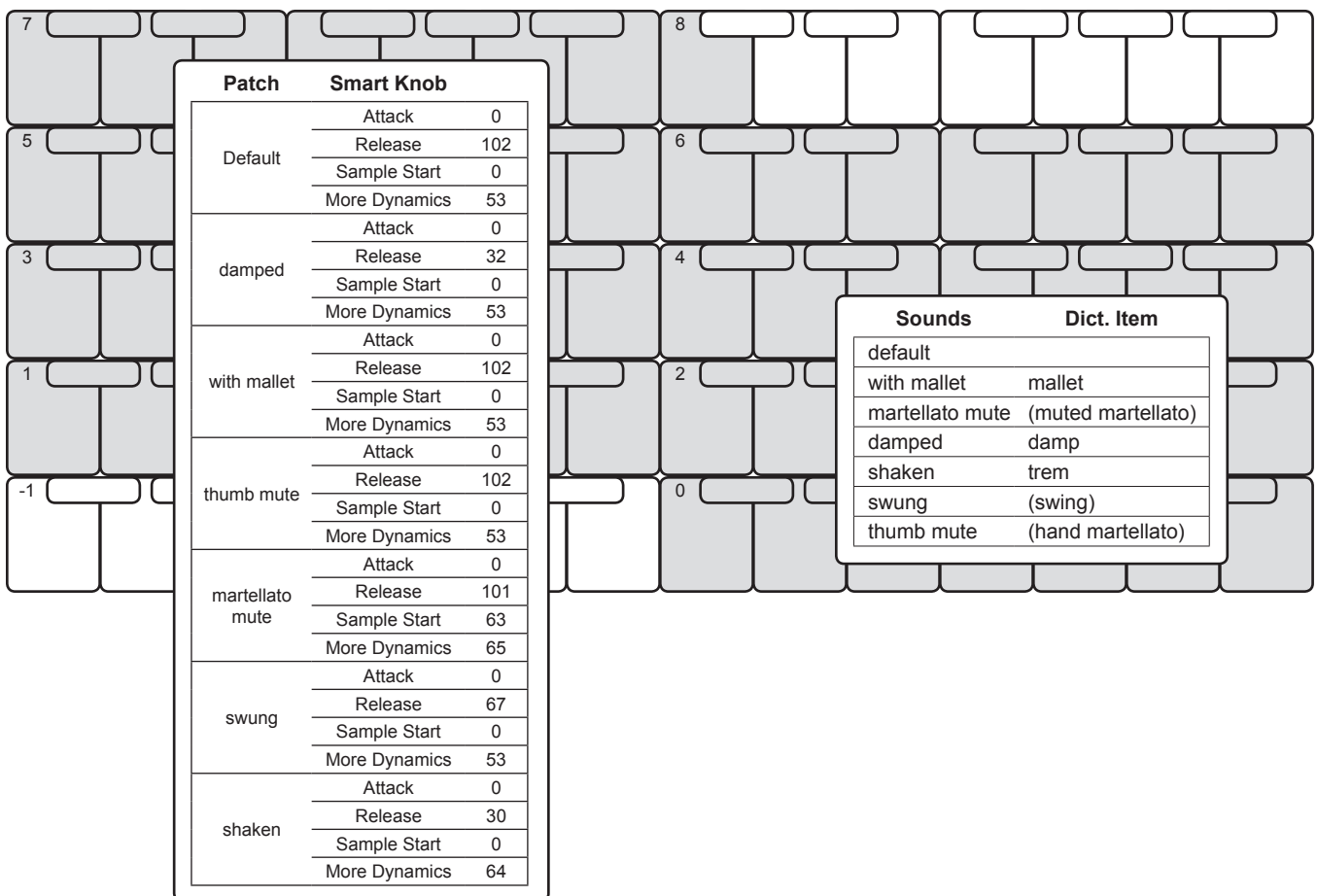
Sounds Dict. Item

default	
roll	(16/32 tremolo)

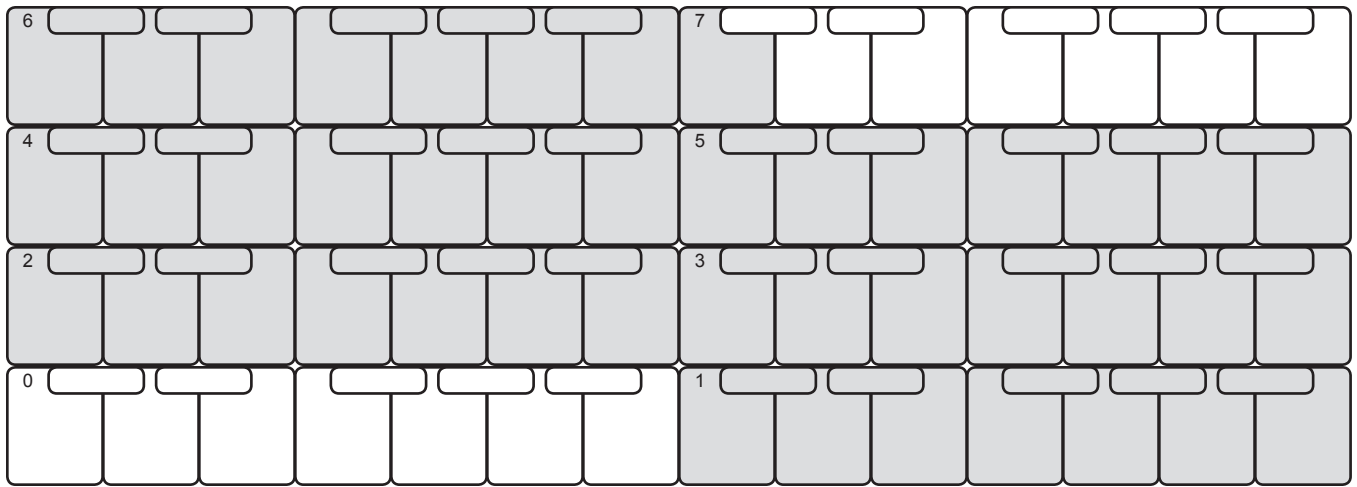
Harp



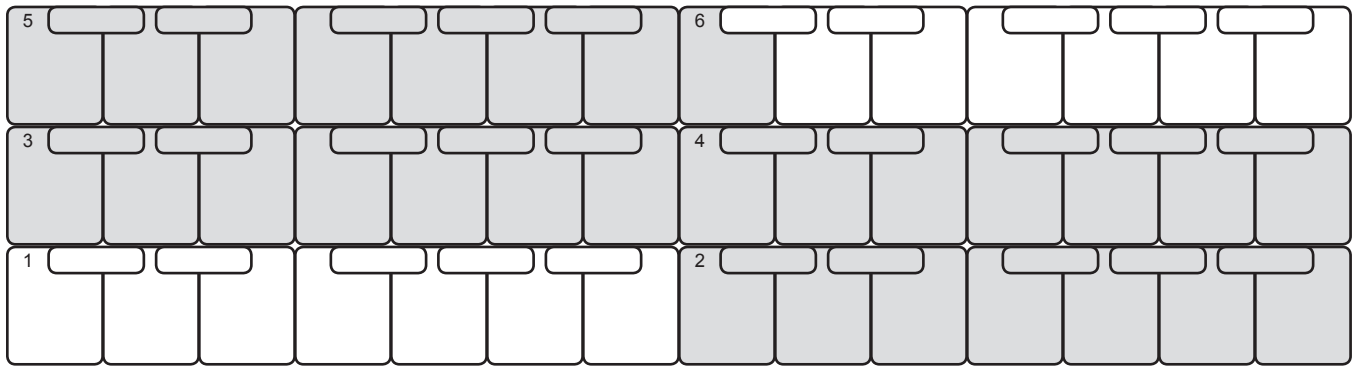
Handbells



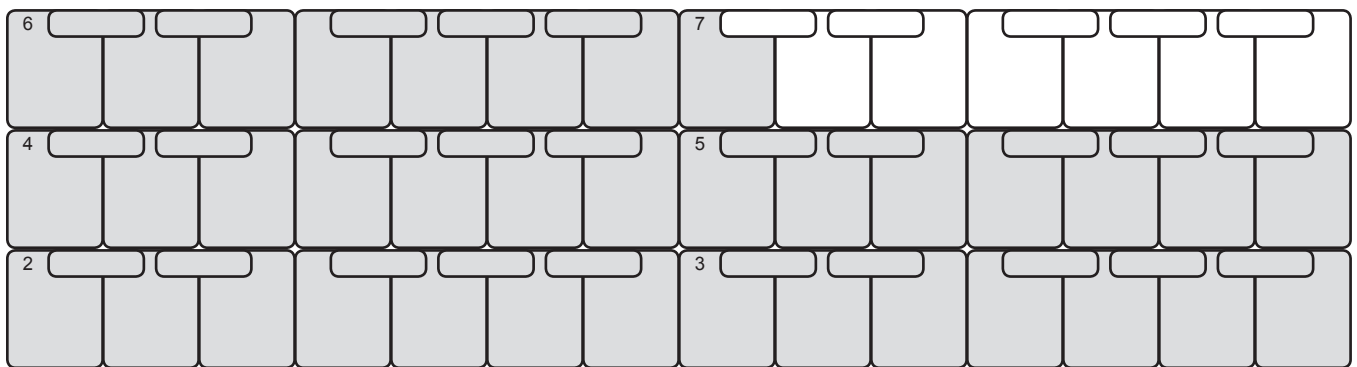
Gongs 1



Gongs 2



Gongs 3



Steel Drums

The Steel Drums keyboard layout consists of five rows of keys. The top row is labeled with numbers 7, 8, and 9. The second row is labeled 5, 6, and 7. The third row is labeled 3, 4, and 5. The fourth row is labeled 1, 2, and 3. The bottom row is labeled -1 and 0. A Smart Knob control panel is located on the right side of the keyboard, featuring three sliders for Attack (0), Release (61), and Cutoff (127).

Smart Knob	
Attack	0
Release	61
Cutoff	127

Taiko Drums (pitched)

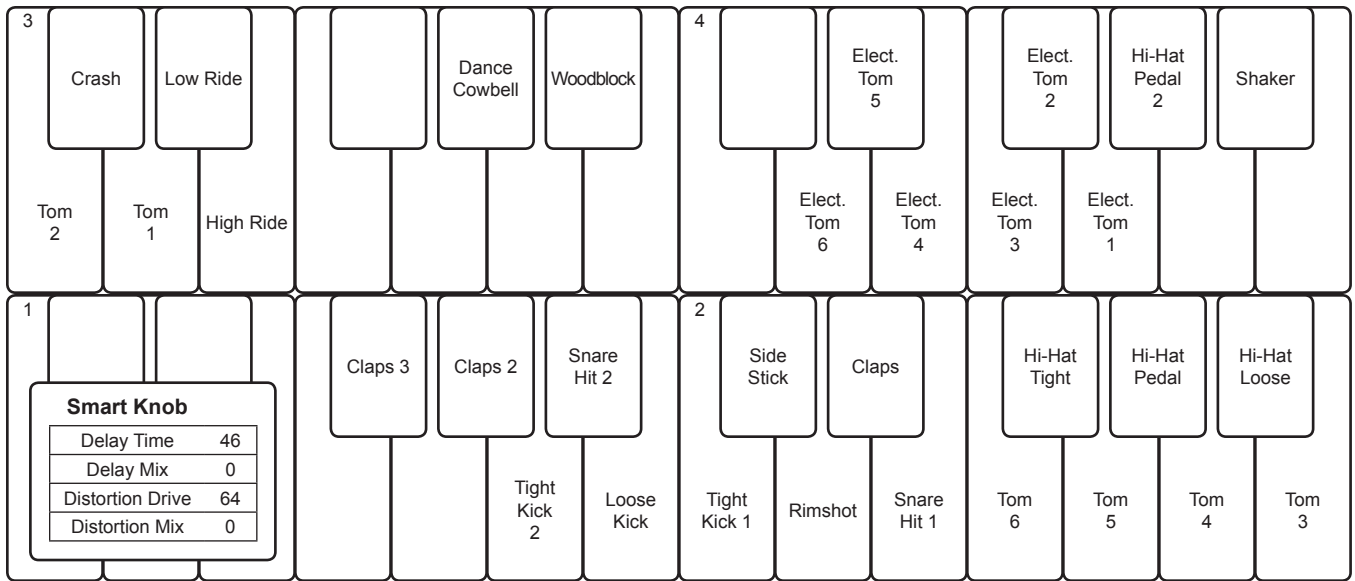
The Taiko Drums (pitched) keyboard layout consists of two rows of keys. The top row is labeled with numbers 5 and 6. The bottom row is labeled 3 and 4. A Smart Knob control panel is located on the right side of the keyboard, featuring five sliders for Direct Mics * (64), Close Room * (48), Far Room * (23), More Dynamics (34), and Bass (64). A Sounds menu is also present, listing various sound options and their dictionary items.

Smart Knob	
Direct Mics *	64
Close Room *	48
Far Room *	23
More Dynamics	34
Bass	64

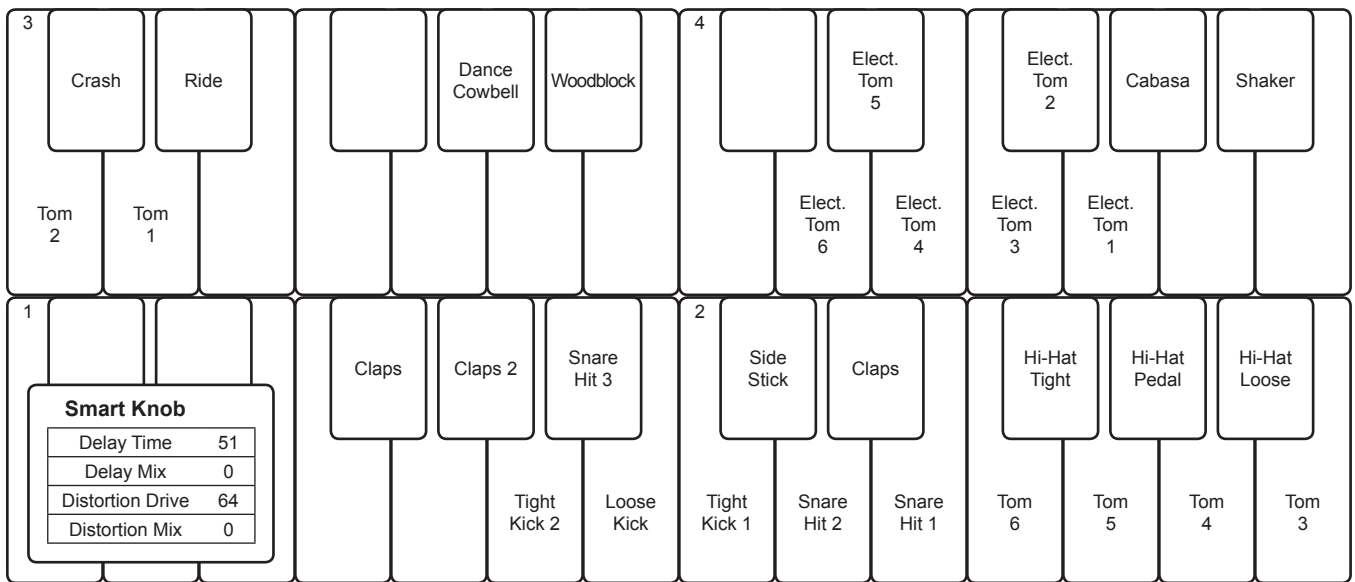
Sounds	Dict. Item
default	
Rim	rim
Ensemble	ensemble
Ensemble Rim	ensemble rim

Unpitched

808 Clean Kit



808 Drive Kit



909 Clean Kit

Smart Knob

Delay Time	48
Delay Mix	0
Distortion Drive	64
Distortion Mix	0

3

Low Crash, Ride

Tom 2, Tom 1

High Crash, Ride Bell

4

1

Claps, Snare Hit 3, Rim Knock

Rimshot, Tight Kick 2, Loose Kick

2

Side Stick, Claps

Tight Kick 1, Snare Hit 2, Snare Hit 1

Hi-Hat Tight, Hi-Hat Pedal, Hi-Hat Loose

Tom 6, Tom 5, Tom 4, Tom 3

909 Drive Kit

Smart Knob

Delay Time	51
Delay Mix	0
Distortion Drive	64
Distortion Mix	0

3

Crash, Ride

Tom 2, Tom 1

High Crash, Ride Bell

4

1

Claps, Claps 2, Snare Hit 3

Rimshot, Tight Kick 2, Loose Kick

2

Side Stick, Claps

Tight Kick 1, Snare Hit 2, Snare Hit 1

Hi-Hat Tight, Hi-Hat Pedal, Hi-Hat Loose

Tom 6, Tom 5, Tom 4, Tom 3

Afrocuban Percussion Kit

6	Egg Shaker		Vibra Slap	Tambourine	Crash Cymbal 2	7	Muted Triangle		Smart Knob				
	Maracas	Shekere	Plastic Shaker	Tambourine Shake	Crash Cymbal 1		Open Triangle	Wind Chimes					
4	Bongo High Rim	Bongo High Heel		Timbales Low Mute	Timbales High Open	5	Timbales High Case	Cowbell Low	Woodblock Low	Guiro Short	Claves High		
	Bongo High Open	Bongo High Slap	Bongo High Slap	Timbales Low Open	Timbales Low Rimshot		Timbales Low Case	Timbales High Rim	Timbales High Mute	Cowbell High	Woodblock High	Woodblock Medium	Guiro Long
2				Tumba Tip	Conga Mute	Conga Heel	3			Quinto Tip	Bongo Low Rim	Bongo Low Heel	
	Tumba Open	Tumba Mute	Tumba Slap	Tumba Heel	Conga Open	Conga Slap		Conga Tip	Quinto Open	Quinto Mute	Quinto Slap	Quinto Heel	Bongo Low Open

Bata Drums

4	Hi Bata right hand mute	Hi Bata left hand hit	Hi Bata left and right hit		5			Smart Knob
	Hi Bata right hand hit	Hi Bata right hand slap	Hi Bata left hand mute	Hi Bata left hand slap				
2	Low Bata right hand mute	Low Bata left hand hit	Low Bata left and right hit		3	Medium Bata right hand mute	Medium Bata left hand hit	Medium Bata left and right hit
	Low Bata right hand hit	Low Bata right hand slap	Low Bata left hand mute	Low Bata left hand slap		Medium Bata right hand hit	Medium Bata right hand slap	Medium Bata left hand mute

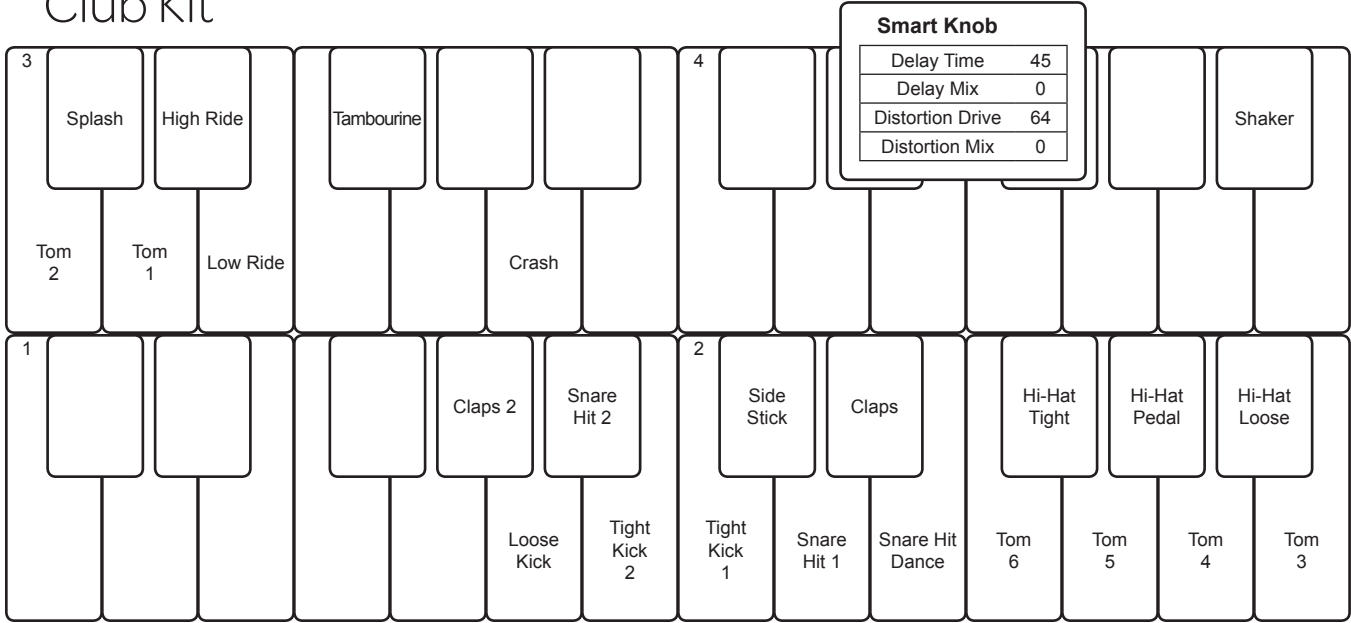
Brushes Kit

5	Short Guiro	Claves	Mute Cuica	Mute Triangle	Shaker	6			Smart Knob	Direct Mics * 45	Room Mics * 45	Overhead Mics * 45	Kick Tone 64	Snare Tone 64	Room Size 115										
	Short Whistle	Long Guiro	High Wood Block	Low Wood Block	Open Cuica		Open Triangle	Jingle Bell								Bell Tree									
3	Crash Cymbal	Ride Cymbal	Cresc Cymbal Roll		Cowbell	4	Low Bongo	Open High Conga	Low Timbale	Low Agogo	Maracas	Tom 2	Tom 1	Chinese Cymbal	Ride Bell	Crash Cymbal 2	Tambourine	Vibra Slap	High Bongo	Mute High Conga	Low Conga	High Timbale	High Agogo	Cabasa	Long Whistle
1				Snare Ruff	Snare Swirl	2	Snare Side Stick	Snare Rim Shot	Closed HI-Hat	Pedal HI-Hat	Open HI-Hat	Snare Roll	BD 2	BD 1	Snare Hit	Snare RIm Shot 2	Tom 6	Tom 5	Tom 4	Tom 3					

Cajon

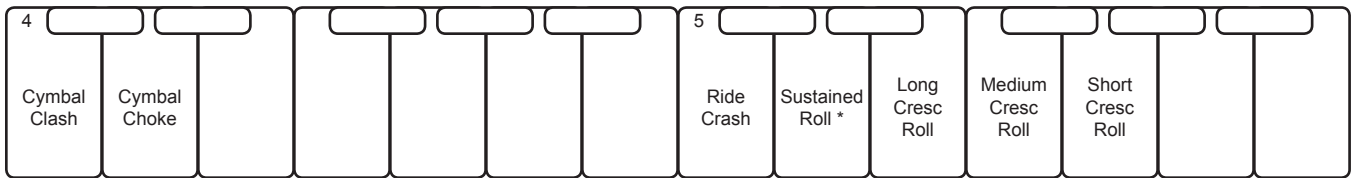
2	BassPitch A	BassPitch C	Slap	Slap Damp	3			Smart Knob	Direct Mics * 64	Close Room * 34	Far Room * 14	More Dynamics 50
	Bass	BassPitch B	Open Low	Open High		Tips						

Club Kit

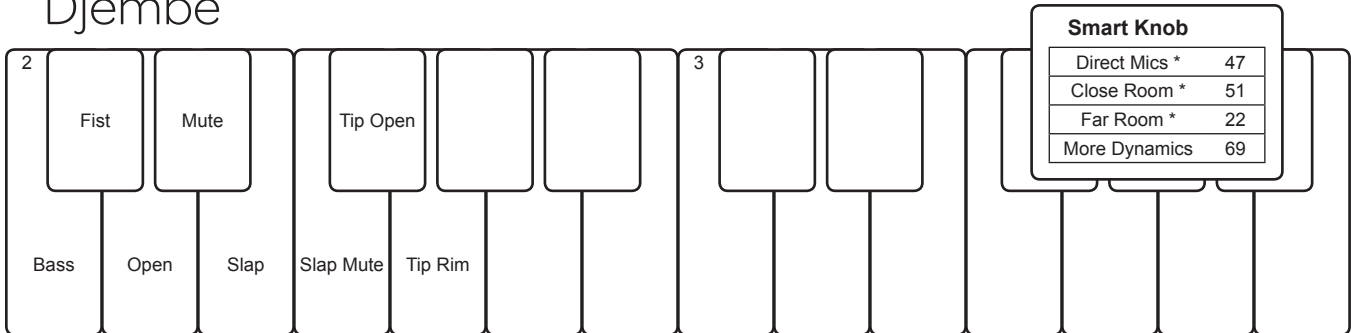


Cymbals

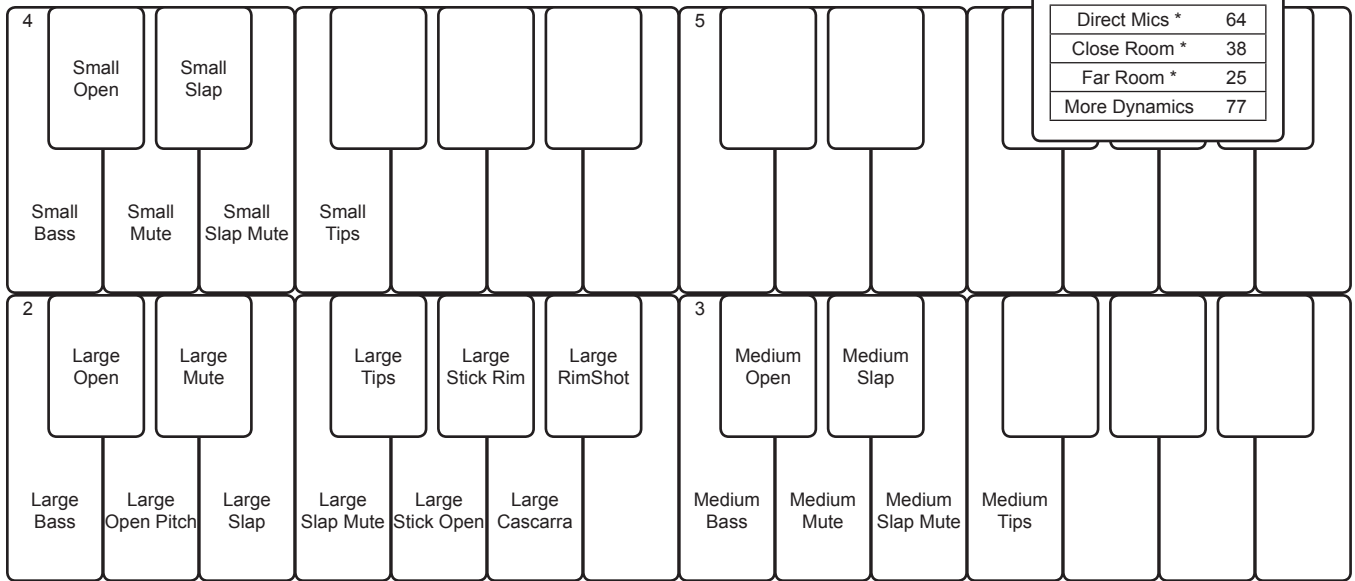
* Modwheel controls Volume.



Djembe

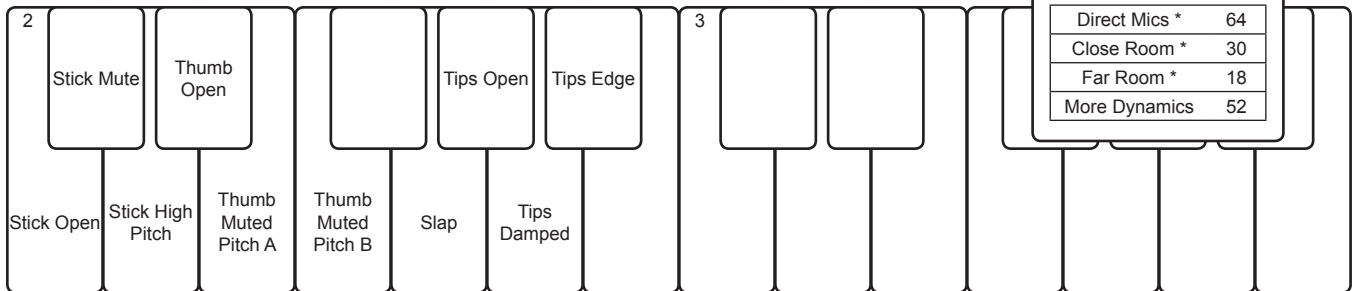


Ewe Drums



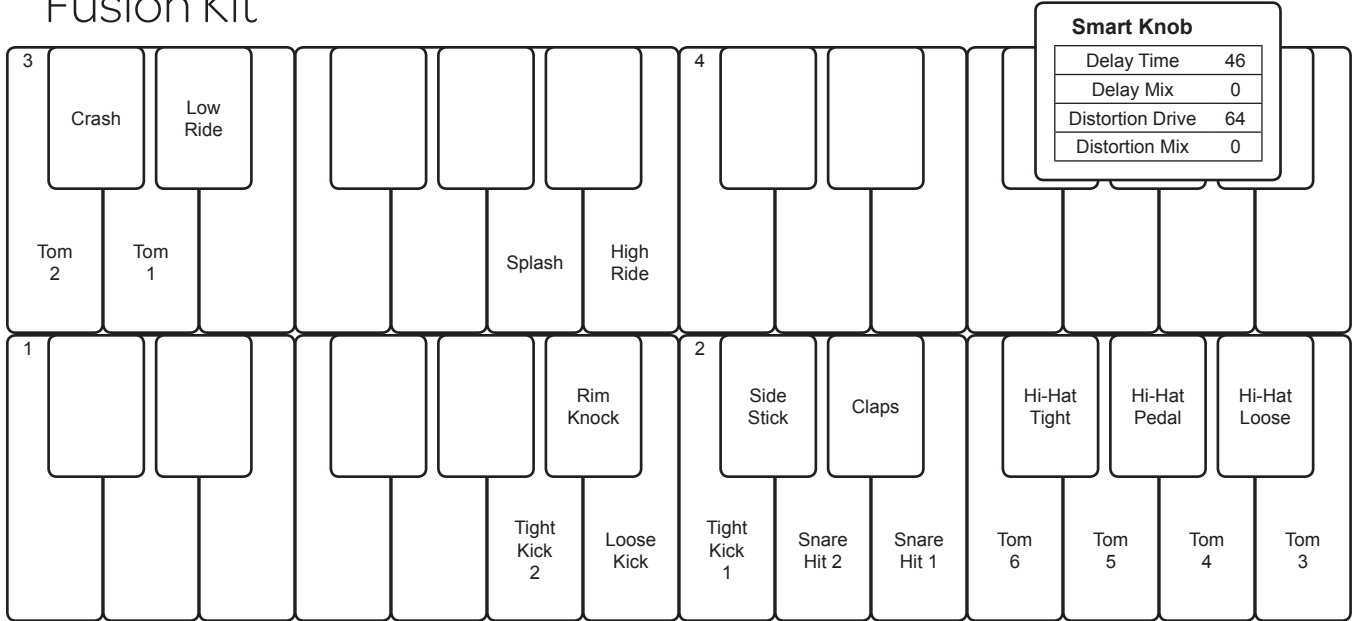
Smart Knob	
Direct Mics *	64
Close Room *	38
Far Room *	25
More Dynamics	77

Frame Drum



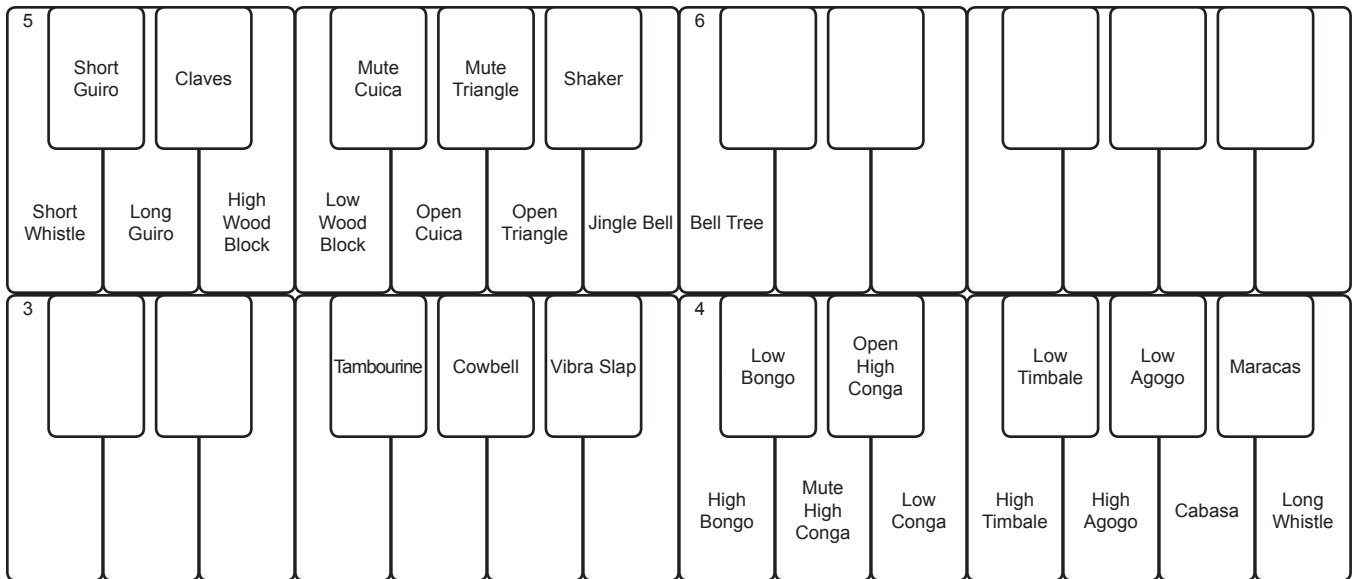
Smart Knob	
Direct Mics *	64
Close Room *	30
Far Room *	18
More Dynamics	52

Fusion Kit



Smart Knob	
Delay Time	46
Delay Mix	0
Distortion Drive	64
Distortion Mix	0

GM Percussion Kit



Goa Kit

3		Crash		Ride																<table border="1"> <tr><th colspan="2">Smart Knob</th></tr> <tr><td>Delay Time</td><td>50</td></tr> <tr><td>Delay Mix</td><td>0</td></tr> <tr><td>Distortion Drive</td><td>64</td></tr> <tr><td>Distortion Mix</td><td>0</td></tr> </table>		Smart Knob		Delay Time	50	Delay Mix	0	Distortion Drive	64	Distortion Mix	0
Smart Knob																															
Delay Time	50																														
Delay Mix	0																														
Distortion Drive	64																														
Distortion Mix	0																														
		Tom 2		Tom 1				Splash																							
1										Snare Hit 3		2		Side Stick		Claps		Hi-Hat Tight		Hi-Hat Pedal		Hi-Hat Loose									
										Tight Kick 2		Loose Kick		Tight Kick 1		Snare Hit 2		Snare Hit 1		Tom 6		Tom 5		Tom 4		Tom 3					

Latin Percussion Kit

6		Claves (Small)		Low Whistle		Metal Shaker		High Tom		High Tom mute		7		Crash Cymbal 2		Open triangle		Tambourine Frame						<table border="1"> <tr><th colspan="2">Smart Knob</th></tr> <tr><td>Pre Delay</td><td>0</td></tr> <tr><td>High Cut</td><td>60</td></tr> <tr><td>Decay</td><td>90</td></tr> </table>		Smart Knob		Pre Delay	0	High Cut	60	Decay	90
Smart Knob																																	
Pre Delay	0																																
High Cut	60																																
Decay	90																																
		Claves		High Whistle		Cabasa 1		Cabasa 2		Wood Shaker		High Tom Finger		Crash Cymbal 1		Cymbal choke		Muted triangle		Tambourine Shake		Tambourine Drum											
4		Bongo High Rim		Bongo High Heel				Timbales Low Mute		Timbales High Open		5		Timbales High Case		Cowbell High		Woodblock Low		Guiro Short Scrape (Metal)		Cuica Low											
		Bongo High Open		Bongo High Slap		Bongo High Slap		Timbales Low Open		Timbales Low Rimshot		Timbales Low Case		Timbales High Rimshot		Timbales High Mute		Cowbell Low		Woodblock High		Woodblock Medium		Guiro Long Scrape (Metal)		Guiro Tap (Metal)		Cuica High					
2								Conga Mute		Conga Heel		3				Quinto Slap		Bongo Low Open		Bongo Low Rim		Bongo Low Heel											
		Surdo Open		Surdo Mute		Surdo Hand		Surdo Rim		Conga Open		Conga Slap		Conga Tip		Quinto Open		Quinto Mute		Quinto Heel		Quinto Tip				Bongo Low Slap		Bongo Low Tip					

Marching Snares (Rumble)

5						6									
							Roll								
3						4									
Rim				Hit	Rim Shot	Crash	Crash Choke	Hi-Hat		Ding					

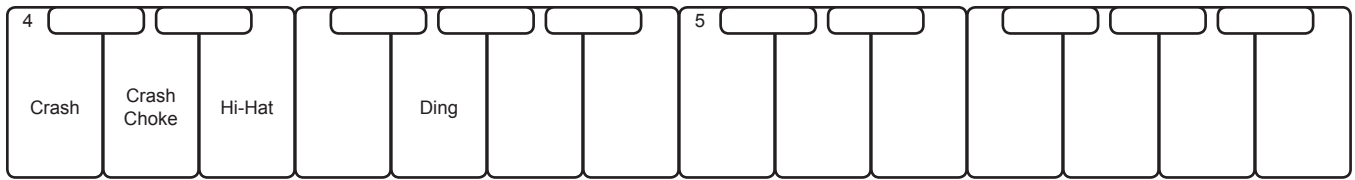
Marching Tenors (Rumble)

5						6									
		D4 Roll	D3 Roll	D2 Roll	D1 Roll	Sp2 Roll	Sp1 Roll								
3						4									
D1 Rim Shot	Sp2 Rim Shot	Sp1 Rim Shot		D4	D3	D2	D1			Sp2	Sp1				
1						2									
D4 Rim	D3 Rim		D2 Rim	D1 Rim	Sp2 Rim	Sp1 Rim				D4 Rim Shot	D3 Rim Shot	D2 Rim Shot			

Marching Bass Drums (Rumble)

6						7									
Unison Roll			D1		D1 Rim										
4						5									
Unison			D3		D3 Rim					D2		D2 Rim			
2						3									
			D5		D5 Rim					D4		D4 Rim			

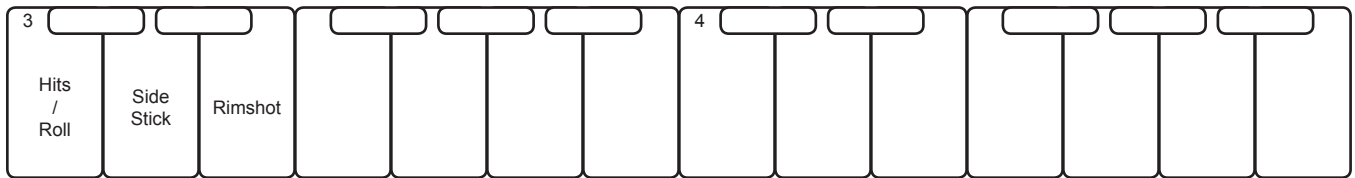
Marching Cymbal (Rumble)



Orchestral Snare

Keyswitches (for sounds on C3):

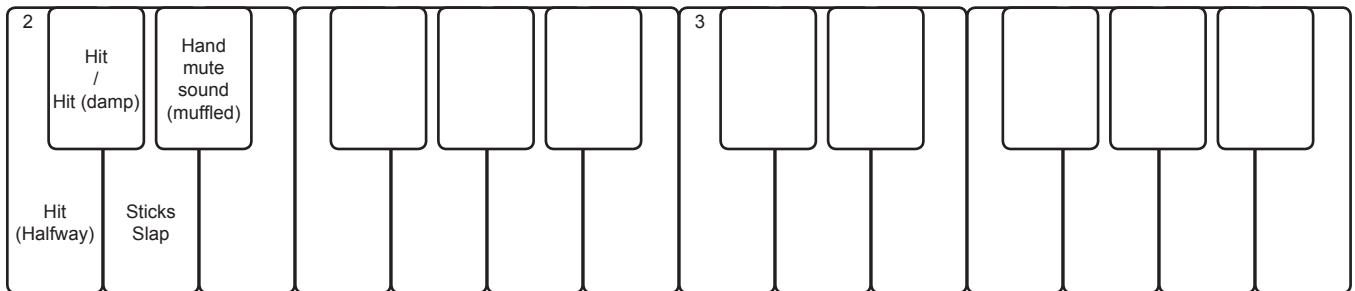
- C1 - Hits
- C#1 - Roll



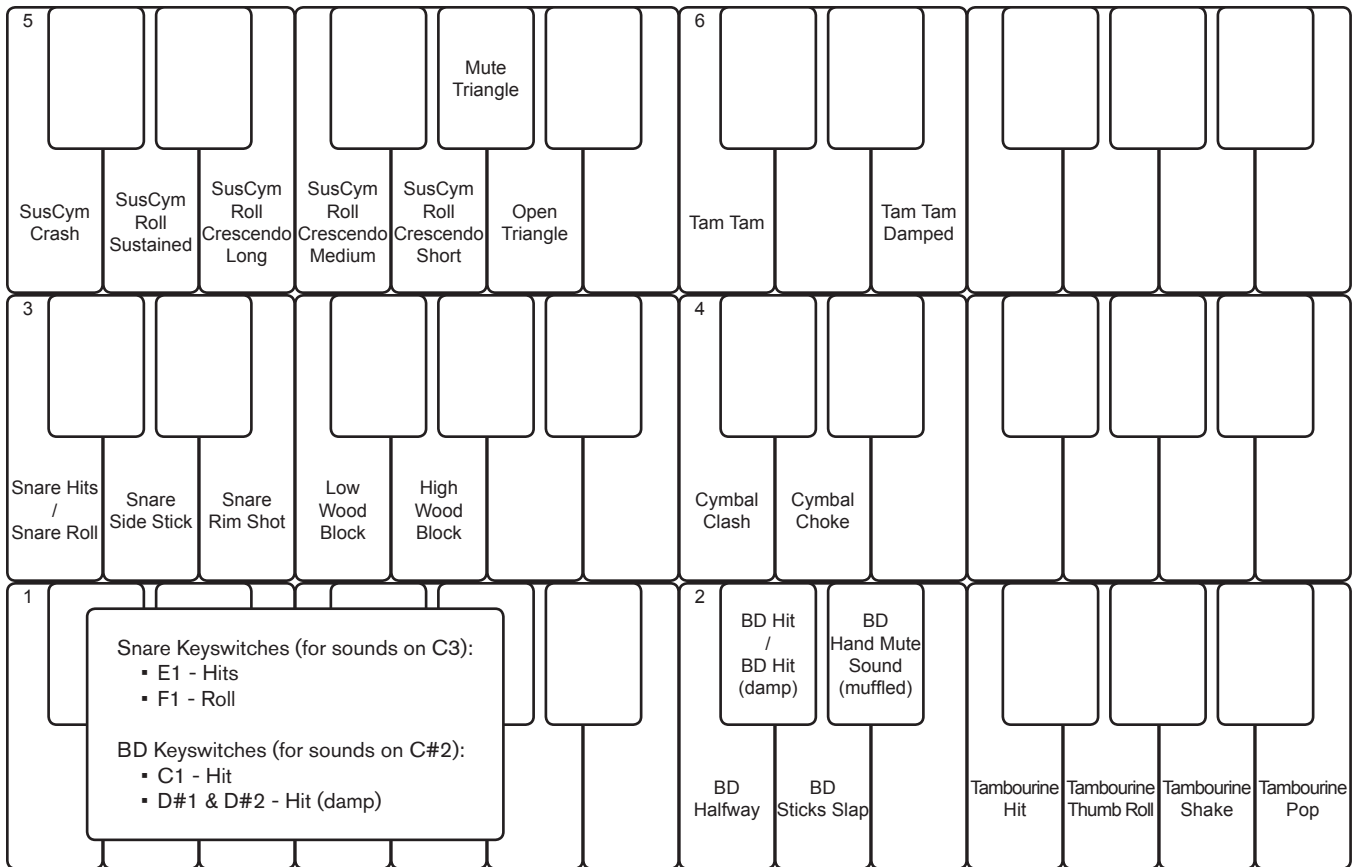
Orchestral Bass Drum

Keyswitches (for sounds on C#2):

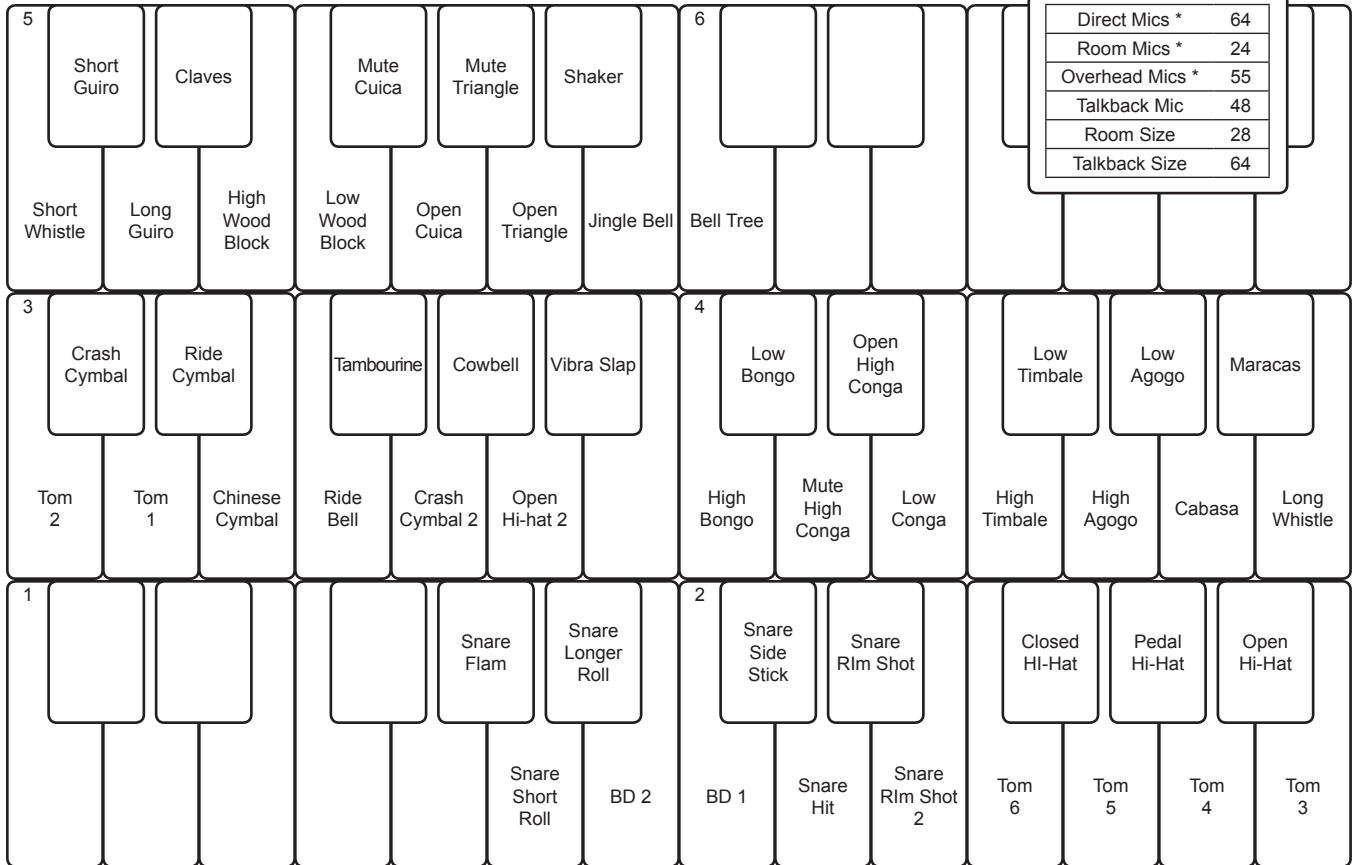
- C1 - Hit
- D#1 & D#2 - Hit (damp)



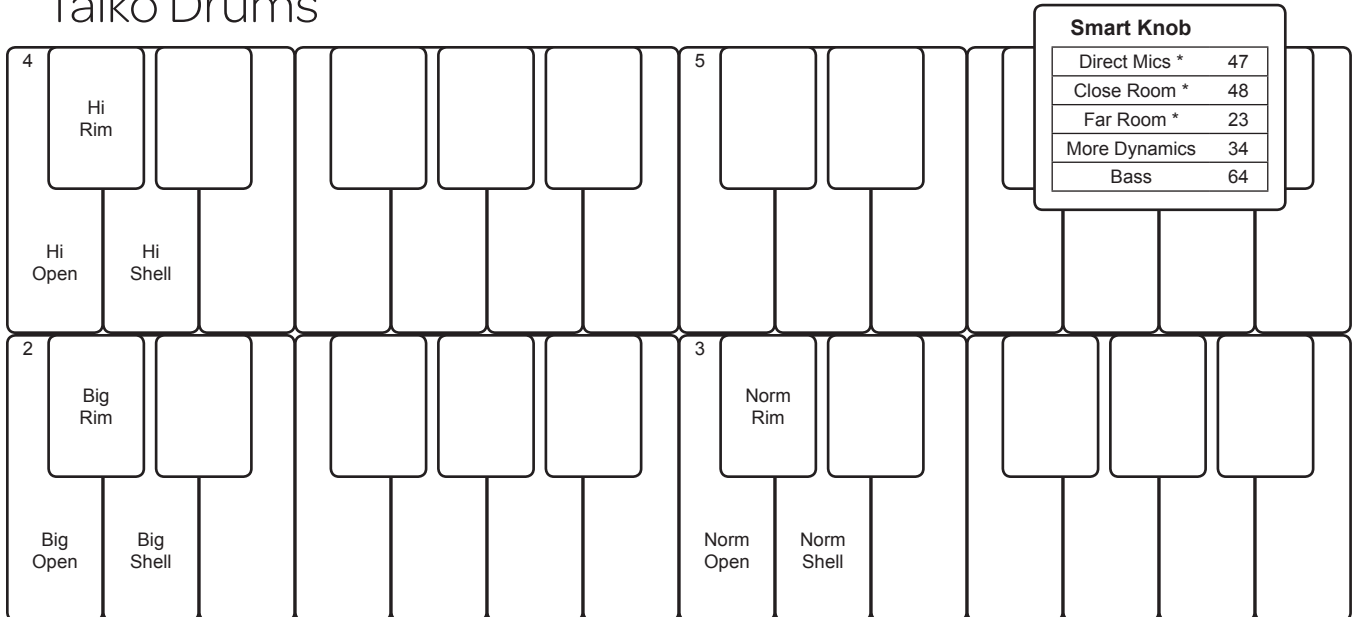
Orchestral Percussion



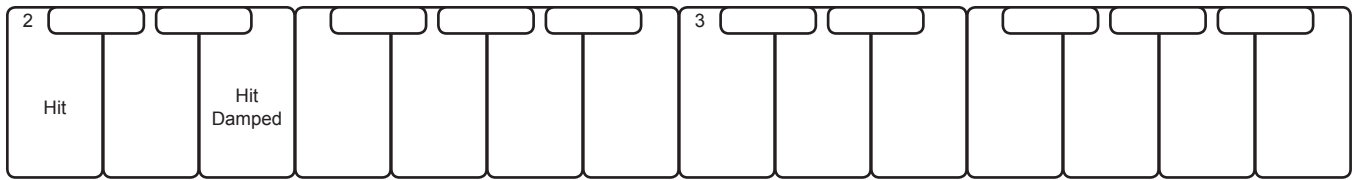
Studio Kit



Taiko Drums

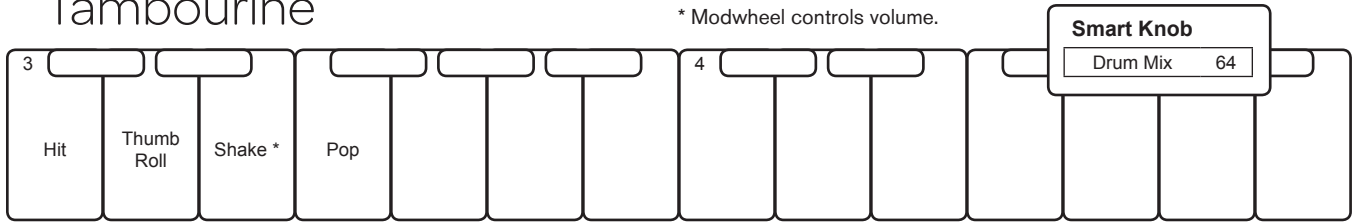


Tam Tam

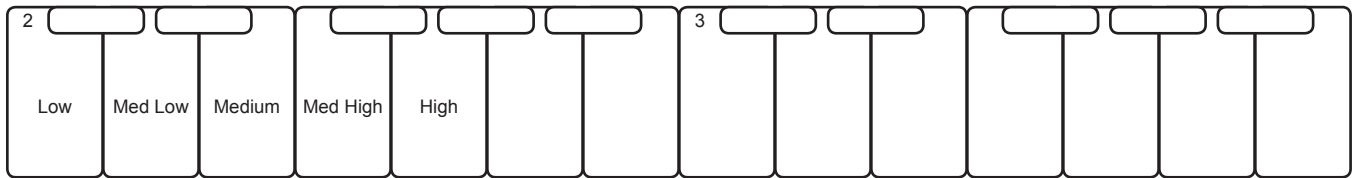


Tambourine

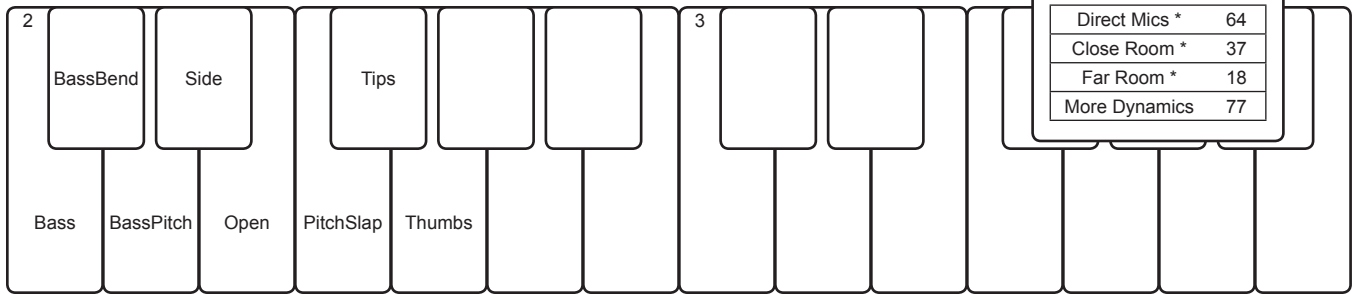
* Modwheel controls volume.



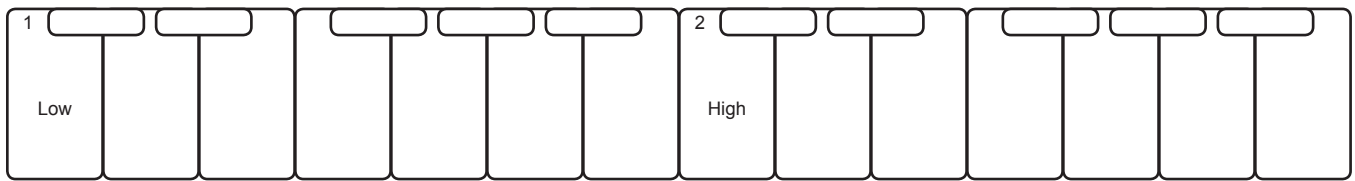
Temple Blocks



Udo



Woodblocks



(Page intentionally blank.)