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Introduction

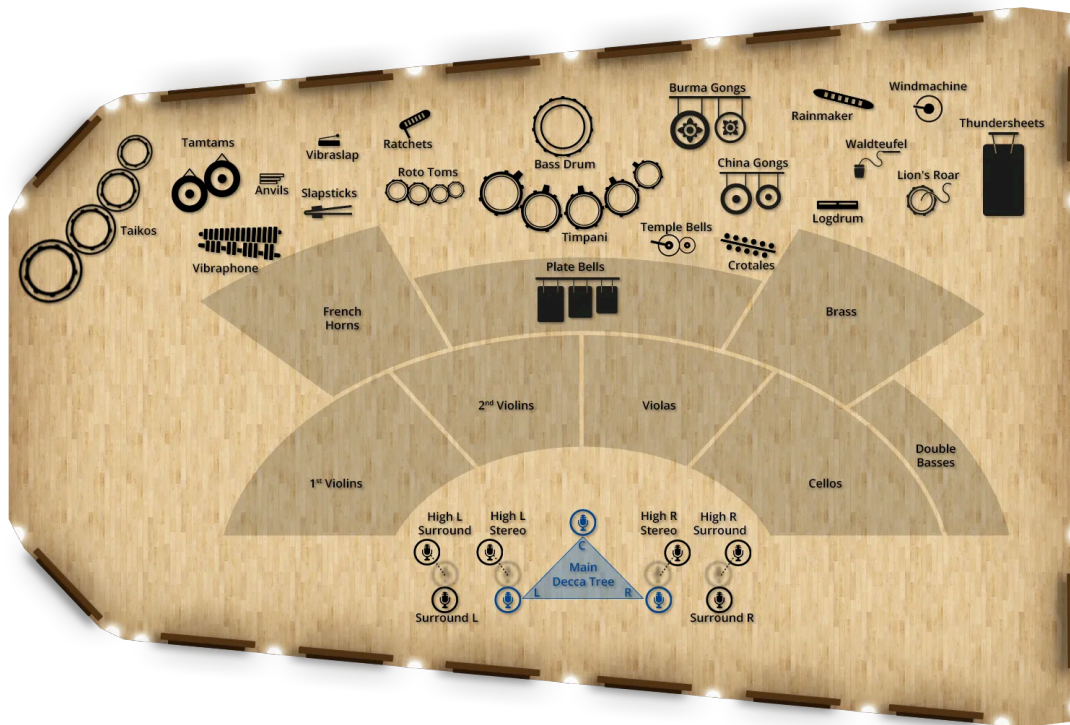
Welcome to the Vienna Symphonic Library's series of Synchron Instruments! The instruments were recorded at Stage A, the main hall of Vienna's revitalized Vienna Synchron Stage. The recordings were executed using an expansive, phase-controlled multi-microphone set-up, capturing string effects played in a scoring stage with exceptional acoustics, now ready to be used in your studio. This document will provide you with the information you need to use the Library with our Vienna Synchron Player.





All the instruments were recorded using 12 microphones, subdivided into 7 sections. The Standard Library includes 4 of these sections, allowing you to integrate instruments recorded with a stereo Decca tree into your projects using our new Synchron Player software. Adding the Extended Library and thus getting the Full Library expands your possibilities to 5.1 surround and Auro 3D 9.1.

Microphone positions



Standard Library

1. Close Mic - Mono
2. Mid Layer Mic - Stereo (L/R)
3. Main/Room Mic - Decca Tree Stereo (L/R)
4. Main/Room Mic - Decca Tree Mono (Center)

Extended Library

5. Main Surround - Stereo (L/R)



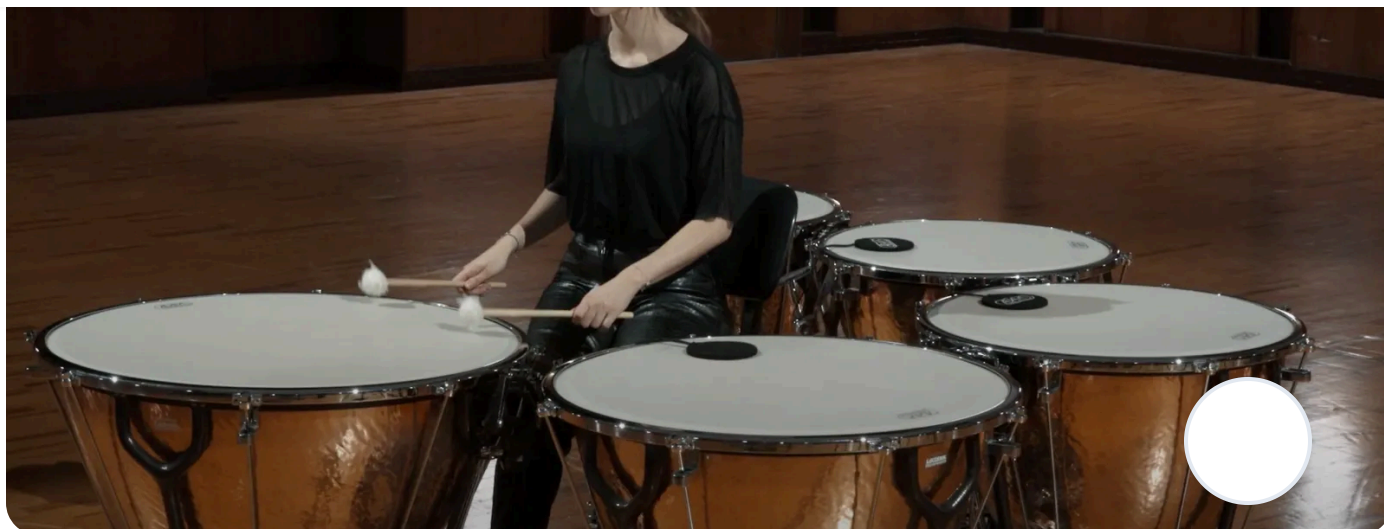
The instrument Presets also include different mixer presets. By default the classic room mixes are loaded which include the Standard Library microphone positions. These are balanced in the stereo field to represent the respective instrument's position in the Synchron Stage set-up.

Immersive Sound and Auro 3D

Auro 3D is an immersive audio technology that allows for three-dimensional sound perception. The Belgian company Auro Technologies developed this technology based on a special speaker configuration, adding four additional speakers to a 5.1 surround configuration. These speakers (so-called "Heights") are situated above the front and surround speakers and generate acoustic reflections that are perceived naturally due to the fact that sounds originate from around as well as from above the listener. Thanks to the comprehensive selection of discrete audio channels with the Full Library of Synchron Percussion I you may mix your instruments in Auro 3D as well as in Dolby Atmos.

01 SY Timpani

02 Timpani - Adams - Soft mallets



The same set of Adams timpani as in Synchron Percussion I, played with soft mallets.

Single strokes

- **Play Range:** C2-C6 (left hand C2-B3, right hand C4-C6)

Use Dim.Ctrl/A (CC1) to play with the tone ringing or muted after the key release.



The screenshot shows a software interface with three main sections: Articulations, Velocity XF, and Stack. The Articulations section has buttons for F Single strokes, F# Static rolls, G Dynamic rolls, and G# Octaves. The Velocity XF section has buttons for Ringing and Muted. The Stack section has buttons for 20", 23", 26", 29", and 32". A CC 1 control is visible at the bottom.

Static rolls

- Play range: C2-C4

Use Dim.Ctrl/A (CC1) to choose dynamic selection or velocity crossfading.

The screenshot shows the same software interface as above, but with the following changes: The Articulations section has a button for F1 and the F# Static rolls button is highlighted. The Velocity XF section has buttons for Dyn. selection and XFade. The Stack section is the same as above. A CC 1 control is visible at the bottom.



Dynamic rolls, 2/4/6/8 seconds. Use Dim.Ctrl/A (CC1) to select length, and keyswitches A0/B0 to switch between crescendo and diminuendo.



Octaves

- Play range: C2-C3

Two timpani tuned in octaves for an especially powerful sound.





combines the medium and soft mallet articulations.

Important

Synchron Timpani I Library Update 01 must be installed to load this preset correctly.

Mallet keyswitches: C1/C#1.

Use Dim.Ctrl/A (CC1) to play with the tone ringing or secco resp. muted (medium/soft mallets).



02 SY Drums - Toms



02 Bass drum - Lefima 28



A Lefima 28" bass drum played with soft, medium, and hard beaters, soft and hard brushes, and for special effects.



Use Dim.Ctrl/A (CC1) to change between open and coperto articulations.

The screenshot shows a software interface with two main sections: 'Beater' and 'Open / coperto'. The 'Beater' section has a dropdown menu set to 'C1' and a list of options: 'C Soft beater', 'C# Medium beater', 'D Hard beater', 'D# Soft brush', 'E Hard brush', and 'F Effects'. The 'Open / coperto' section has a dropdown menu set to 'Dim.Ctrl/A' and two options: 'Open' and 'Coperto'. At the bottom right, there is a control for 'CC 1' with a knob and a value of '0'.

Soft beaters, open

- Play range: A3-A#6



Dim. rolls light 8s
Dim. rolls strong 4s
Dim. rolls light 4s
Dim. rolls light 2s
Dim. rolls strong 2s
Dim. rolls light 1s
Roll VelXF (muted RS)
6 Roll VelXF (long RS)
Cresc. rolls strong 8s
Cresc. rolls strong 6s
Cresc. rolls light 6s
Cresc. rolls strong 4s
Cresc. rolls light 4s
Cresc. rolls light 2s
Cresc. rolls strong 2s
Cresc. rolls light 1s
5 Roll (short RS)
Roll (long RS)
4 Upbeats
3 Upbeats
2 Upbeats
1 Upbeat
Normal (mute RS)
Muted str. (SoS)
Rim
Normal
Rim
4 Normal
Side
Side

Soft beaters, coperto

- Play range: C4-A#6



Dim. rolls light 8s
Dim. rolls strong 4s
Dim. rolls light 4s
Dim. rolls light 2s
Dim. rolls strong 2s
Dim. rolls light 1s
Roll VelXF (muted RS)
6 Roll VelXF (long RS)

Cresc. rolls strong 8s
Cresc. rolls strong 6s
Cresc. rolls light 6s
Cresc. rolls strong 4s
Cresc. rolls light 4s
Cresc. rolls light 2s
Cresc. rolls strong 2s
Cresc. rolls light 1s
Roll (short RS)
5 Roll (long RS)

Normal (mute RS)
Strokes on blanket
Rim
Normal
Rim
4 Normal

Medium/hard beaters, open

- Play range: A3-A#6



Dim. rolls light 8s
Dim. rolls strong 4s
Dim. rolls light 4s
Dim. rolls light 2s
Dim. rolls strong 2s
Dim. rolls light 1s
Roll VelXF (muted RS)
6 Roll VelXF (long RS)
Cresc. rolls strong 8s
Cresc. rolls strong 6s
Cresc. rolls light 6s
Cresc. rolls strong 4s
Cresc. rolls light 4s
Cresc. rolls light 2s
Cresc. rolls strong 2s
Cresc. rolls light 1s
Roll (short RS)
5 Roll (long RS)
4 Upbeats
3 Upbeats
2 Upbeats
1 Upbeat
Normal (mute RS)
Rim
Normal
Rim
4 Normal
Side
Side

Medium/hard, coperto

- Play range: C4-A#6



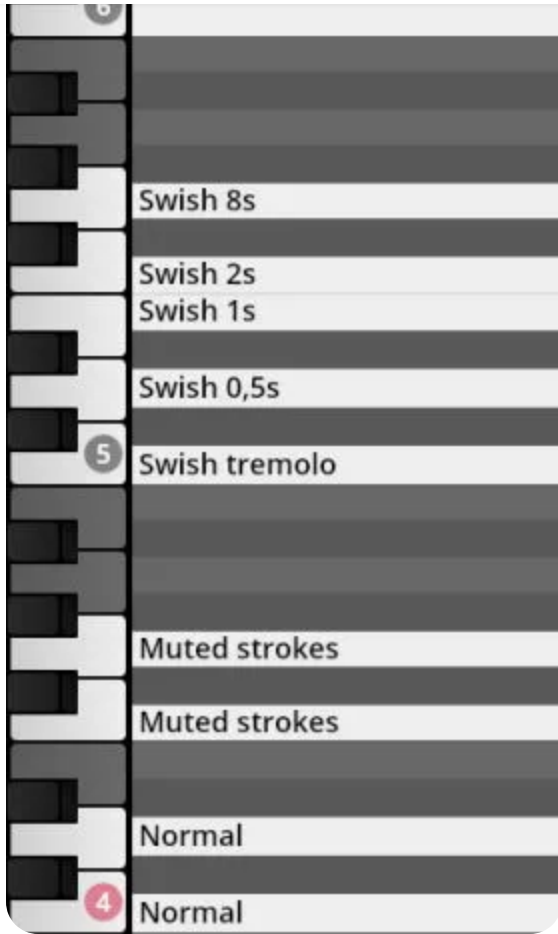
Dim. rolls light 6s
Dim. rolls strong 4s
Dim. rolls light 4s
Dim. rolls light 2s
Dim. rolls strong 2s
Dim. rolls light 1s
Roll VelXF (muted RS)
6 Roll VelXF (long RS)
Cresc. rolls strong 8s
Cresc. rolls strong 6s
Cresc. rolls light 6s
Cresc. rolls strong 4s
Cresc. rolls light 4s
Cresc. rolls light 2s
Cresc. rolls strong 2s
Cresc. rolls light 1s
Roll (short RS)
5 Roll (long RS)
Normal (mute RS)
Rim
Normal
Rim
4 Normal

Brushes soft / hard, effects

There are no further options to these articulations.

Soft brushes

- Play range: C4-G5



Hard brushes

- Play range: C4-G5



A MIDI keyboard layout for a drum kit, showing various effects and techniques. The keyboard is divided into sections, with some keys highlighted in black. The labels for the effects are as follows:

- Swish 8s
- Swish 2s
- Swish 1s
- Swish 0,5s
- Swish tremolo
- Hardware
- Muted strokes
- Muted strokes
- Rim
- Normal
- Rim
- Normal

There are also some circled numbers on the keyboard: a '6' in a grey circle above the top row, a '5' in a grey circle above the 'Swish tremolo' label, and a '4' in a red circle above the bottom-most 'Normal' label.

Effects

- Play range: C4-C6



Roll sizzle VeIXF

Superball 4

Superball 3

Superball 2

Superball 1

5 Roll sizzle

4 Upbeats rim

3 Upbeats rim

2 Upbeats rim

1 Upbeat rim

Rim

Sticks, hardware

Sticks, shell shaft

Sizzle

Sticks, shell tip

4 Sizzle

04 Roto toms





- **Range:** G2-B4 left hand, G5-B7 right hand.
- **Beater keyswitches:** C1-D1.

Sticks

Single hits normal and rim, rolls, rimshots, and upward and downward glissandos.

- **Articulation keyswitches:** F1-A#1.
- **Rolls range:** G2-B4 long release, G5-B7 short release.
- **Glissando range:** G2-G4.

The screenshot shows a software interface with three main sections: Beater, Articulation, and Stack. Each section has a dropdown menu and a list of options.

Section	Dropdown	Options
Beater	C1	C Sticks, C# Rods, D Mallets
Articulation	F1	F Single hits, F# Single hits rim, G Rolls, G# Rimshots, A Glissando up, A# Glissando down
Stack	None	6" Roto Tom, 8" Roto Tom, 10" Roto Tom, 12" Roto Tom, 14" Roto Tom, 16" Roto Tom

Rods

Single hits normal and rim.

- **Articulation keyswitches:** F1-F#1.



C Sticks

C# Rods

D Mallets

F Single hits

F# Single hits rim

6" Roto Tom

8" Roto Tom

10" Roto Tom

12" Roto Tom

14" Roto Tom

16" Roto Tom

Mallets

Single hits normal and rim, rolls.

- Articulation keyswitches: F1-G1.
- Rolls range: G2-B4 long release, G5-B7 short release.

Beater

C1

C Sticks

C# Rods

D Mallets

Articulation

F1

F Single hits

F# Single hits rim

G Rolls

Stack

None

6" Roto Tom

8" Roto Tom

10" Roto Tom

12" Roto Tom

14" Roto Tom

16" Roto Tom



10 taikos sized from 8" to 53", played with cudgels, tam beaters, and with various effects.

- Diameter keys: C2-A#2 (lowest to highest, all)
- Beater keys: C1-D1

Note

Make sure to check out the included MIDI-loops in the MIDI-loop player!

Single taikos



C 53"	C Cudgel
C# 36"	C# Tam beater
D 26"	D Effects
D# 20"	
E 18"	
F 16"	
F# 15"	
G 13"	
G# 12"	
A 8"	
A# All taikos	

Cudgel



Dim. rolls light 6s
Dim. rolls strong 4s
Dim. rolls light 4s
Dim. rolls light 2s
Dim. rolls strong 2s
Dim. rolls light 1s
Roll VelXF (muted RS)
6 Roll VelXF (long RS)
Cresc. rolls strong 8s
Cresc. rolls strong 6s
Cresc. rolls light 6s
Cresc. rolls strong 4s
Cresc. rolls light 4s
Cresc. rolls light 2s
Cresc. rolls strong 2s
Cresc. rolls light 1s
Roll (short RS)
5 Roll (long RS)
4 Upbeats
3 Upbeats
2 Upbeats
1 Upbeat
Shell
Rimshots
Normal (mute RS)
Rim
Normal
Rim
4 Normal
Side
Side (mute RS)
Side

Tam beater



Dim. rolls light 8s
Dim. rolls strong 4s
Dim. rolls light 4s
Dim. rolls light 2s
Dim. rolls strong 2s
Dim. rolls light 1s
Roll VelXF (muted RS)
6 Roll VelXF (long RS)
Cresc. rolls strong 8s
Cresc. rolls strong 6s
Cresc. rolls light 6s
Cresc. rolls strong 4s
Cresc. rolls light 4s
Cresc. rolls light 2s
Cresc. rolls strong 2s
Cresc. rolls light 1s
Roll (short RS)
5 Roll (long RS)
4 Upbeats
3 Upbeats
2 Upbeats
1 Upbeat
Normal (mute RS)
Normal
4 Normal
Side
Side (mute RS)
Side

Effects

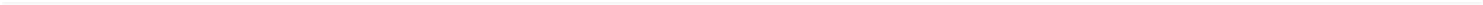


A piano keyboard with labels for taiko sounds. The labels are: Superball 4, Superball 3, Superball 2, Superball 1 (with a circled '5' next to it), Brushes muted strokes, Brushes rim, Brushes, Brushes rim, and Brushes (with a circled '4' next to it).

All taikos

A configuration interface for taikos, divided into three sections: Taiko diameter, Beater, and Stack.

- Taiko diameter:** A dropdown menu is set to 'C2'. Below it is a list of taiko sizes with a plus sign at the bottom:
 - C 53"
 - C# 36"
 - D 26"
 - D# 20"
 - E 18"
 - F 16"
 - F# 15"
 - G 13"
 - G# 12"
 - A 8"
 - A# All taikos
- Beater:** A dropdown menu is set to 'C1'. Below it is a list of beaters with a plus sign at the bottom:
 - C Cudgel
 - C# Tam beater
- Stack:** A dropdown menu is set to 'None'. Below it is a list of stack sizes with a plus sign at the bottom:
 - 53"
 - 36"
 - 26"
 - 20"
 - 18"
 - 16"
 - 15"
 - 13"
 - 12"
 - 8"





	"8"" Side Left"
	"8"" Normal Left"
	"12"" Rim"
	"12"" Side Right"
	"12"" Normal Right"
	"12"" Side Left"
7	"12"" Normal Left"
	"13"" Rim"
	"13"" Side Right"
	"13"" Normal Right"
	"13"" Side Left"
	"13"" Normal Left"
	"15"" Rim"
	"15"" Side Right"
	"15"" Normal Right"
	"15"" Side Left"
6	"15"" Normal Left"
	"16"" Rim"
	"16"" Side Right"
	"16"" Normal Right"
	"16"" Side Left"
	"16"" Normal Left"
	"18"" Rim"
	"18"" Side Right"
	"18"" Normal Right"
	"18"" Side Left"
5	"18"" Normal Left"
	"20"" Rim"
	"20"" Side Right"
	"20"" Normal Right"
	"20"" Side Left"
	"20"" Normal Left"
	"26"" Rim"
	"26"" Side Right"
	"26"" Normal Right"
	"26"" Side Left"
4	"26"" Normal Left"
	"36"" Rim"
	"36"" Side Right"
	"36"" Normal Right"
	"36"" Side Left"
	"36"" Normal Left"
	"53"" Rim"



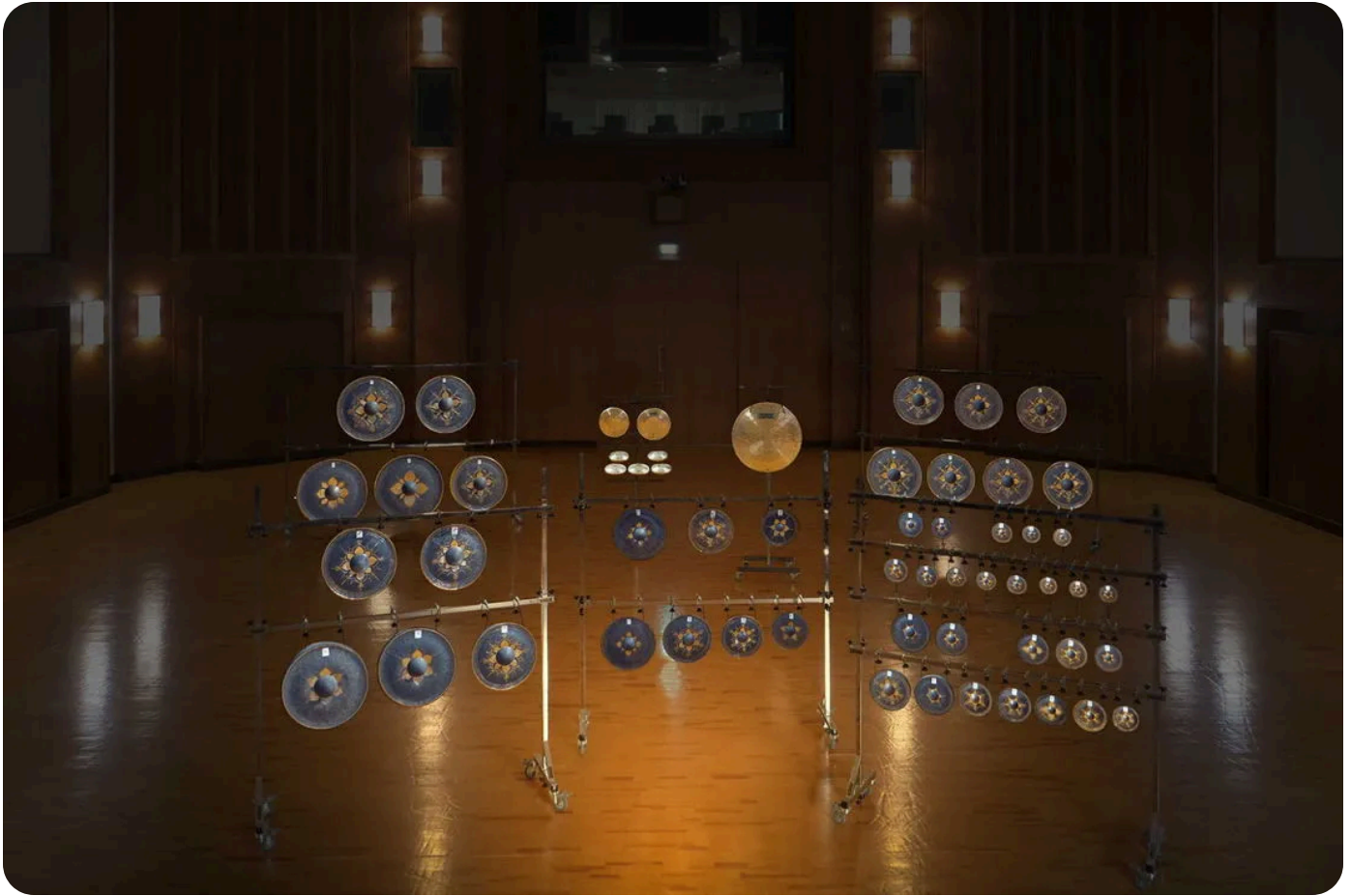
Tam beater



	"8"" Side Left"
	"8"" Normal Left"
	"12"" Side Right"
	"12"" Normal Right"
	"12"" Side Left"
7	"12"" Normal Left"
	"13"" Side Right"
	"13"" Normal Right"
	"13"" Side Left"
	"13"" Normal Left"
	"15"" Side Right"
	"15"" Normal Right"
	"15"" Side Left"
6	"15"" Normal Left"
	"16"" Side Right"
	"16"" Normal Right"
	"16"" Side Left"
	"16"" Normal Left"
	"18"" Side Right"
	"18"" Normal Right"
	"18"" Side Left"
5	"18"" Normal Left"
	"20"" Side Right"
	"20"" Normal Right"
	"20"" Side Left"
	"20"" Normal Left"
	"26"" Side Right"
	"26"" Normal Right"
	"26"" Side Left"
4	"26"" Normal Left"
	"36"" Side Right"
	"36"" Normal Right"
	"36"" Side Left"
	"36"" Normal Left"



03 SY Cymbals - Gongs



03 Tam-tam flat - 70cm



A flat 70 cm tam-tam, played with soft and hard beaters, and various special effects.

- Beater switches: C1-D1

Beater

C1 

C Soft beater

C# Hard beater

D Effects



Beaters soft / hard

- Play range: C4-A#6



Dim. rolls light 4s
Dim. rolls strong 4s
Dim. rolls light 2s

6 Roll VelXF (short release)
Roll Vel XF (long release)

Cresc. rolls strong 12s
Cresc. rolls light 8s
Cresc. rolls strong 8s
Cresc. rolls light 4s
Cresc. rolls strong 4s
Cresc. rolls light 2s

5 Roll (short release)
Roll (long release)

Strokes with RS

Muted strokes
Strokes

4 Muted strokes
Strokes

Effects

- Play range: C2-D#6



Superban 1

Bow 4
Bow 3
Bow 2
Bow 1

Stick scratch 4
Stick scratch 3
Stick scratch 2
5 Stick scratch 1

Metal scratch rim 4
Metal scratch rim 3
Metal scratch rim 2
Metal scratch rim 1
Metal scratch middle 4
Metal scratch middle 3
Metal scratch middle 2
Metal scratch middle 1

Metal rim
Metal middle
4 Metal rim
Metal middle

Brush circle 4
Brush circle 3
Brush circle 2
Brush circle 1

Brush rim
Brush middle
3 Brush rim
Brush middle

Brush swish slow 4
Brush swish slow 3
Brush swish slow 2
Brush swish slow 1

Brush swish fast 4
Brush swish fast 3
2 Brush swish fast 2
Brush swish fast 1



- Size switches: A1-B1
- Beater switches: C1-D1

Tam-tam	Beater
A1	C1
A Large (100cm) ▶	C Soft beater
A# XLarge (120cm) ▶	C# Hard beater
B Flat (70cm) ▶	D Effects
+	+

04 Burma Gongs





These Burma gongs have an exceptionally big tonal range of four octaves. They are played with regular mallets, leather and metal beaters, and for special effects.

- **Range:** C2-C6.
- **Beater switches:** C1-D#1.

Regular

- **Articulation switches:** F1-G#1



The screenshot shows a software interface with four main sections: **Beater**, **Articulation**, **Open / muted**, and **Octave stack**. The **Beater** section has a dropdown set to 'C1' and lists 'Regular', 'Leather beater', 'Metal beater', and 'Effects'. The **Articulation** section has a dropdown set to 'F1' and lists 'Single strokes', 'Static rolls', 'Dyn. rolls light', and 'Dyn. rolls strong'. The **Open / muted** section has a dropdown set to 'Dim.Ctrl/A' and lists 'Ringing', 'Sizzle', and 'Muted'. The **Octave stack** section has a dropdown set to 'None' and lists 'C2-B2', 'C3-B3', 'C4-B4', and 'C5-B5'. A 'CC 1' knob is visible at the bottom center, set to 0.

Static rolls

Use Dim-Ctrl/A (CC1, Modwheel) to switch between long and short release.

The screenshot shows a software interface with four main sections: **Beater**, **Articulation**, **Release**, and **Octave stack**. The **Beater** section has a dropdown set to 'C1' and lists 'Regular', 'Leather beater', 'Metal beater', and 'Effects'. The **Articulation** section has a dropdown set to 'F1' and lists 'Single strokes', 'Static rolls', 'Dyn. rolls light', and 'Dyn. rolls strong'. The **Release** section has a dropdown set to 'Dim.Ctrl/A' and lists 'Long' and 'Short'. The **Octave stack** section has a dropdown set to 'None' and lists 'C2-B2', 'C3-B3', 'C4-B4', and 'C5-B5'. A 'CC 1' knob is visible at the bottom center, set to 0.

Dynamic rolls



- Crescendo/diminuendo switches: A0/B0.



Leather beater

No further options.



Metal beater

Strokes and scratches.

- Articulation switches: F1-F#1.



C Regular ▶
C# Leather beater ▶
D Metal beater ▶
D# Effects ▶
+

F Strokes ▶
F# Scratches ▶
+

C2-B2
C3-B3
C4-B4
C5-B5
+

Effects

Effects with rod, brush, rasping stick, bow, and superball.

- Articulation switches: F1-A1.

Beater
C1 [stack icon]
C Regular ▶
C# Leather beater ▶
D Metal beater ▶
D# Effects ▶
+

Effects
F1 [stack icon]
F Rod ▶
F# Brush ▶
G Rasping stick ▶
G# Bow ▶
A Superball ▶
+

Octave stack
None [stack icon]
C2-B2
C3-B3
C4-B4
C5-B5
+

05 China Gongs



China gongs with single strokes, static and dynamic rolls.

- **Range:** G3-G5.
- **Articulation switches:** F1-G1.



Use Dim-Ctrl/A (CC1, Modwheel) to switch between open and muted variants.

The screenshot shows a software interface with two main sections: 'Articulation' and 'Open / muted'. The 'Articulation' section has a header 'F1' and a list of three items: 'F Single strokes', 'F# Static rolls', and 'G Dynamic rolls'. The 'Open / muted' section has a header 'Dim.Ctrl/A' and two buttons: 'Open' and 'Muted'. Below these buttons is a plus sign and a control knob labeled 'CC 1' with a value of '0'.

Static rolls

Use Dim-Ctrl/A (CC1, Modwheel) to switch between long and short release.

The screenshot shows a software interface with two main sections: 'Articulation' and 'Release'. The 'Articulation' section has a header 'F1' and a list of three items: 'F Single strokes', 'F# Static rolls', and 'G Dynamic rolls'. The 'Release' section has a header 'Dim.Ctrl/A' and two buttons: 'Long' and 'Short'. Below these buttons is a plus sign and a control knob labeled 'CC 1' with a value of '0'.

Dynamic rolls



- Crescendo/diminuendo switches: A0/B0.

Articulation
F1
F Single strokes
F# Static rolls
G Dynamic rolls

Duration
Dim.Ctrl/A
2 seconds
4 seconds
6 seconds

Cresc. / dim.
A0 (w)
A Crescendo
B Diminuendo

CC 1
0

04 SY Mallets



04 Vibraphone - Musser



A Musser vibraphone played with hard and soft mallets, bowed, and with a superball.



Soft / hard mallets

Open and secco, harmonics, rolls ringing and muted, dynamic rolls, glissandos, played with the mallet handle, and pitch bend (an effect where the mallet is drawn with pressure over the sound bar).

- **Articulation switches:** F1-D2
- **Motor on/off:** A0/B0 (where applicable)



Dynamic rolls

Dynamic rolls, 1/3 seconds. Crescendo/diminuendo selection is controlled by keystroke velocity (Dim.Ctrl/B).



The image shows a digital instrument control panel with four main sections:

- Beater:** C1 (dropdown), options: C Hard mallets, C# Soft mallets, D Bow, D# Superball.
- Articulation:** F1 (dropdown), options: F Open, F# Open, mute RS, G Secco, G# Harmonics, A Rolls ringing, A# Rolls muted, B Dynamic rolls, C Glissandos, C# Handle, D Pitch bend.
- Length:** A0 (w) (dropdown), options: A 1 second, B 3 seconds.
- Cresc. / dim.:** Dim.Ctrl/B (dropdown), options: Crescendo, Diminuendo.

A velocity knob is located in the bottom right corner, labeled "Velocity" with a value of 57.

Glissandos

Glissandos up and down, slow and fast - full range, low, medium, and high octaves.

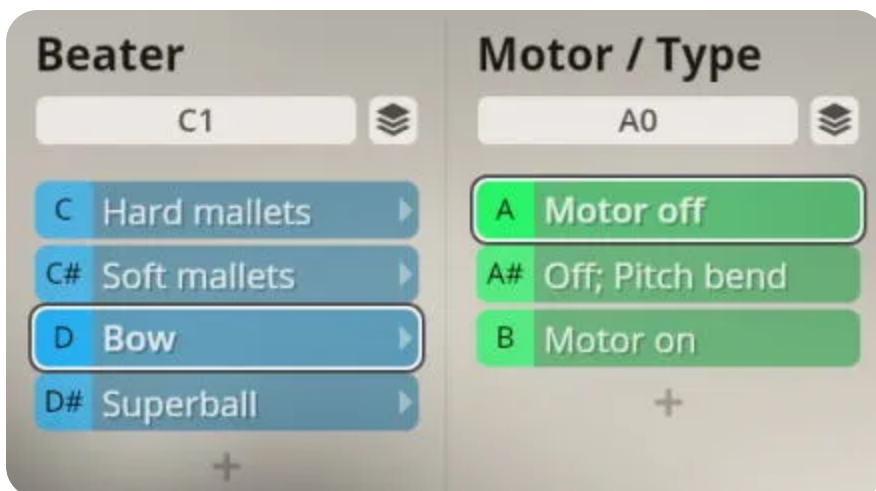
- Range: C3-G#4



Bow

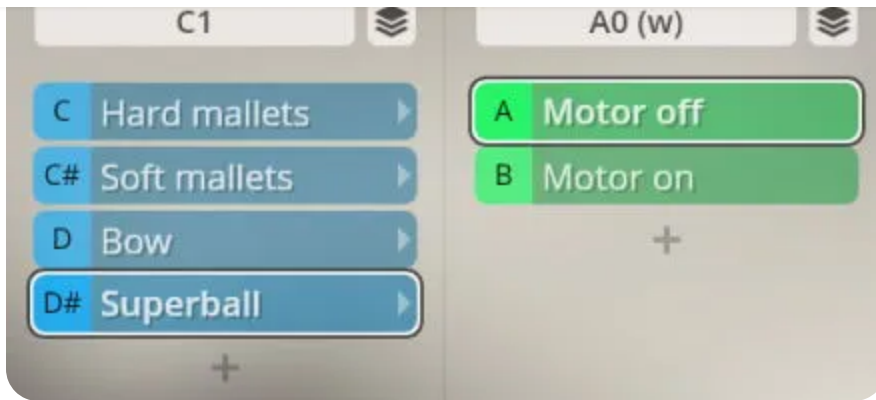
Articulations with and without motor, and pitch bend.

- Motor/type switches: A0-B0.



Superball

- Motor off/on: A0/B0.



05 Crotales - Bergerault



A set of crotales by Bergerault, played with metal and plastic beaters, and bowed. The bowed articulation has no further options.

The "88 keys" transposing option allows you to play the instrument on a regular keyboard, while "loco" goes up to C8.

- **88 keys/loco switches:** A0/B0.



Metal/plastic beater

Single strokes, static and dynamic rolls, and glissandos.

- Articulation switches: F1-G#1.

Single strokes

Use Dim.Ctrl/A (CC1, Modwheel) to change between open, open with mute RS, and muted variants.



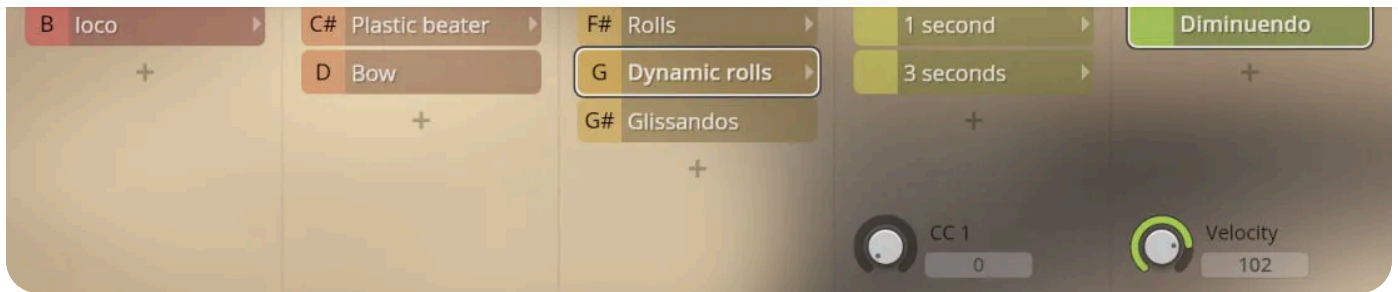
Rolls

Use Dim.Ctrl/A (CC1, Modwheel) to change between open and muted variants.



Dynamic rolls

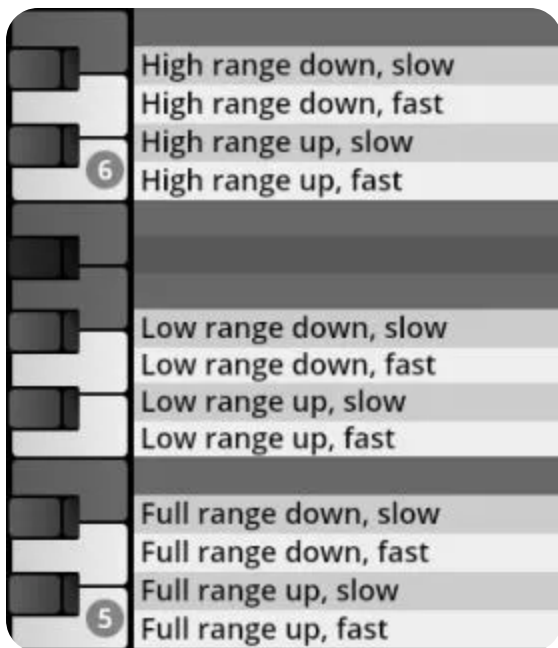
Use Dim.Ctrl/A (CC1, Modwheel) to change duration. The selection of crescendo/diminuendo is controlled by keystroke velocity (Dim.Ctrl/B).



Glissando

Glissandos up and down, slow and fast - full range, low and high range.

- Range
 - C5-D#6 (88 keys)
 - C6-C#7 (loco)



05 SY Bells

02 Plate bells



Plate bells ranging 5 octaves, played with hammer and metal beater, and bowed. Hammer offers ringing and stopped single notes as well as rolls with regular and short release. Metal beater has only ringing and stopped articulations, while bowed has no further options.



- Range: C2-C7

Beater	Articulation	Octave - Stack
C1	F1	None
C Hammer	F Ringing	Octave 2
C# Metal beater	F# Stopped	Octave 3
D Bow	G Rolls	Octave 4
	G# Rolls short rel.	Octave 5
		Octave 6

03 Temple bells





- Beater/bow switches: C1-E1.
- Open/secco: A0/B0.
- Range: A4-D5, A5-D6.

The screenshot shows a software interface with two main sections: "Beater" and "Open / secco".

Beater Section:

- Current selection: C1
- Options: C Soft beater, C# Hard beater, D Triangle beater, D# Soft b. (motion), E Bow

Open / secco Section:

- Current selection: A0 (w)
- Options: A Open, B Secco

Both sections have a plus sign (+) at the bottom, indicating more options are available.

SY Percussion



05 Thundersheets





- Size switches: C2/D2.
- Play range: C4-D#7.

Size

C2 (w) 

C Medium

D Large

+



Tremolo brush var. 1

Tremolo gong var. 4
Tremolo gong var. 3
Tremolo gong var. 2
Tremolo gong var. 1

Superball var. 4
Superball var. 3
Superball var. 2
6 Superball var. 1

Bowed var. 4
Bowed var. 3
Bowed var. 2
Bowed var. 1

Shake var. 4
Shake var. 3
Shake var. 2
5 Shake var. 1

Single hits brush
Single hits chain
Single hits gong
Single hits rubber
Single hits felt
Single hits sticks side
Single hits sticks
4 Single hits hand

Free performance 4
Free performance 3
Free performance 2
3 Free performance 1



A wind machine, clean and with additional rumble, with steady loops, crescendo and diminuendo variations, and free performances.

Use Dim.Ctrl/A (CC1, Modwheel) to crossfade clean and rumble sounds.

- Play range: C3-A#6.

Windmachine

Dim.Ctrl/A

Clean

Rumble

+

CC 1

0



Diminuendo strong 6s
Diminuendo light 6s
Diminuendo light 4s
Diminuendo strong 4s
Diminuendo light 2s

6

Rumble Crescendo strong 12s
Rumble Crescendo strong 8s
Rumble Crescendo light 8s
Rumble Crescendo strong 6s
Rumble Crescendo light 6s
Rumble Crescendo light 4s
Rumble Crescendo strong 4s
Rumble Crescendo light 2s

5

Steady loop slow ending var. 4
Steady loop slow ending var. 3
Steady loop slow ending var. 2
Steady loop slow ending var. 1

Steady loop quick mute var. 4
Steady loop quick mute var. 3
4 Steady loop quick mute var. 2
Steady loop quick mute var. 1

3

Free performance 4
Free performance 3
Free performance 2
Free performance 1

07 Rainmaker



A rainmaker with very slow, slow, and fast variations.

- Play range: C3-D#5.



Fast var. 1

Slow looped (stopped RS) var. 4

Slow looped (stopped RS) var. 3

Slow looped (stopped RS) var. 2

Slow looped (stopped RS) var. 1

Slow var. 4

Slow var. 3

Slow var. 2

4 Slow var. 1

Very slow var. 4

Very slow var. 3

Very slow var. 2

3 Very slow var. 1

08 Ratchets



Large, medium, and small ratchets with single strokes, and short and long slow and fast turns.

- **Size switches:** C2-D#2.
- **Play range:** C3-B5 all, C4-B4 single.



C All ratchets

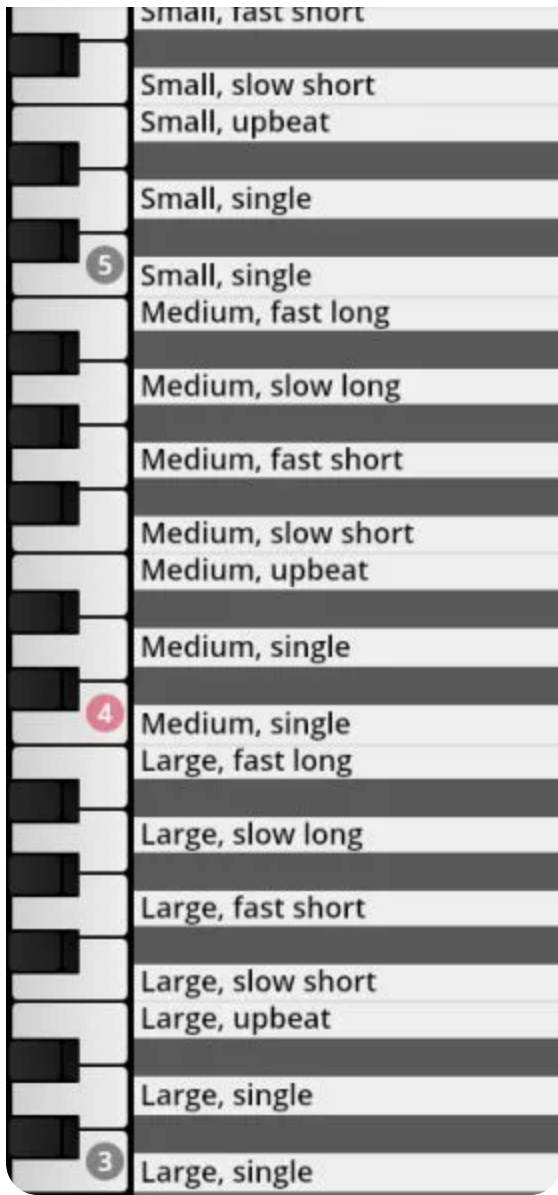
C# Large

D Medium

D# Small

+

All ratchets



Single



09 Vibraslaps



Large and small vibraslaps with stopped and open stroke variations.

- **Size switches:** C2-D2.
- **Play range**
 - C4-G#5 all
 - C4-G#4 single



C Both vibraslaps

C# Large

D Small

+

Both vibraslaps

Small, open var. 4

Small, open var. 3

Small, open var. 2

Small, open var. 1

Small, stopped var. 4

Small, stopped var. 3

Small, stopped var. 2

5 Small, stopped var. 1

Large, open var. 4

Large, open var. 3

Large, open var. 2

Large, open var. 1

Large, stopped var. 4

Large, stopped var. 3

Large, stopped var. 2

4 Large, stopped var. 1

Single



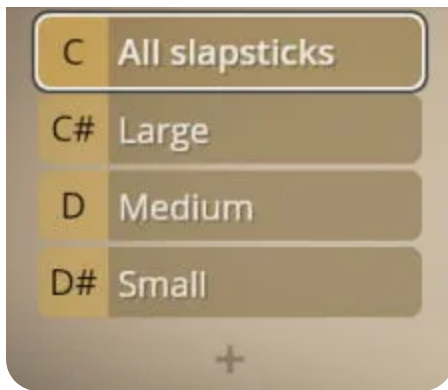
	Open var. 3
	Open var. 2
	Open var. 1
	Stopped var. 4
	Stopped var. 3
	Stopped var. 2
	Stopped var. 1

10 Slapsticks

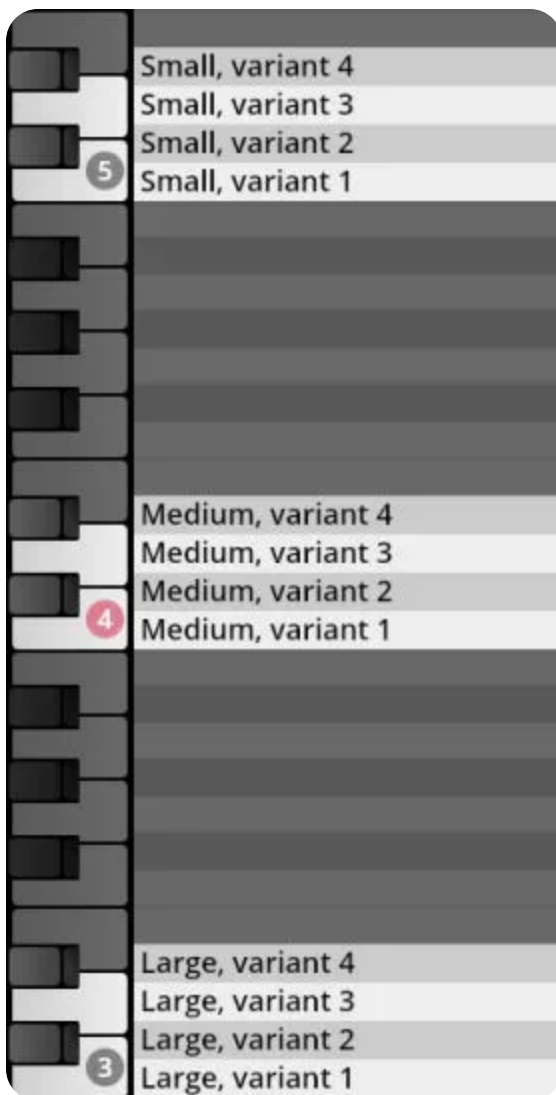


Slapsticks with single strokes, and short and long slow and fast turns.

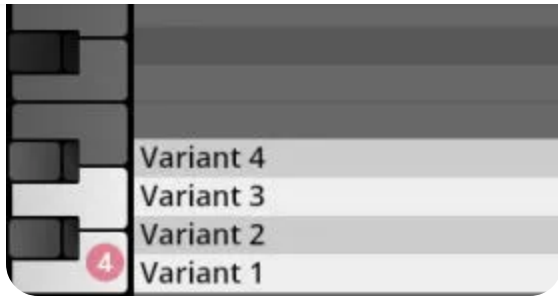
- **Size switches:** C2-D#2
- **Play range:** C3-D#5 all, C4-D#4 single



All slapsticks



Single



11 Lion's Roar



Lion's roar with short, medium, and long variations as well as stuttering and squeaky stuttering.

- Play range: C4-D#6



6 Squeaky stuttering var. 1

Stuttering var. 4

Stuttering var. 3

Stuttering var. 2

Stuttering var. 1

Long var. 4

Long var. 3

Long var. 2

5 Long var. 1

Medium var. 4

Medium var. 3

Medium var. 2

Medium var. 1

Short var. 4

Short var. 3

Short var. 2

4 Short var. 1


12 Waldteufel



Large and small waldteufels short, medium, and long tones, swirls, and medium and long glissandos.

- Size switches: C2/D2.
- Play range: C3-D#5.





Long glissando down var. 2
Long glissando down var. 1

Long glissando up var. 4
Long glissando up var. 3
Long glissando up var. 2
7 Long glissando up var. 1

Medium glissando down var. 4
Medium glissando down var. 3
Medium glissando down var. 2
Medium glissando down var. 1

Medium glissando up var. 4
Medium glissando up var. 3
6 Medium glissando up var. 2
Medium glissando up var. 1

Swirl var. 4
Swirl var. 3
Swirl var. 2
Swirl var. 1

Long straight var. 4
Long straight var. 3
5 Long straight var. 2
Long straight var. 1

Medium straight var. 4
Medium straight var. 3
Medium straight var. 2
Medium straight var. 1

Short var. 4
Short var. 3
4 Short var. 2
Short var. 1

Performance 4
Performance 3



13 Log drum



Log drums played with soft and hard mallets. Left and right hand single notes, and rolls with and without velocity crossfading option.

- Mallet switches: C1/D1.
- Play range: C3-F6.

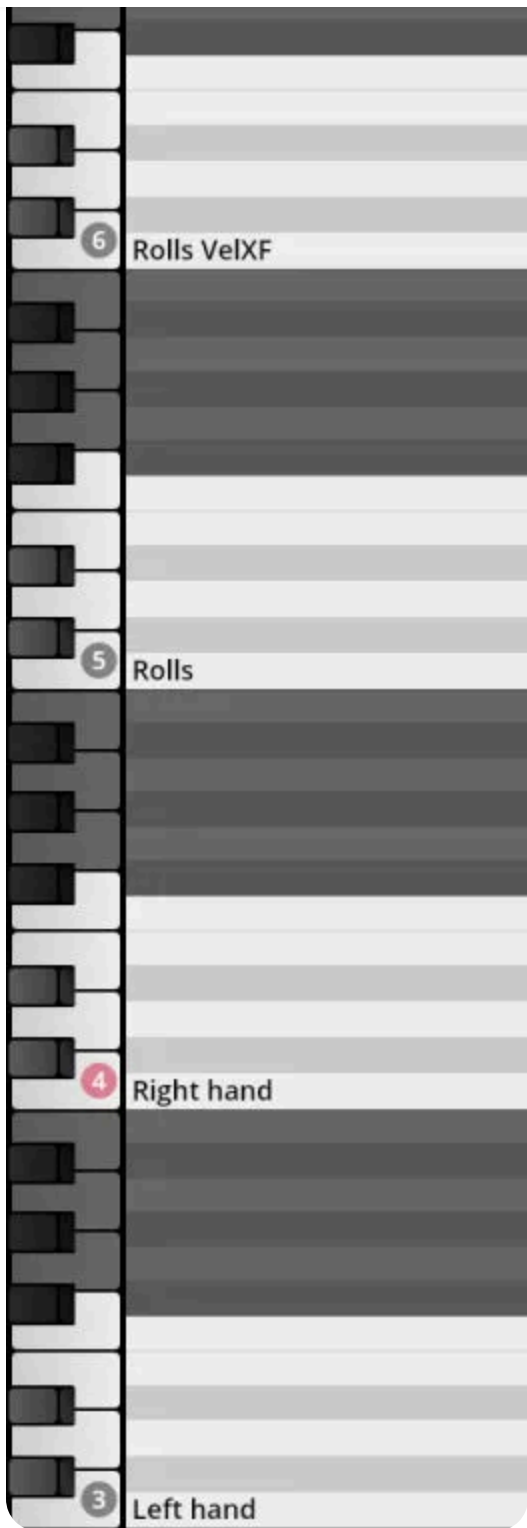
Beater

C1 (w) 

C Soft mallets

D Hard mallets

+



14 Anvils



Anvils with unpitched multi articulations, and chromatic strokes and rolls.

- Articulation switches: F1-G1.

Unpitched multi

- Play range: C4-G#7.

Articulation

F1

F Unpitched multi

F# Strokes chrom. ▶

G Rolls chromatic ▶

+



Very high open roll VelXF
High muted roll VelXF
High open roll VelXF

Medium muted roll VelXF
Medium open roll VelXF
Low muted roll VelXF
7 Low open roll VelXF

Very high muted roll
Very high open roll
High muted roll
High open roll

Medium muted roll
Medium open roll
Low muted roll
6 Low open roll

Very high muted
Very high open
Very high muted
Very high open

High muted
High open
High muted
5 High open

Medium muted
Medium open
Medium muted
Medium open

Low muted
Low open
Low muted
4 Low open

Strokes / rolls chromatic

Use Dim.Ctrl/A (CC1, Modwheel) to switch between open and muted articulations.



- C6-A#7 right hand
- Rolls mapping
 - C4-A#5 velocity selection
 - C6-A#7 velocity crossfading

The screenshot shows a software control panel with two main sections: **Articulation** and **Open / muted**.

Articulation section:

- Top: A button labeled "F1" with a menu icon.
- Below: Three buttons with labels and right-pointing arrows:
 - F Unpitched multi
 - F# Strokes chrom.
 - G Rolls chromatic
- Bottom: A plus sign (+).

Open / muted section:

- Top: A button labeled "Dim.Ctrl/A" with a menu icon.
- Below: Two buttons with labels and right-pointing arrows:
 - Open
 - Muted
- Bottom: A plus sign (+).

At the bottom of the panel, there is a circular knob and a slider labeled "CC 1" with the value "0".



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