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Introduction

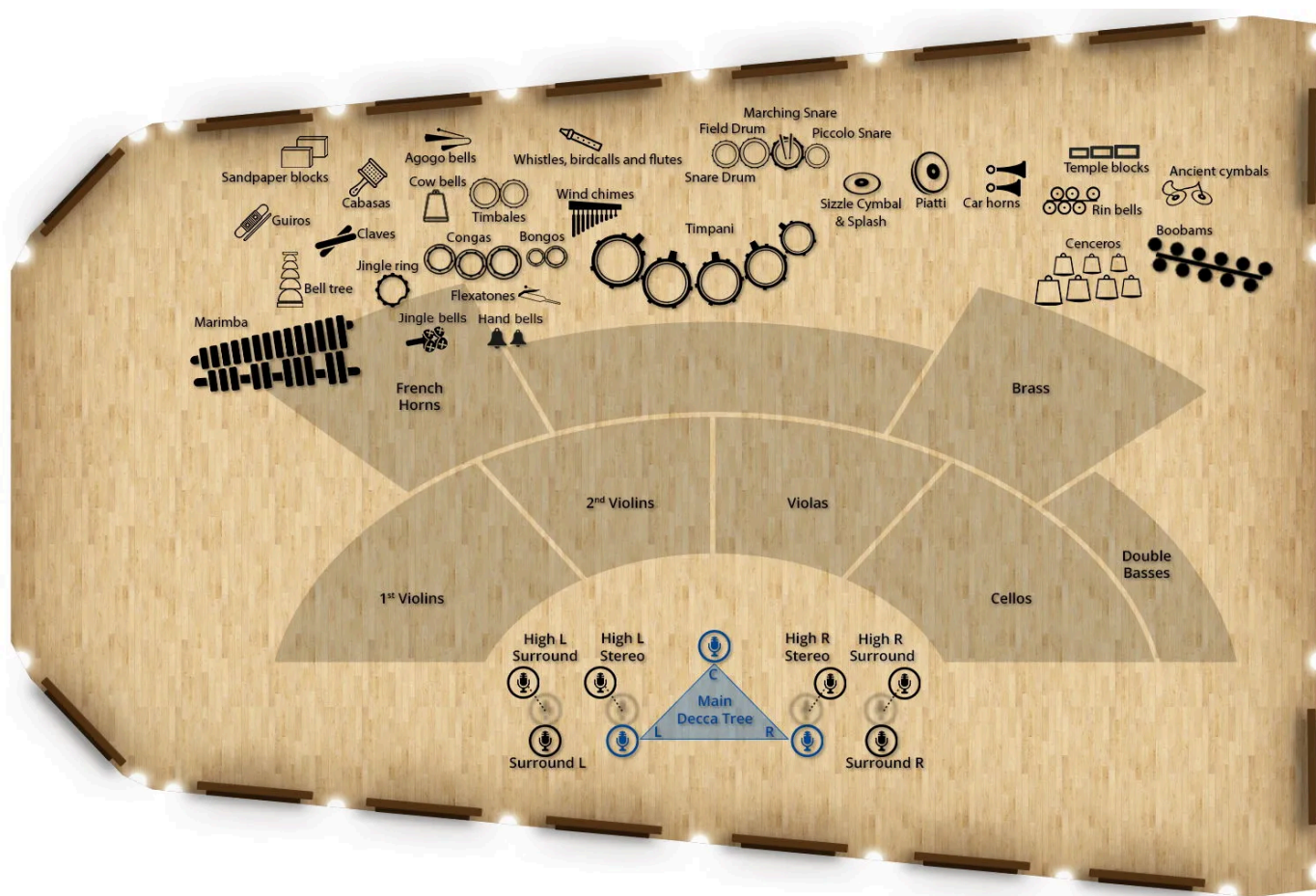
Welcome to the Vienna Symphonic Library's series of Synchron Instruments! The instruments were recorded at Stage A, the main hall of Vienna's revitalized Vienna Synchron Stage. The recordings were executed using an expansive, phase-controlled multi-microphone set-up, capturing string effects played in 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)



6. High Stereo (3D) - Stereo (L/R)
7. High Surround (3D) - 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 – Hard mallets

A set of five Adams Symphonic timpani of different sizes, played with hard 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 secco resp. muted (medium/soft mallets).



The screenshot shows a software interface with three main columns. The left column contains articulation options: 'F Single strokes', 'F# Static rolls', 'G Dynamic rolls', and 'G# Octaves', with a plus sign below. The middle column contains 'Ringing' and 'Muted', with a plus sign below. The right column contains a vertical scale with values '20"', '23"', '26"', '29"', and '32"', with a plus sign below. At the bottom center, there is a circular knob labeled 'CC 1' with a slider set to '0'.

Static rolls

- Play range: C2-C4

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

The screenshot shows a software interface with three main columns. The left column is titled 'Articulation' and has a dropdown menu set to 'F1'. Below it are articulation options: 'F Single strokes', 'F# Static rolls', 'G Dynamic rolls', and 'G# Octaves', with a plus sign below. The middle column is titled 'Velocity XF' and has a dropdown menu set to 'Dim.Ctrl/A'. Below it are options: 'Dyn. selection' and 'XFade', with a plus sign below. The right column is titled 'Timpani - Stack' and has a dropdown menu set to 'None'. Below it is a vertical scale with values '20"', '23"', '26"', '29"', and '32"', with a plus sign below. At the bottom center, there is a circular knob labeled 'CC 1' with a slider set to '0'.



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.

00 Timpani – Adams – All (SP I-III)

Owners of all three Synchron Percussion collections can use this Preset which combines the medium, soft, and hard mallet articulations.

- **Mallet keyswitches:** C1/C#1

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

04 Big Timpani



- Range: A#1-D3
- Mallet keyswitches: A0/B0



Included instruments:

- Left: Big Taiko (Original 36")
- Center: Timpani (Adams Philharmonic Light)
- Right: Bass drum (Kolberg "Dicke Bertha" 36")

02 SY Drums - Toms

01 Field drum – Aural, 01 Marching snare – Yamaha



A field drum by Aural and a Yamaha marching snare played with sticks, rods, and mallets.

- Snares on/off: Dim.Ctrl/A (MIDI CC1, modwheel)



Mapping sticks

- Play range: C3-A#6



7	Snares on
	Dim. rolls strong 8s
	Dim. rolls strong 6s
	Dim. rolls light 6s
	Dim. rolls strong 4s
	Dim. rolls light 4s
	Dim. rolls light 2s
	Dim. rolls strong 2s
	Dim. rolls light 1s
6	Roll VelXF
	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
	4 Upbeats
	3 Upbeats
	2 Upbeats
	1 Upbeat
	Shell
	Rimshot
	Press roll
	Rim
	Offcenter (normal)
	Rim
4	Offcenter (normal)
	Side
	Center
	Side
	Center
	4 Upbeats rim
	3 Upbeats rim
	2 Upbeats rim
	1 Upbeat rim
3	Stick on stick



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7 Snares on

6

5

4 Upbeats
3 Upbeats
2 Upbeats
1 Upbeat
Shell

Rim
Offcenter (normal)
Rim
4 Offcenter (normal)
Side
Center
Side
Center

4 Upbeats rim
3 Upbeats rim
2 Upbeats rim
1 Upbeat rim

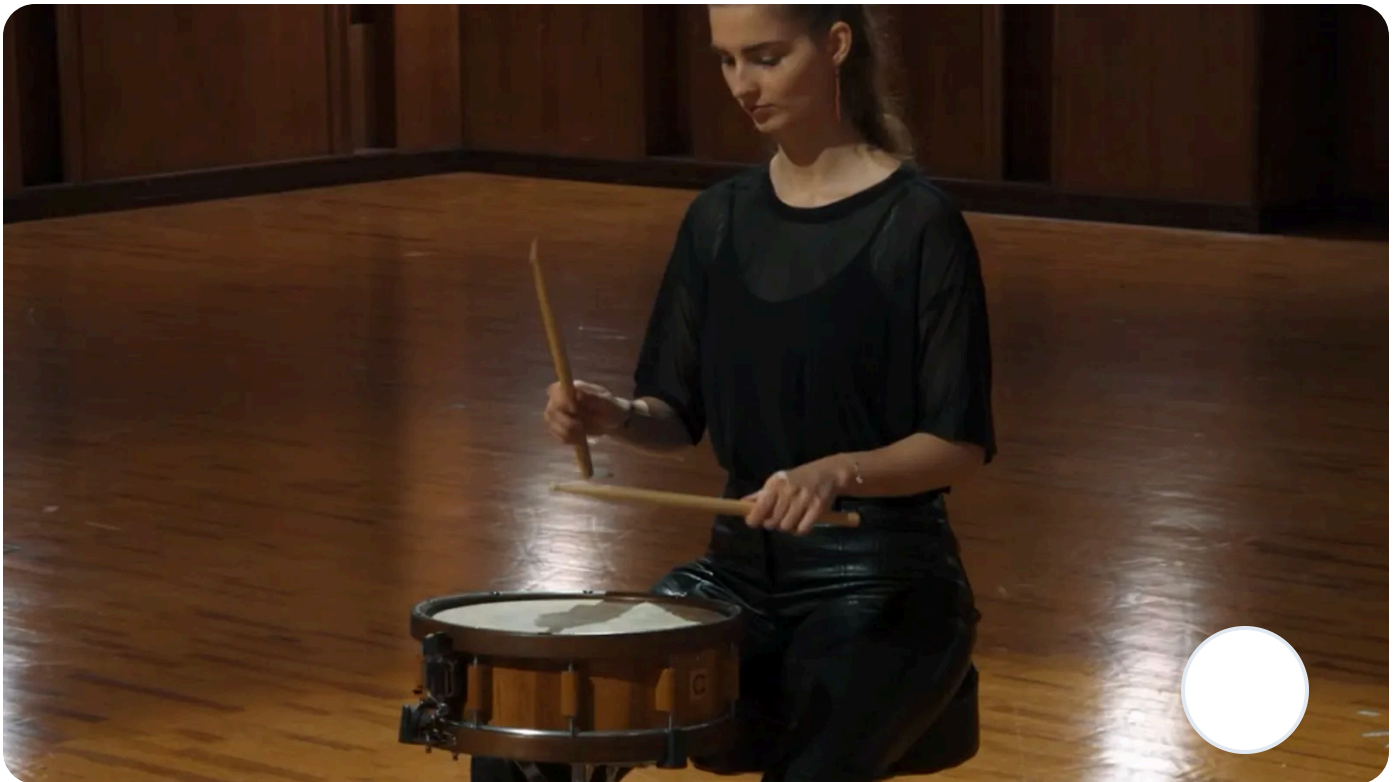
3



A MIDI piano roll for a snare drum. The vertical axis represents pitch, and the horizontal axis represents time. The notes are as follows:

- Two notes at the top: "Snares off" (white) and "Snares on" (white). The "Snares on" note has a circled "7" next to it.
- A series of notes in the middle range, with a circled "6" next to one of them.
- A series of notes in the lower range, with a circled "5" next to one of them.
- At the bottom, two notes: "Rim Normal" (white) and "Rim Normal" (white). The second "Rim Normal" note has a circled "4" next to it.

01 Piccolo snare – Kolberg, 01 Snare drum – Aural Nut



A piccolo snare drum by Kolberg played with sticks, rods, brushes, and mallets.

Use Dim.Ctrl/A (CC1) to play with or without snare.

- Snares on/off keyswitch option: C7/D7



Mapping sticks

- Play range: C3-A#6



7	Snares on
	Dim. rolls strong 8s
	Dim. rolls strong 6s
	Dim. rolls light 6s
	Dim. rolls strong 4s
	Dim. rolls light 4s
	Dim. rolls light 2s
	Dim. rolls strong 2s
	Dim. rolls light 1s
6	Roll VelXF
	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
	4 Upbeats
	3 Upbeats
	2 Upbeats
	1 Upbeat
	Shell
	Rimshot
	Press roll
	Rim
	Offcenter (normal)
	Rim
4	Offcenter (normal)
	Side
	Center
	Side
	Center
	4 Upbeats rim
	3 Upbeats rim
	2 Upbeats rim
	1 Upbeat rim
3	Stick on stick



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7 Snares on

6

5

4 Upbeats
3 Upbeats
2 Upbeats
1 Upbeat
Shell

Rim
Offcenter (normal)
Rim
4 Offcenter (normal)
Side
Center
Side
Center

4 Upbeats rim
3 Upbeats rim
2 Upbeats rim
1 Upbeat rim

3



Page 1 of 1



7 Snares on

6 Circle VelXF

Swish 1,2s

Swish 0,8s

Swish 0,4s

Swish 0,2s

5 Circle

4 Upbeats

3 Upbeats

2 Upbeats

1 Upbeat

Shell

Muted strokes

Rim

Offcenter (normal)

Rim

4 Offcenter (normal)

Side

Center

Side

Center

4 Upbeats rim

3 Upbeats rim

2 Upbeats rim

1 Upbeat rim

3



A MIDI piano roll for a drum set track. The vertical axis represents pitch, with notes grouped into four sections marked with circled numbers 4, 5, 6, and 7. Section 4 (bottom) contains notes for 'Rim' and 'Normal' in a 2x2 grid. Section 5 contains notes for 'Rim' and 'Normal'. Section 6 contains notes for 'Rim' and 'Normal'. Section 7 (top) contains notes for 'Snares off' and 'Snares on'. The piano roll shows a sequence of notes across time, with some notes being beamed together.

06 Boobams



Boobams played with sticks and mallets. Regular, rim strokes (sticks), coperto (mallets), rolls, and press rolls.

- Play range regular, rim: C3–F6 (C3–F4 left hand, C5–F6 right hand)
- Play range rolls, press rolls: C3–F4
- Beater keys: C1–D1

The screenshot shows a software interface with two main sections: **Beater** and **Articulation**.
Under **Beater**, there is a dropdown menu currently set to **C1 (w)**. Below it are two options: **C Sticks** (selected) and **D Mallets**. A plus sign is visible below these options.
Under **Articulation**, there is a dropdown menu currently set to **F1**. Below it are four options: **F Regular** (selected), **F# Rim**, **G Rolls**, and **G# Press rolls**. A plus sign is visible below these options.



Played with hard and soft beaters. Snare ensemble: sticks and hot rods.

- **Beater switches:** C3/D3
- **Play range:** C4–G6



Mapping

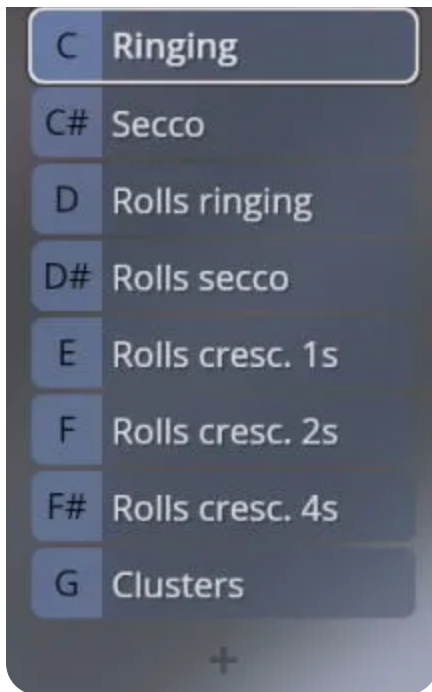


Roll no RS - no Xfade
Roll secco RS - no Xfade
Roll ringing RS - no Xfade
Roll no RS
Roll secco RS
Roll ringing RS
Roll cres 4s
Roll cres 2s
Roll cres 1s
4 Upbeats
3 Upbeats
2 Upbeats
1 Upbeat
Loose secco 2
Loose ringing 2
Loose secco 1
Loose ringing 1
Tight secco 2
Tight ringing 2
Tight secco 1
Tight ringing 1

16 Drums and Pianos

Drums reinforced by three grand pianos. Single hits ringing and secco, rolls ringing and secco, rolls crescendo 1/2/4 sec, and clusters.

- Play range: A#1-D4

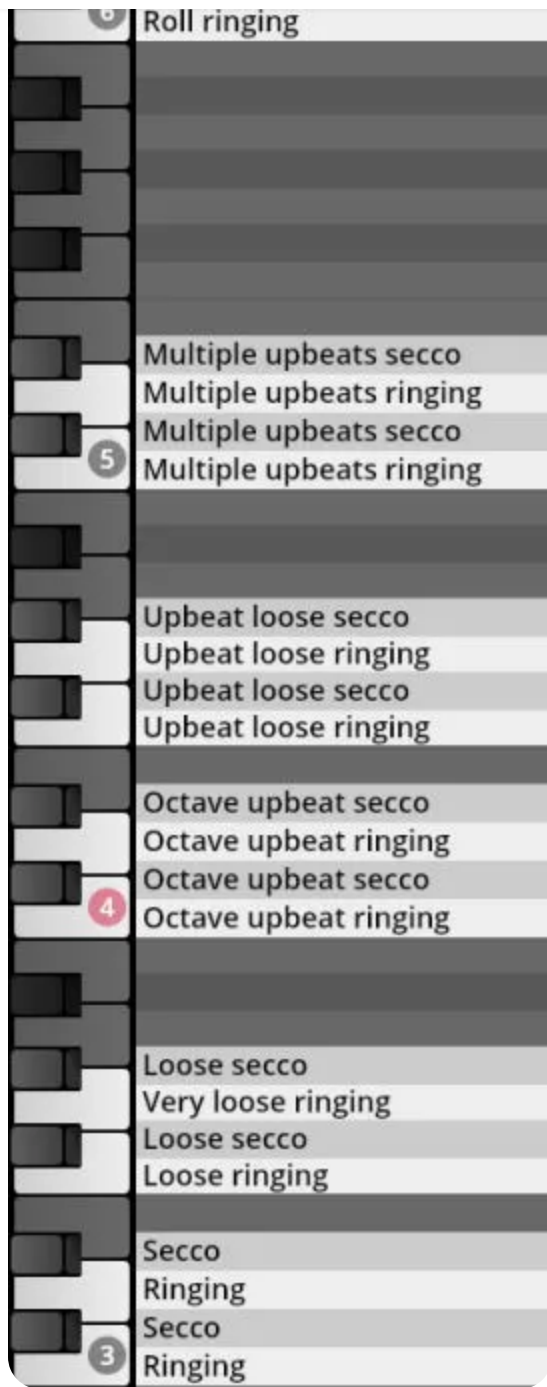


Included instruments:

- Left 1: Grand Piano 1 (Bösendorfer Imperial)
- Left 2: Big Taiko (Original 36")
- Center 1: Grand Piano 2 (Steinway D-274)
- Center 2: Timpani (Adams Philharmonic Light)
- Right 1: Grand Piano 3 (Yamaha CFX)
- Right 2: Bass drum (Kolberg "Dicke Bertha" 36")

Mapping clusters

- Play range: C3–D#6



21 Drum Riffs

The drum riffs in this subfolder were first published in our Big Bang Orchestra series. It is a collection of rhythmical riffs played by main, low, and high sections, and available at tempos of 120, 130, and 140 BPM. If you want to go easy on your RAM, there are also separate Presets for each tempo. Moreover, you also get "Timestretch" variants that allow you to adapt the playing



Main Riffs as well as Low Riffs are played on the ensemble's low instruments, while High Riffs consequently employ the higher instruments. With the latter, you can also select whether they should be played with sticks or with brushes.

- **Keyswitches:**
 - Tempo "all" Presets: C1–E1 (white keys only)
 - Riffs #1–8, all: D2–A#2
 - Sub variants 1a–1c (Main Riff 1 only): G1–A1
 - High Riffs Sticks/Brushes: A0/B0
- **Range:** C4: loop with cut release (the loop stops immediately when you release the key); C#4: loop with note release (plays a final accented note); D4: single note release
- **Range "Riff-all" variants:**
 - Main riff: C3–G7
 - Low/high riff: C4–G7



C 120 bpm	D Main Riff 1	G Main Riff 1a
D 130 bpm	D# Main Riff 2	G# Main Riff 1b
E 140 bpm	E Main Riff 3	A Main Riff 1c
+	F Main Riff 4	+
	F# Main Riff 5	
	G Main Riff 6	
	G# Main Riff 7	
	A Main Riff 8	
	A# Main Riff-all	
	+	

Tempo	Low variant
C1 (w)	D2
C 120 bpm	D Low Riff 1
D 130 bpm	D# Low Riff 2
E 140 bpm	E Low Riff 3
+	F Low Riff 4
	F# Low Riff 5
	G Low Riff 6
	G# Low Riff 7
	A Low Riff 8
	A# Low Riff-all
	+



C 120 bpm	A Sticks	D High Riff 1
D 130 bpm	B Brushes	D# High Riff 2
E 140 bpm		E High Riff 3
		F High Riff 4
		F# High Riff 5
		G High Riff 6
		G# High Riff 7
		A High Riff 8
		A# High Riff-all

Mapping

The variant "Main Riff-all" has the additional variations of Riff 1 mapped from C3 to G3, Low and High start at C4.



Release 8 (Single hit)
Loop 8 with note release
Loop 8 with cut release

Release 7 (Single hit)
Loop 7 with note release
Loop 7 with cut release

Release 6 (Single hit)
Loop 6 with note release
Loop 6 with cut release

Release 5 (Single hit)
Loop 5 with note release
Loop 5 with cut release

Release 4 (Single hit)
Loop 4 with note release
Loop 4 with cut release

Release 3 (Single hit)
Loop 3 with note release
Loop 3 with cut release

Release 2 (Single hit)
Loop 2 with note release
Loop 2 with cut release

Release 1c (Single hit)
Loop 1c with note release
Loop 1c with cut release

Release 1b (Single hit)



	Release 1a (Single hit)
	Loop 1a with note release
3	Loop 1a with cut release

03 SY Cymbals - Gongs

01 Piatti – All (SP I-III), 01 Piatti – Sabian 20"

Synchron Percussion III adds Sabian 20" piatti to the collection, and therefore also offers an extra Preset that combines the three piatti models.

- Play range: C4-C#5

Piatti

C2

- C Zildjian 20" +
- C# Meinl Heavy 22"
- D Sabian 20"

+

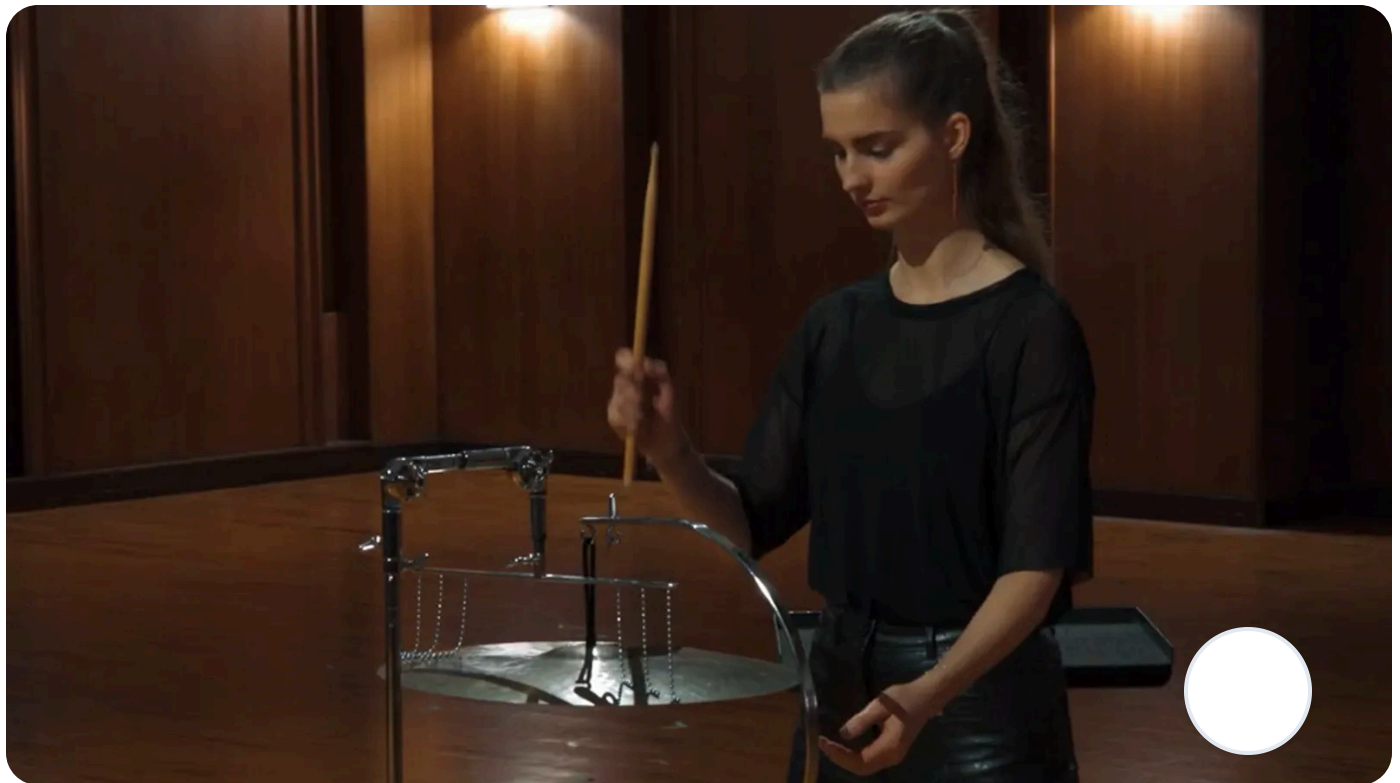
Mapping

The Sabian piatti have additional loose strokes mapped to E4.



	Drag (long release)
	Scratch
	Strokes sizzle
	Strokes with RS
	Strokes loose
	Muted strokes
	Strokes
	Muted strokes
	Strokes

02 Sizzle cymbal – Zildjian 18", 02 Splash cymbals - Zildjian





Zildjian 18" sizzle cymbal, 8" and 12" splash cymbals played with sticks, mallets (splash cymbals: hard and soft), rods, brushes, and bowed.

Beater

C1

- C Sticks
- C# Mallets
- D Mallets
- D# Rods
- E Brushes
- F Bow

+



The screenshot shows a software interface with two columns of instrument options. The left column has a brown background and contains two items: 'D# Zildjian 12"' and 'E Zildjian 8"', each with a right-pointing arrow. Below these is a plus sign. The right column has a greenish-brown background and contains six items: 'C Sticks', 'C# Hard mallets', 'D Soft mallets', 'D# Rods', 'E Brushes', and 'F Bow', each with a right-pointing arrow. Below these is a plus sign.

Mapping sticks

- Play range: F3-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
6 Roll Edge (long RS) Vel XF
Roll Top (long RS) Vel XF
Roll Edge (short RS) Vel XF
Cresc. Rolls strong 8s
Roll Top (short RS) Vel XF
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 Edge (long RS)
Roll Top (long RS)
Roll Edge (short RS)
Roll Top (short RS)
Edge shaft
Edge with RS
Top with RS
Edge
Top
4 Edge
Top
Bell Shaft
Bell Tip
Bell Shaft
Bell Tip

Mapping mallets

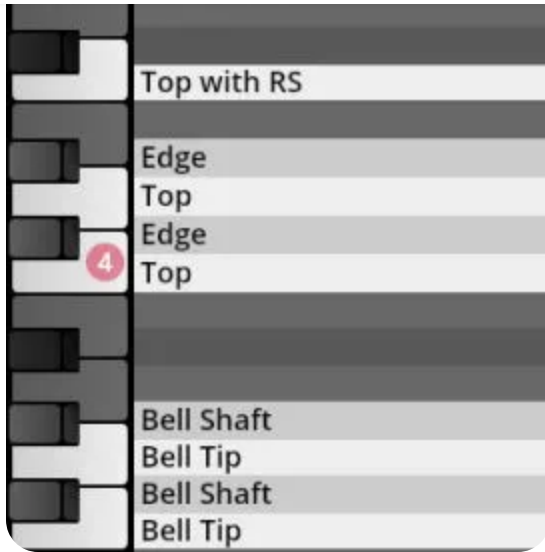
- Play range: F3-A#6



Dim. Rolls light 6s
Dim. Rolls strong 4s
Dim. Rolls light 4s
Dim. Rolls light 2s
Dim. Rolls strong 2s
Dim. Rolls light 1s
6 Roll Top Vel XF
Cresc. Rolls strong 8s
Roll Top (short RS) Vel XF
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 Top
Roll Top (short RS)
Top with RS
Top
4 Top
Bell
Bell

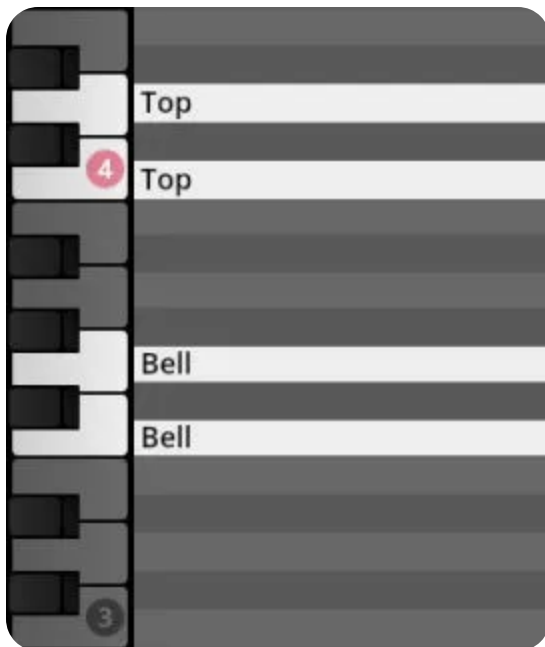
Mapping rods

- Play range: F3-G#4



Mapping brushes

- Play range: F3–D4



Mapping bow

- Play range: C4–G6 (white keys only)



Bow forte 4
Bow forte 3
Bow forte 2
Bow forte 1
Bow mezzopiano 4
Bow mezzopiano 3
Bow mezzopiano 2
Bow mezzopiano 1
Bow piano 4
Bow piano 3
Bow piano 2
Bow piano 1

02 Suspended Cymbals - All (SP I-III)

This Preset combines all the suspended cymbals of Synchron Percussion I and III.



05 Ancient cymbals



High and low ancient cymbals.

- **Range:** combined C4–F7; individual C4–F5



C	Combined
C#	High
D	Low
+	

Mapping



Single clash muted with RS

Single clash open

Single clash muted

7 Single clash open

Bow

Scratch

Slide

Single hit muted with RS

Single hit open

Single hit muted

6 Single hit open

Single clash muted with RS

Single clash open

Single clash muted

5 Single clash open

Bow

Scratch

Slide

Single hit muted with RS

Single hit open

Single hit muted

4 Single hit open

11 Suspended Cymbals ensemble



- Range: C4-G6
- Hard/soft beaters: C3/D3



Mapping



Roll no RS - no Xfade
Roll secco RS - no Xfade
Roll ringing RS - no Xfade
Roll no RS
Roll secco RS
Roll ringing RS
Roll cres 4s
Roll cres 2s
Roll cres 1s
4 Upbeats
3 Upbeats
2 Upbeats
1 Upbeat
Loose secco 2
Loose ringing 2
Loose secco 1
Loose ringing 1
Tight secco 2
Tight ringing 2
Tight secco 1
Tight ringing 1

12 Super Crashes ensemble

A piatti ensemble with tight and loose hits, 1 and 2 upbeats, and sizzles.

- Range: C4-G6
- Hard/soft beaters: C3/D3



Super Crashes



Mapping

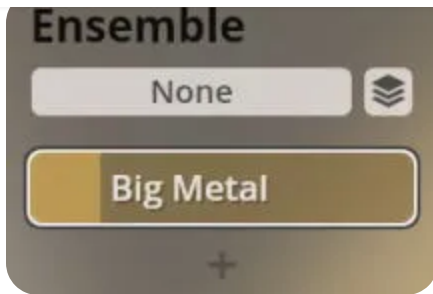
A piano keyboard diagram showing the mapping for Super Crashes. The keyboard is divided into three sections, each with a circled number (6, 5, and 4) indicating the finger used for the first note. The notes are as follows:

- Section 6 (Finger 6): Sizzle secco 2, Sizzle Ringing 2, Sizzle secco 1, Sizzle Ringing 1
- Section 5 (Finger 5): 2 Upbeats, 1 Upbeat
- Section 4 (Finger 4): Loose secco 2, Loose ringing 2, Loose secco 1, Loose ringing 1, Tight secco 2, Tight ringing 2, Tight secco 1, Tight ringing 1

13 Big Metal ensemble, 14 Small Metal ensemble

Big and small metal ensembles with tight and loose beats, 1-4 upbeats, normal and crescendo rolls.

- Range: C4-G6



Mapping

Roll no RS - no Xfade
Roll secco RS - no Xfade
Roll ringing RS - no Xfade

Roll no RS
Roll secco RS
Roll ringing RS
Roll cres 4s

Roll cres 2s

Roll cres 1s

4 Upbeats
3 Upbeats

2 Upbeats

1 Upbeat

Loose secco 2
Loose ringing 2
Loose secco 1
Loose ringing 1

Tight secco 2
Tight ringing 2
Tight secco 1
Tight ringing 1



- Range: C4-G6
- Ringing/secco: C1/C#1

Articulation

C1 

C Ringing

C# Secco

+

04 SY Mallets

06 Marimba - Adams





- **Beater switches:** C1-E1
- **Play range:** C2-C7

Hard / soft mallets

Open, muted, handle hits, harmonics, rolls normal and dynamics (crescendo and diminuendo 1/3 sec.), and glissandos.

- **Articulation switches:** F1-B1



Dynamic rolls

Dynamic rolls, 1/3 seconds.

- **Cres/dim switches:** A0/B0
- **Duration switch:** Dim.Ctrl/A, MIDI CC1 (modwheel)



Glissandos

Glissandos up and down, slow and fast – full range, and octaves 2–6.

- Range: C3–G#4

Mapping



Octave 6 up, fast

Octave 5 down, slow
Octave 5 down, fast
Octave 5 up, slow
Octave 5 up, fast

Octave 4 down, slow
Octave 4 down, fast
Octave 4 up, slow
Octave 4 up, fast

Octave 3 down, slow
Octave 3 down, fast
Octave 3 up, slow
Octave 3 up, fast

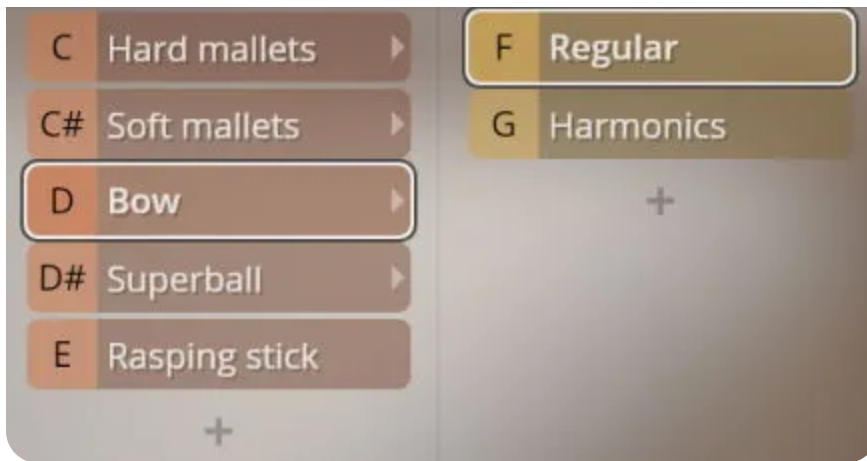
Octave 2 down, slow
Octave 2 down, fast
Octave 2 up, slow
Octave 2 up, fast

Full range down, slow
Full range down, fast
Full range up, slow
Full range up, fast

Bow

Bowed normal tones and harmonics.

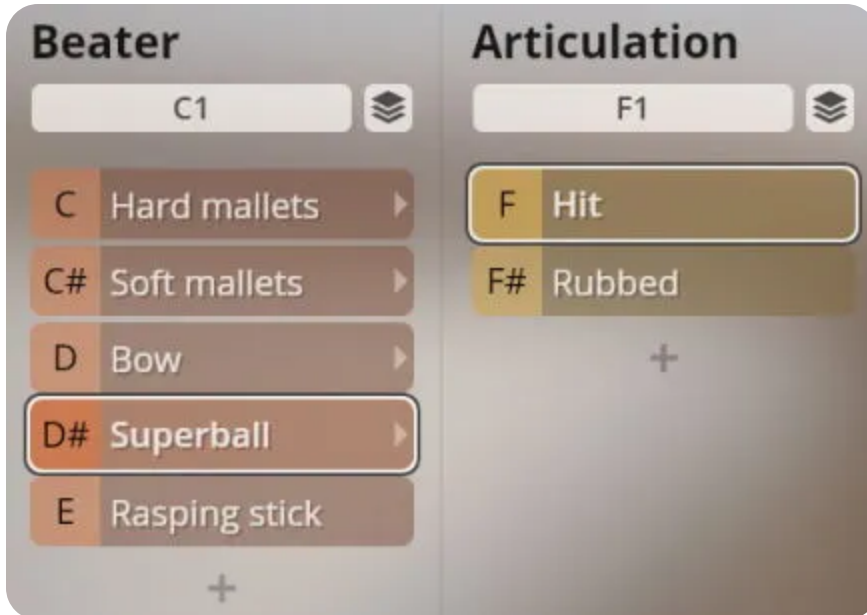
- Range: normal C2–C7, harmonics C2–E4
- Normal/harmonics: F1/G1



Superball

Hit and rubbed tones.

- Hit/rubbed: F1/F#1



07 Temple blocks (tuned) - Kolberg



A set of Kolberg temple blocks played with hard and soft beaters.

- **Beater switches:** C1-C#1
- **Play ranges:**
 - single strokes C3-C4 left hand, C5-C6 right hand;
 - rolls C3-C4 variant 1, C5-C6 variant 2;
 - dynamic rolls C3-C4 crescendo, C5-C6 diminuendo;
 - upbeats C5-C6.



C Hard beater
C# Soft beater
+

F Single strokes
F# Rolls
G Dynamic rolls
G# 1 upbeat
A 2 upbeats
A# 3 upbeats
B 4 upbeats
+

Dynamic rolls

Dynamic rolls, 1/2/4 seconds.

- Play range: C3–C4 crescendo, C5–C6 diminuendo
- Duration switches: C2–D2

Beater
C1
C Hard beater
C# Soft beater
+

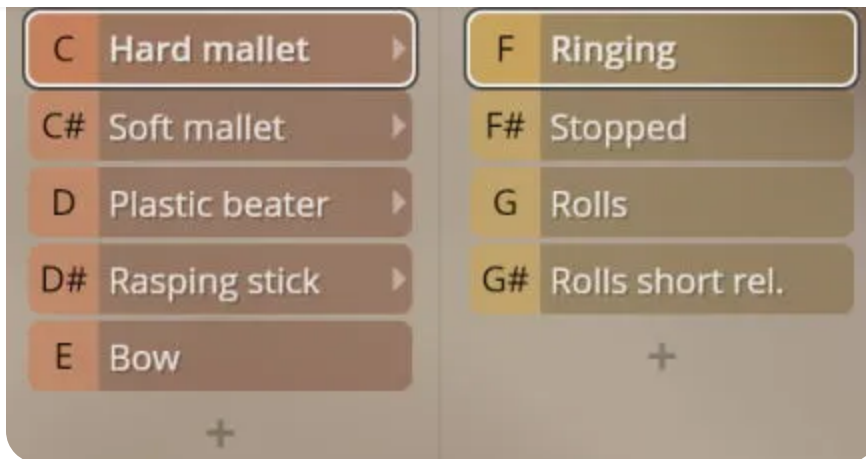
Articulation
F1
F Single strokes
F# Rolls
G Dynamic rolls
G# 1 upbeat
A 2 upbeats
A# 3 upbeats
B 4 upbeats
+

Duration
C2
C 1 second
C# 2 seconds
D 4 seconds
+



Cencerros or cowbells, played with hard and soft mallets, plastic beater, rasping stick, and bowed. Ringing and stopped tones, rolls (mallets only) with normal and short release. Rasping stick: fast and slow. Bow: single notes.

- **Beater/bow switches:** C1-E1
- **Range:** F3-F6

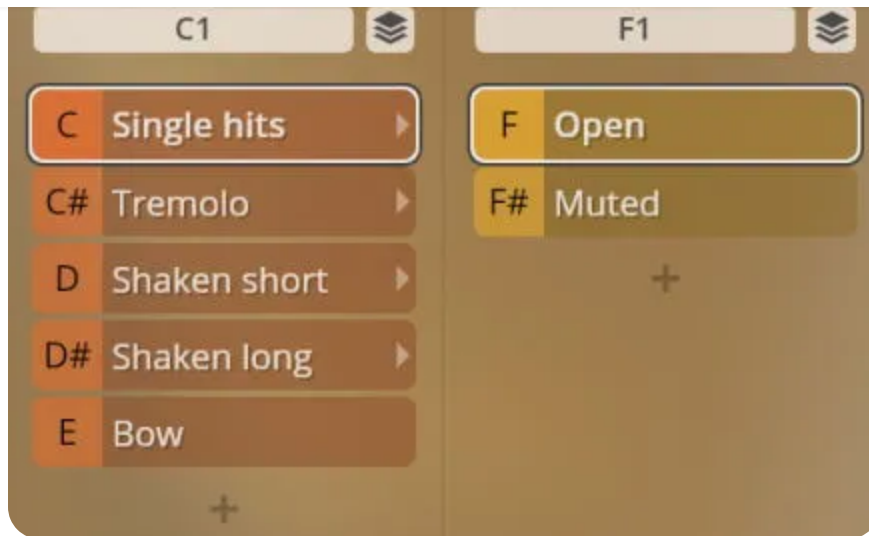


05 Hand bells



Hand bells – single hits open and muted, tremolo, short and long shakes.

- **Beater/bow switches:** C1-E1
- **Variant switches:** F1/F#1, single hits: open/muted; tremolo and shakes: long/short release
- **Range:** F5-F7



06 Rin bells



Rin bells – single hits open and muted, rolls static and dynamics 1/2/4 sec., bowed.

- **Beater/bow switches:** C1–D#1
- **Variant switches:** F1/F#1, single hits: open/muted; static rolls and bow: long/short release



The screenshot shows two panels. The left panel, titled 'Articulation', has a dropdown menu set to 'C1' and a list of options: 'C Single hits', 'C# Static rolls', 'D Dynamic rolls', and 'D# Bow'. The right panel, titled 'Open / muted', has a dropdown menu set to 'F1' and a list of options: 'F Open' and 'F# Muted'. Both panels have a plus sign at the bottom.

Dynamic rolls

Dynamic rolls, 1/2/4 seconds.

- Duration switches: F1-G1
- Cres/dim switch: A0/B0

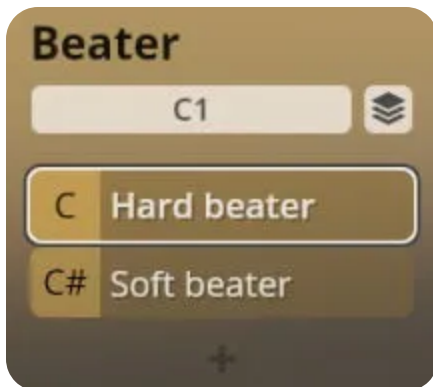
The screenshot shows three panels. The left panel, 'Articulation', is identical to the previous one but with 'D Dynamic rolls' selected. The middle panel, 'Duration', has a dropdown set to 'F1' and options: 'F 1 second', 'F# 2 seconds', and 'G 4 seconds'. The right panel, 'Cresc. / dim.', has a dropdown set to 'A0 (w)' and options: 'A Crescendo' and 'B Diminuendo'. All panels have a plus sign at the bottom.

07 Bell tree

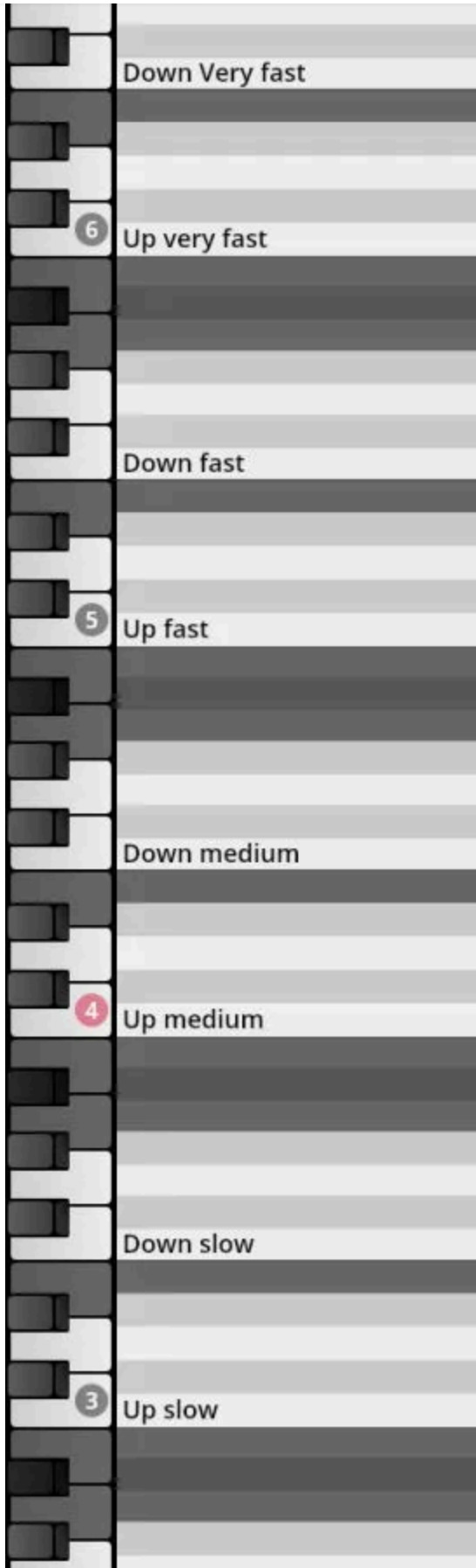


A bell tree played with hard and soft beaters. Up and down strokes, very slow with 2 sticks, slow, medium, fast, and very fast.

- Beater switches: C1/C#1
- Range: C2-G#6



Mapping





2 Up very slow 2 sticks

08 Jingle bells



Sleigh bells and mixed jingles. Single shakes and rolls.

- Range: C4-F5

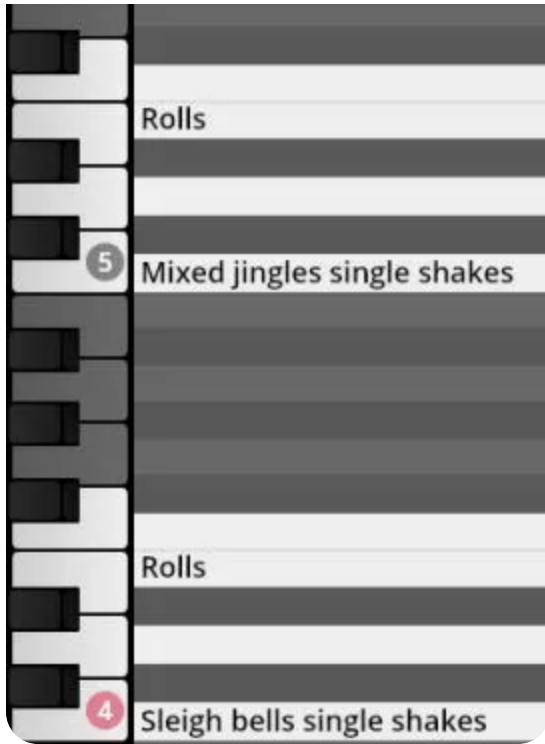
Jingle bells

None

Jingle bells

+

Mapping



11 Low bells and pianos

Plate and tubular bells, burma gongs, and three grand pianos. Single hits and rolls, ringing and secco.

- Articulation switches: C1-D#1
- Range: A#1-D4



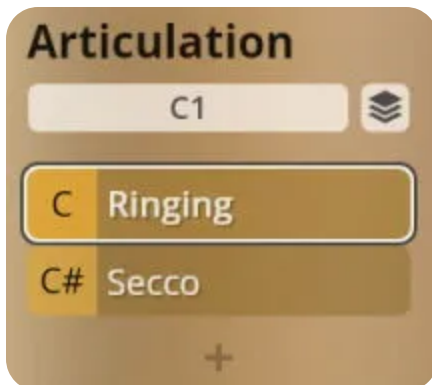


- Left 2: Low Plate Bells (Kolberg, C2–B4)
- Center 1: Grand Piano 2 (Steinway D-274)
- Center 2: Tubular Bells (Bergerault C25, F4–F6)
- Right 1: Grand Piano 3 (Yamaha CFX)
- Right 2: Burma Gongs

12 High bells ensemble

High plate and tubular bells, vibraphone. Single notes ringing and secco.

- **Articulation switches:** C1–C#1
- **Range:** C4–D7



Included instruments:

- Left: High Plate bells (Kolberg, C4–D7)
- Center: Tubular bells (Bergerault C25, F4–F6)
- Right: Vibraphone (Musser M55)

06 SY Percussion

15 Flexatones



Large and small flexatones. Single hits, steady open and muted, fifth and octave glissandos up and down 1/2/4 sec., performances.

- **Flexatone switches:** C1-D1
- **Articulation switches:** F1-A1
- **Steady open/muted:** Dim.Ctrl/A (CC1, modwheel)



The screenshot shows a software interface with three main columns of controls. The left column has three red buttons labeled 'C Merged', 'C# Large', and 'D Small', each with a right-pointing arrow and a plus sign below. The middle column has five purple buttons labeled 'F Single hit', 'F# Steady', 'G Fifth glissandos', 'G# Octave gliss.', and 'A Performances', each with a right-pointing arrow and a plus sign below. The right column has two blue buttons labeled 'Open' and 'Muted', a plus sign, and a control for 'CC 1' with a knob and a slider set to '0'.

Fifth glissandos

- Ranges:
 - Large F3-F4
 - Small A#4-A#5



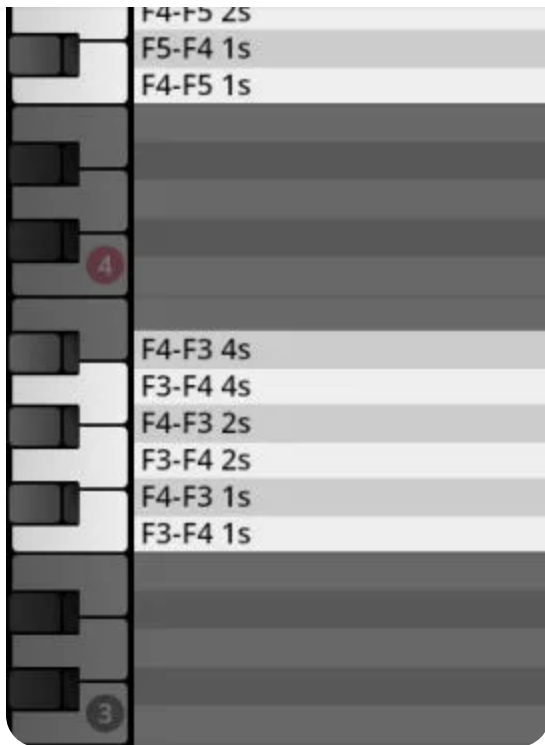
A piano keyboard diagram illustrating octave glissandos. The diagram shows a section of the keyboard with various chords and their fingerings. The chords are labeled as follows:

- F5-C6 2s
- C6-F5 1s
- F5-C6 1s
- F5-A#4 4s
- A#4-F5 4s
- F5-A#4 2s
- A#4-F5 2s (with a circled '5' next to the key)
- A#4-F5 1s
- F5-A#4 1s
- G4-C4 4s
- C4-G4 4s
- G4-C4 2s
- C4-G4 2s
- G4-C4 1s
- C4-G4 1s (with a circled '4' next to the key)
- C4-F3 4s
- F3-C4 4s
- C4-F3 2s
- F3-C4 2s
- C4-F3 1s
- F3-C4 1s

At the bottom left of the keyboard, there is a circled '3' next to a key.

Octave glissandos

- Ranges:
 - Large F3-A#3
 - Small F4-A#4



Performances

- Ranges (white keys only):
 - Large E3-E4
 - Small G4-G5

Fifth glissandos, large

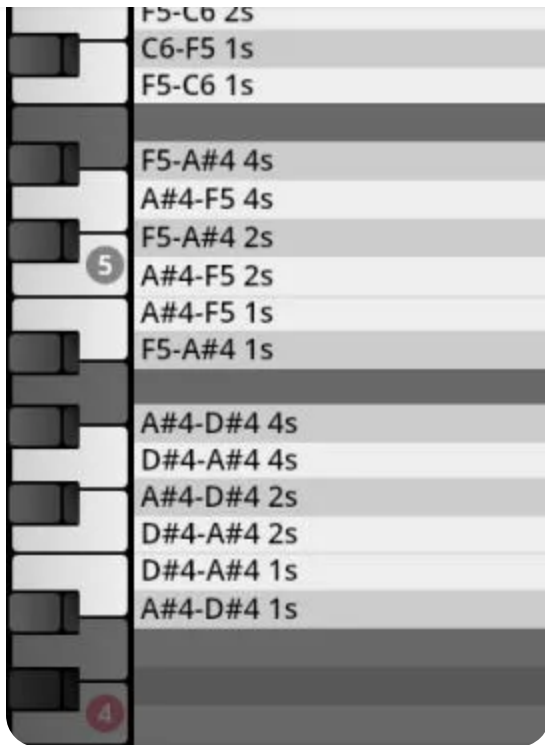
- Range: F3-C5



	D5-G4 4s
	G4-D5 4s
	D5-G4 2s
	G4-D5 2s
	D5-G4 1s
	G4-D5 1s
	G4-C4 4s
	C4-G4 4s
	G4-C4 2s
	C4-G4 2s
	G4-C4 1s
4	C4-G4 1s
	C4-F3 4s
	F3-C4 4s
	C4-F3 2s
	F3-C4 2s
	C4-F3 1s
	F3-C4 1s

Fifth glissandos, small

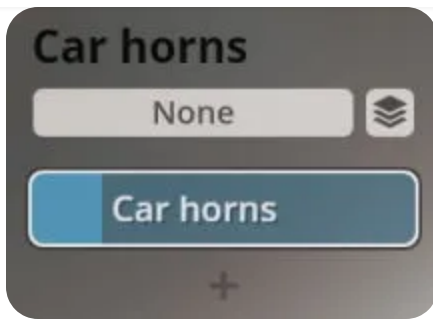
- Range: D#4-A#5



16 Car horns



Car horns of different pitch, roughly in tune.



17 Whistles, bird calls and flutes

Shrill whistles: samba whistle, small and large whistle

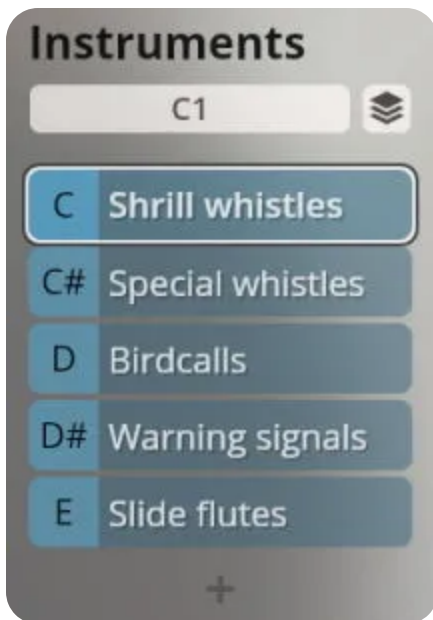
Special whistles: steamship large and small, twotone, police, bosun's pipe, wind effect

Birdcalls: cuckoo, duck, crow, dove, nightingale, cricket

Warning signals: warning horn, siren horn, siren whistle

Slide flutes large and small

- Instrument switches: C1-E1



Shrill whistles



Samba whistle, small and large whistle.

- Range: C4-A#6



A vertical piano keyboard diagram showing various whistle techniques. The keys are labeled with text to the right. Some keys have a small circle with a number (4, 5, 6) next to them. The techniques are grouped into Small whistle, Large whistle, and Samba whistle categories.

	Small whistle crescendo 2s
	Small whistle diminuendo 1s
	Small whistle crescendo 1s
	Small whistle long
	Small whistle short
6	Small whistle short
	Large whistle diminuendo 4s
	Large whistle crescendo 4s
	Large whistle diminuendo 2s
	Large whistle crescendo 2s
	Large whistle diminuendo 1s
	Large whistle crescendo 1s
	Large whistle long
	Large whistle short
5	Large whistle short
	Samba whistle high long
	Samba whistle high short
	Samba whistle high short
	Samba whistle medium long
	Samba whistle medium short
	Samba whistle medium short
	Samba whistle low long
	Samba whistle low short
4	Samba whistle low short

Special whistles



Steamship whistle large and small, twotone whistle, police whistle, bosuns's pipe, and wind effect.

- Range: C2-A#7



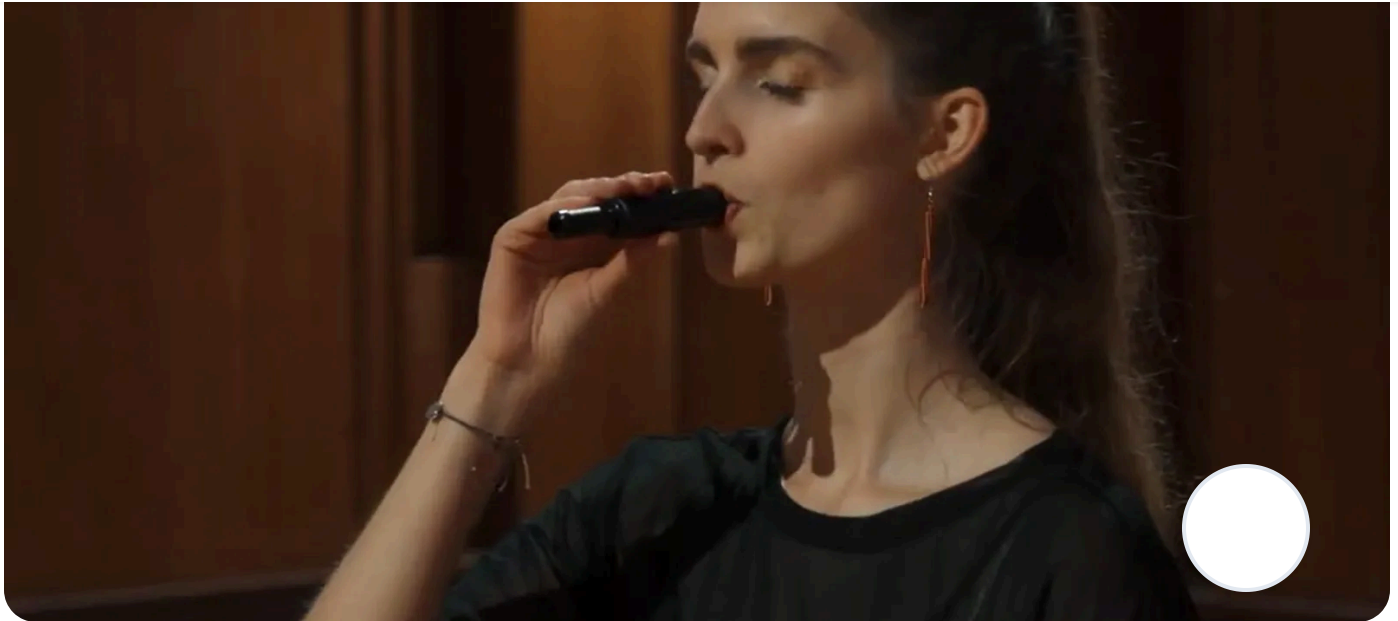
Sound Name	Key
Twotone whistle diminuendo 2s	C5
Twotone whistle crescendo 2s	D5
Twotone whistle diminuendo 1s	E5
Twotone whistle crescendo 1s	F5
Twotone whistle long	G5
Twotone whistle short	A5
Twotone whistle short	B5
Steamship whistle small diminuendo 2s	C6
Steamship whistle small crescendo 2s	D6
Steamship whistle small diminuendo 1s	E6
Steamship whistle small crescendo 1s	F6
Steamship whistle small long	G6
Steamship whistle small short	A6
Steamship whistle small short	B6
Steamship whistle large diminuendo 2s	C7
Steamship whistle large crescendo 2s	D7
Steamship whistle large diminuendo 1s	E7
Steamship whistle large crescendo 1s	F7
Steamship whistle large long	G7
Steamship whistle large short	A7
Steamship whistle large short	B7

Mapping octave 5-7



	wind effect crescendo 2s
	Wind effect diminuendo 1s
	Wind effect crescendo 1s
	Wind effect Performance 4
	Wind effect Performance 3
	Wind effect Performance 2
	Wind effect Performance 1
7	Wind effect looped
	Bosuns' pipe diminuendo 2s
	Bosuns' pipe crescendo 2s
	Bosuns' pipe diminuendo 1s
	Bosuns' pipe crescendo 1s
	Bosuns' pipe long
	Bosuns' pipe short
6	Bosuns' pipe short
	Police whistle diminuendo 2s
	Police whistle crescendo 2s
	Police whistle diminuendo 1s
	Police whistle crescendo 1s
	Police whistle long
	Police whistle short
5	Police whistle short

Birdcalls



A collection of birdcalls: cuckoo, duck, crow, dove, nightingale, cricket.

- Range: C2-F7

Mapping octave 2-4



	Crow diminuendo 2s
	Crow crescendo 2s
	Crow diminuendo 1s
	Crow crescendo 1s
	Crow long
	Crow short
	4 Crow short
	Duck diminuendo 2s
	Duck crescendo 2s
	Duck diminuendo 1s
	Duck crescendo 1s
	Duck long
	Duck short
	3 Duck short
	Cuckoo long, high
	Cuckoo short, high
	Cuckoo short, high
	Cuckoo long, low
	Cuckoo short, low
	2 Cuckoo short, low

Mapping octave 5-7



Cricket slow
Cricket slow
Cricket fast
7 Cricket fast
Nightingale Performance 4
Nightingale Performance 3
Nightingale Performance 2
Nightingale Performance 1
Nightingale long
Nightingale short
6 Nightingale short
Dove diminuendo 2s
Dove crescendo 2s
Dove diminuendo 1s
Dove crescendo 1s
Dove long
Dove short
5 Dove short

Warning signals



Warning horn, siren horn, and siren whistle.

- Range: C4-E6



6 Siren whistle short

Siren horn long

Siren horn long

Siren horn short

5 Siren horn short

Warning horn long

Warning horn long

Warning horn short

4 Warning horn short

Slide flutes



Small and large slide flutes.

- Range: C4–A5



	Slide flute small gliss down 2s
	Slide flute small gliss down 1s
	Slide flute small gliss up 4s
	Slide flute small gliss up 2s
	Slide flute small gliss up 1s
	Slide flute large gliss down 4s
	Slide flute large gliss down 2s
	Slide flute large gliss down 1s
	Slide flute large gliss up 4s
	Slide flute large gliss up 2s
	Slide flute large gliss up 1s

18 Jingle ring



Single hits, rolls, dynamics 1/2/4 sec., repetitions steady and with accents.



Mapping



06 SY Percussion – Latin Percussion

This additional subfolder of the Percussion folder contains congas, bongos, timbales, cow bells, agogo bells, guiros, sandpaper blocks, claves, cabasas, and wind chimes.



up to a tempo of 120 BPM. If you want to use them in projects with higher tempos, activating the loop player's half-speed function is worth a try!

21 Congas - Meinl



Tumba, conga, and quinto played with hands and sticks.

Hands: open and muffled tones, manoteo heel and tip, slaps normal and open, flams slapped and open, bass tones closed and open, rolls normal, rolls dynamics 2/4/6/8 sec.

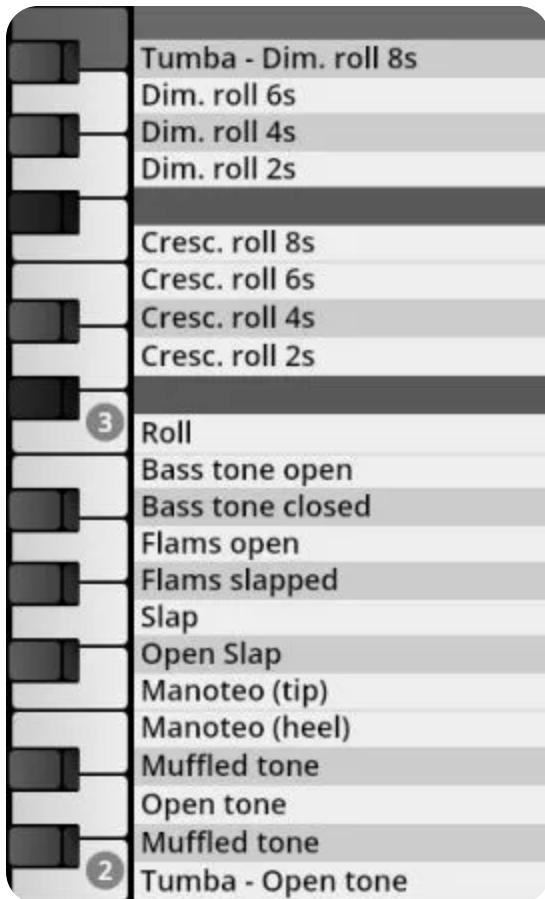
Sticks: single strokes, rim, mallets, rimshots.

- **Beater switches:** C1-C#1



Mapping hands

- Ranges:
 - Tumba C2-A#3
 - Conga C4-A#5
 - Quinto C6-A#7

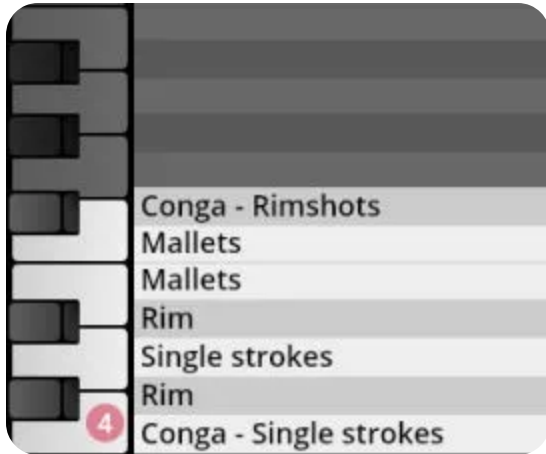


Mapping sticks

- Ranges:



- Quinto C6-F#6



22 Bongos - Meinl



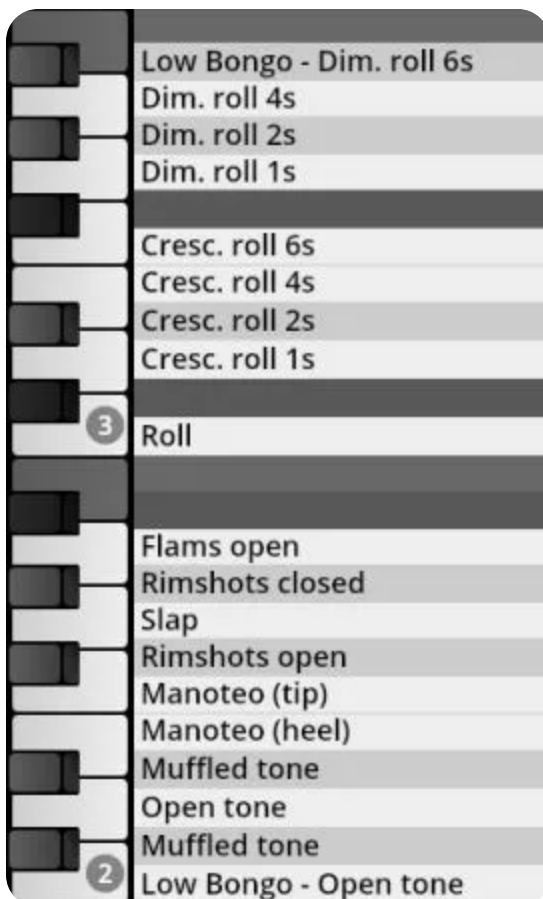
High and low bongos played with hands and sticks.

Hands: open and muffled tones, manoteo heel and tip, rimshots open and closed, slaps, flams open, rolls normal, rolls dynamics 1/2/4/6 sec.



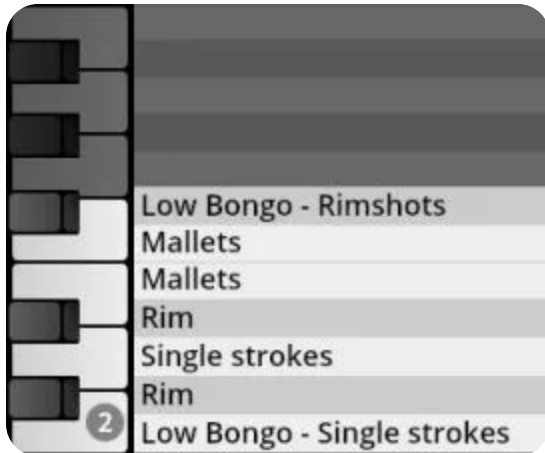
Mapping hands

- Ranges:
 - Low bongo C2-A3
 - High bongo C4-A5





- Low bongo C2-F#2
- High bongo C4-F#4



23 Timbales - LP

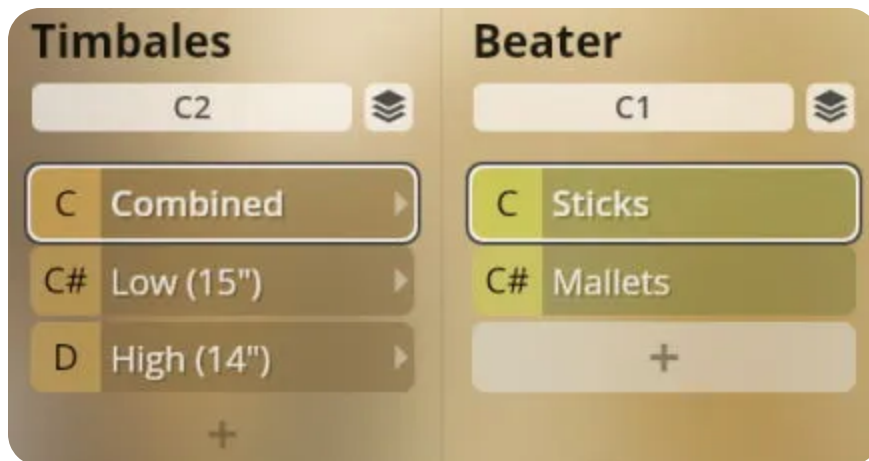


High and low (14" and 15") timbales played with sticks and mallets.



Mallets: offcenter, coperto, side, rim, 1-4 upbeats rim, static rolls.

- Combined/low/high: C2-D2
- Beater switches: C1-C#1



Mapping sticks, single

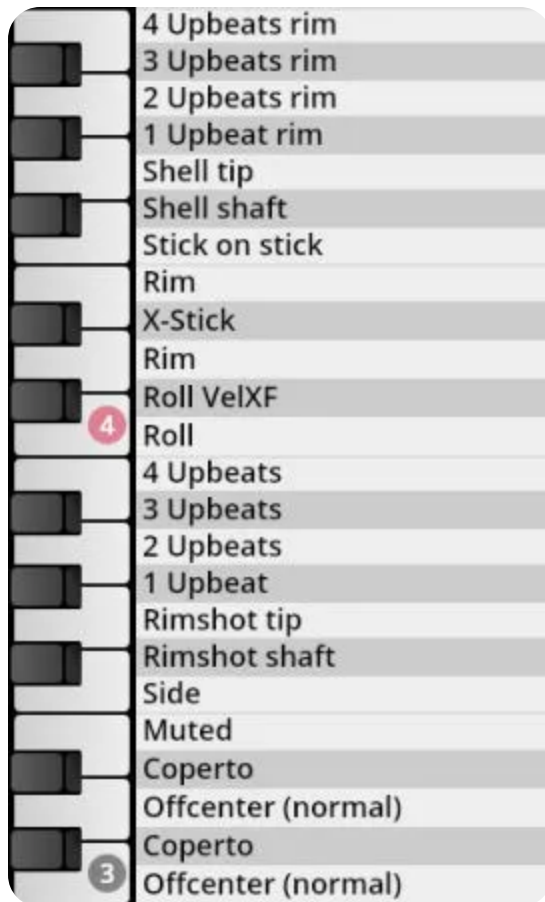
- Range: C3-A#6



Dim. rolls light 1s
Cresc. rolls light 6s
Cresc. rolls light 4s
Cresc. rolls light 2s
Cresc. rolls light 1s
6
Dim. rolls strong 8s
Dim. rolls strong 6s
Dim. rolls strong 4s
Dim. rolls strong 2s
Cresc. rolls strong 8s
Cresc. rolls strong 6s
Cresc. rolls strong 4s
Cresc. rolls strong 2s
5
4 Upbeats rim
3 Upbeats rim
2 Upbeats rim
1 Upbeat rim
Shell tip
Shell shaft
Stick on stick
Rim
X-Stick
Rim
Roll VelXF
4
Roll
4 Upbeats
3 Upbeats
2 Upbeats
1 Upbeat
Rimshot tip
Rimshot shaft
Side
Muted
Coperto
Offcenter (normal)
Coperto
3
Offcenter (normal)

Mapping sticks, combined

- Ranges:



Mapping mallets

- Range single: C3-D4
- Combined:
 - 15" C3-D4
 - 14" C5-D6



	Roll
	4 Upbeats rim
	3 Upbeats rim
	2 Upbeats rim
	1 Upbeat rim
	Rim
	Rim
	Side
	Side
	Coperto
	Offcenter (normal)
	Coperto
3	Offcenter (normal)

24 Cow bells




Low, medium, and high cowbells played with sticks, timbales sticks, mallets, a rasping stick, and bowed.

Sticks, timbales sticks, mallets: top and edge hits open and muted. Rasping stick: slow and fast. Bow: variants 1-4.



Beater

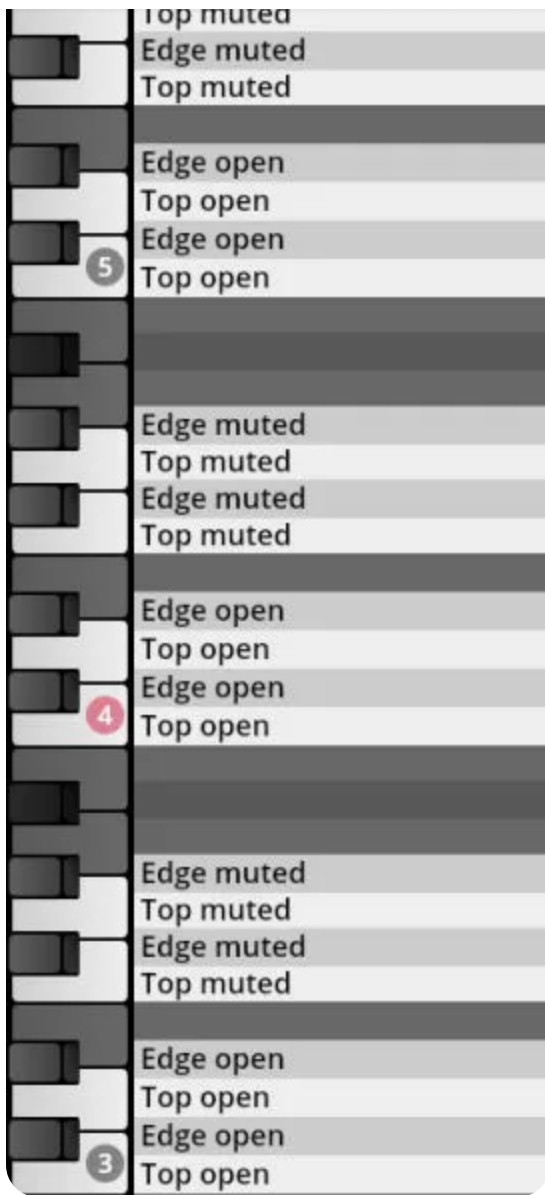
C1 

- C Sticks
- C# Timbales sticks
- D Mallets
- D# Rasping stick
- E Bow

+

Mapping sticks, timbales sticks, mallets

- Range: C3-G#5



Mapping rasping sticks

- Range: C3-G#5



Mapping bow

- Range: C3-F5



Low and high agogo bells played with sticks, mallets, a rasping stick, and bowed.

Sticks, mallets: open and muted normal and with click release. Rasping stick: slow and fast.
Bow: variants 1-4.

- Beater switches: C1-E1

Beater

C1

C Sticks

C# Sticks (copy)

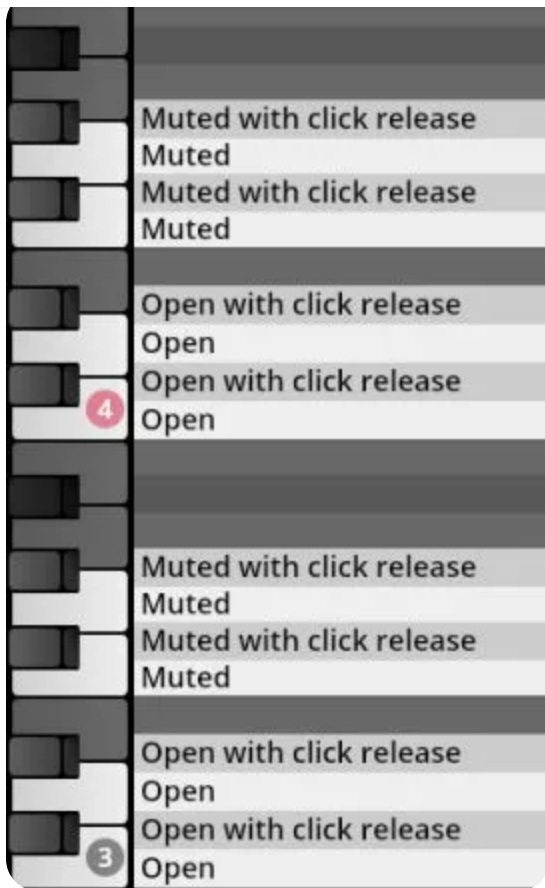
D Mallets

D# Rasping stick

E Bow

+

Mapping sticks, mallets



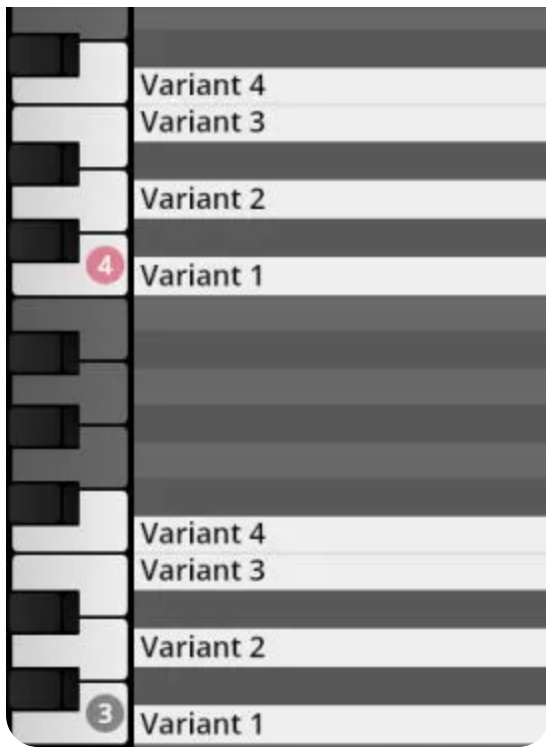
Mapping rasping sticks

- Range: C3-G#4



Mapping bow

- Range: C3-F4




26 Guiros





- Small/large guiro: C2-C#2
- Range: C4-A6

Guiros

C2 

C Small

C# Large

+

Mapping



Diagram of a piano keyboard with 28 Claves annotations. The annotations are as follows:

- Key 1: tp very slow
- Key 2: Long very slow
- Key 3: Long very slow
- Key 4: (empty)
- Key 5: (empty)
- Key 6: (empty)
- Key 7: (empty)
- Key 8: 6 (in a grey circle)
- Key 9: (empty)
- Key 10: (empty)
- Key 11: fpf slow
- Key 12: (empty)
- Key 13: fpf slow
- Key 14: (empty)
- Key 15: Long slow
- Key 16: Long slow
- Key 17: Hit
- Key 18: Short slow
- Key 19: Hit
- Key 20: 5 (in a grey circle)
- Key 21: Short slow
- Key 22: (empty)
- Key 23: (empty)
- Key 24: fpf fast
- Key 25: (empty)
- Key 26: fpf fast
- Key 27: (empty)
- Key 28: Long fast
- Key 29: Long fast
- Key 30: Hit
- Key 31: Short fast
- Key 32: Hit
- Key 33: 4 (in a red circle)
- Key 34: Short fast

28 Claves



Low, medium, and high claves. Single hits, secco, and 1-3 upbeats.

- Claves switches: C2-D'2
- Range: individual C4-A#4, all C3-A#5



Mapping



Secco

Single hit

5 Single hit

3 Upbeats
2 Upbeats
1 Upbeat

Secco

Single hit

4 Single hit

3 Upbeats
2 Upbeats
1 Upbeat

Secco

Single hit

3 Single hit


29 Cabasas



Large and small cabasas. Single shakes, turnaround, shake tremolo, short and long move.

- Cabasa switches: C2-D2
- Range: individual C4-B4, all C4-B5

Cabasas

C2 

C All cabasas

C# Large

D Small

+

Mapping



Diagram of a piano keyboard with various techniques labeled on the right side. The techniques are: Short move, Shake tremolo, Turnaround, Single shake, Single shake (with a circled '5' next to it), Long move, Short move, Short move, Shake tremolo, Turnaround, Single shake, and Single shake (with a circled '4' next to it).

30 Wind chimes





- Wind chime switches: C2-D2
- Range: C3-D#6

Wind chimes

C2

C Meini

C# LP

D LP Pentatonic

+

Mapping



6 Set upright

5 Tremolo high

Tremolo mid

4 Tremolo low

Down

3 Up



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