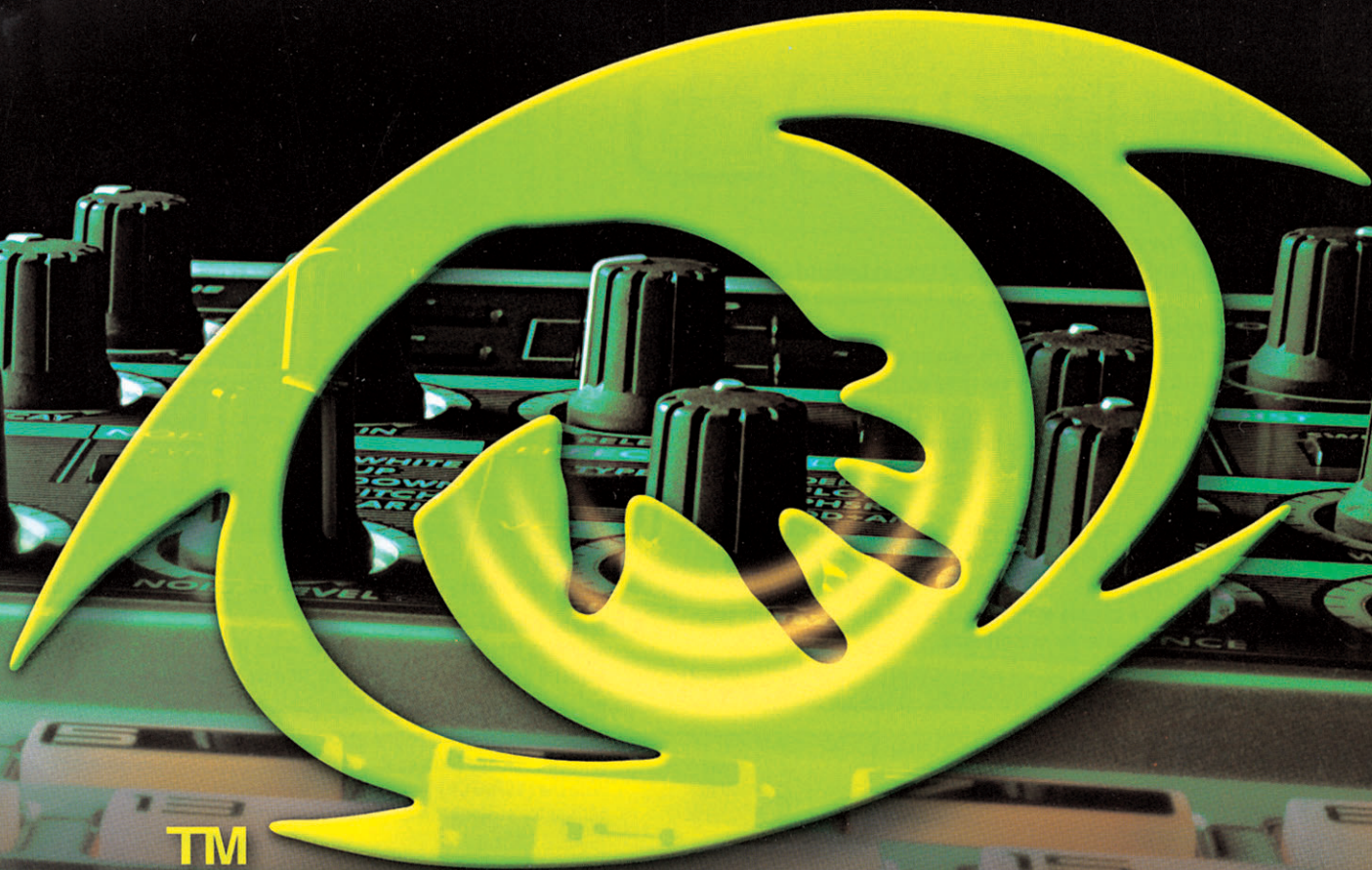
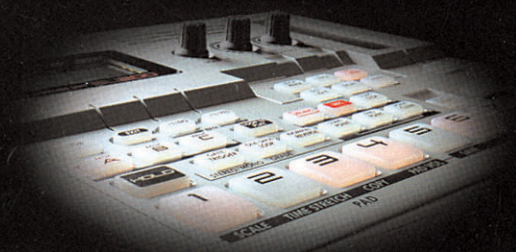




TM

Loopfactory



SAMPLING UNIT

SU200



AN200

DESKTOP CONTROL SYNTHESIZER/Analog Physical Modeling



DX200

DESKTOP CONTROL SYNTHESIZER/FM Synthesis

Loop Factory

Take your tracks to the Loopfactory — where complete chaos meets total control.

Pumping bass lines, deep tribal rhythms, liquid leads...

it all comes together at the Loopfactory.

Here you'll find some of the most potent sound sources available for making slammin' dance tracks.

Choose your weapon: wicked phrase-based sampling,

hard and punchy FM synthesis, or thick and powerful analog physical modeling.

In addition to their cutting-edge sound,

these units are packed with intuitive sequencing functions, powerful effects processing,

and extensive realtime control capabilities for both live performance and music production.

So go ahead, produce the wild, the bizarre — the Loopfactory will keep it under total control.



SAMPLING UNIT

SU200

One of the most feature-packed phrase samplers in its class, the SU200 makes it easier than ever to create fresh dance loops and use them in your music production or DJ set.

Sample your favorite records and CDs, original guitar and bass licks, your voice — anything you want.

Don't worry if your phrase samples each have a different tempo — with the Loop Track Play function, all sampled loops will play back at any tempo you select!

While you're effortlessly mixing your loops, you can scratch a sample,

use the Loop Remix and Slice functions to change the groove of a loop, add killer effects and control the parameters in realtime.

Then use the Resampling function to record your current sample mix and effects into a single new sample.

With the SU200, the possibilities for loop-based rhythm creation are virtually endless.

DECEMBER



DX200

DESKTOP CONTROL SYNTHESIZER/FM Synthesis

Discover the untapped power of FM!

Combining a 6-operator 16-note polyphonic FM synthesizer with over one hundred rhythm sounds and a 16-step analog-style sequencer, the DX200 is one of the most unique "groove boxes" available today. Thanks to its realtime control knobs, you can easily get inside this once-forbidden FM architecture and effortlessly tweak the voice parameters to come up with totally bizarre sounds that have never been heard before. Many hip-hop and techno producers are already hip to the punchy bass sounds and radical metallic textures that can be created with FM, and now you can, too!

If you've been looking for some fresh new electronic sounds for your dance tracks, the DX200 is your new secret weapon.



AN200

DESKTOP CONTROL SYNTHESIZER/Analog Physical Modeling

Don't be fooled by its size.

Underneath the hood of the AN200 is an analog physical modeling synthesizer that's capable of producing the incredibly fat resonant sounds of those enormous analog synthesizers of the 70's and early 80's. It provides all the essential sound building components, including 2 VCO's, 6 filter types, frequency modulation, pitch sync, VCO sync, filter EG, LFO and more!

Plus it gives you a full 5 notes of polyphony (unlike the 2 notes found in most other physical modeling synthesizers), so you can play ultra thick chords by connecting it to a MIDI keyboard.

Like the DX200, it's also equipped with over one hundred rhythm sounds and a 16-step analog-style sequencer for creating your own original dance tracks.

LOOPFT

SAMPLING UNIT

SU2000

1 Loop Track Play

Even if each of your sample loops has a different tempo, pressing this button will make them all play back in perfect sync — without changing the pitch!

2 Mix it Together

Use the Resample function to record multiple samples, pad taps, effects, knob tweaks and scratches into a single new sample.

3 Realtime Control Knobs

These knobs let you control parameters of the currently selected effect — in realtime!

4 Loop Remix

Create remixed loops at the touch of a button! This amazing function divides a loop into pieces and rearranges their order to make an entirely new loop.

5 Improve the Groove

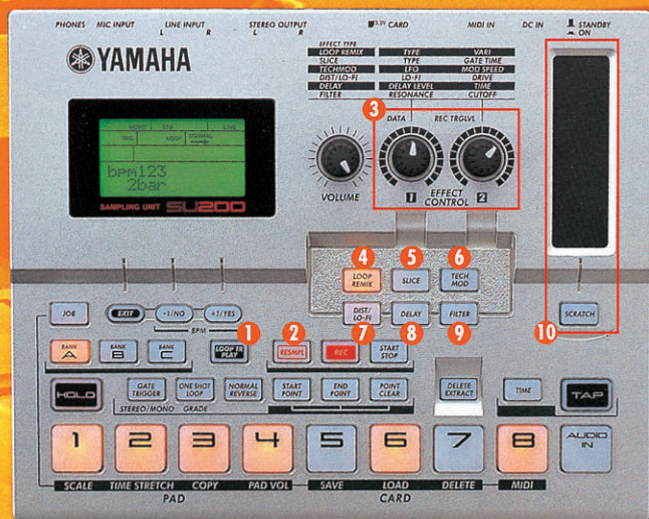
The Slice function divides a sample at numerous points and changes the gate time of each division to create funky new grooves.

6 Tech Mod

Similar to ring modulation, Tech Mod adds a metallic synthesizer-like effect to a sample.

7 Dist/Lo-Fi

This effect degrades the quality of the sample and adds distortion to produce a hard underground sound.



8 Delay

Produces a spacey echo effect that's synchronized to the tempo of the sample.

9 Powerful Filter

Selecting this effect adds a phat resonant filter to a selected sample. Adjust the resonance and cutoff by turning the control knobs.

10 Scratch it!

Press the [SCRATCH] button and you'll be able to play the currently selected sample back and forth on the Ribbon Controller as if you were scratching a record. With the [SCRATCH] button deselected, you can control the same effect parameter as Knob 2 with the Ribbon Controller.

AN2000

DESKTOP CONTROL SYNTHESIZER / Analog Physical Modeling



ACTORY

Creating slammin' rhythm loops has never been easier! The SU200 is the only phrase sampler in its class that can automatically synchronize sample loops on-demand — even if they are sampled at different tempos. Simply press the Loop Track Play button and you'll be able to make a perfect mix by muting and unmuting the sample pads. Then use the Loop Remix function to instantly create new variations of your sample loops. Let's give it a try...

Mixing with LOOP TRACK PLAY

- 1 Press the [LOOP TR PLAY] button. All samples set for LOOP begin playing at the same BPM. Any samples set to ONE SHOT remain off.



Note: To select ONE SHOT or LOOP, simply select the pad you want to set and press the [ONE SHOT/LOOP] button so that ONESHOT or LOOP appears on the display.

- 2 To mute any sample, press the corresponding pad. The pad goes dark, and the sample stops playing.



- 3 Now try changing the tempo (BPM) of the overall mix. Use the [-1/NO] and [+1/YES] buttons to adjust the tempo, or tap the [TAP] button three or four times at your desired tempo.



- 4 Ready to add in some samples on the fly? Try pressing any pad set for ONE SHOT. These pads are not affected by Loop Track Play, so you can play them as you like.



- 5 Press the [LOOP TR PLAY] button again to stop sample playback.

Discover the Power of LOOP REMIX and Effects

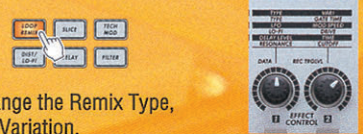
- 1 Press the [LOOP TR PLAY] button.



- 2 While holding down the [HOLD] button, press the pad to which you want to apply the LOOP REMIX effect (Rhythm tracks work best).



- 3 Press the [LOOP REMIX] button.



- 4 Turn Effect Control Knob 1 to change the Remix Type, and Knob 2 to change the Remix Variation.

Assigned parameters for Knob 1 and Knob 2

Effect	Parameter 1 Knob 1	Parameter 2 Knob 2 and Ribbon Controller
Loop Remix	Type	Variation
Slice	Type	Gate time
Tech Mod	LFO	Mod speed
Dist/Lo-fi	Lo-fi	Drive
Delay	Delay level	Time
Filter	Resonance	Cutoff

DX200

DESKTOP CONTROL SYNTHESIZER / FM Synthesis



- 1 Analog-Style Sequencer**
Each step of a pattern can be precisely controlled with the turn of a knob. Change the pitch, gate time or velocity of any synth or drum note — on the fly!
- 2 Realtime Morphing**
Tweak your sound just the way you want and store it as a "Scene." You can create and use two different Scenes within a single pattern. The Scene knob lets you "morph" between the two sounds in realtime.
- 3 Record Your Knob Tweaks**
Free EG tracks let you record knob changes into your pattern. Using the bundled software editor, you can hand draw the shape of the EG on your PC screen.
- 4 LFO**
You can modulate the pitch or the filter with any one of the 21 different LFO waveforms. Use this knob to adjust the LFO speed.
- 5 EG (Envelope Generator)**
This group of knobs lets you set the attack, decay, sustain and release of the amplifier envelope (AEG) and filter envelope (FEG). You can control these envelopes independently or at the same time.

- 6 Distortion**
In addition to the four effect types common to all tracks, the Synth track has a dedicated distortion effect for creating hardcore synth leads.
- 7 3 Rhythm Tracks**
Three tracks are provided for you to build rhythm patterns using the 120 built-in drum, bass and percussive synth sounds.
- 8 Portamento**
Portamento makes the notes of the Synth track glide from one pitch to another.
- 9 FM Depth**
Tweaking this knob produces interesting variations in timbre ranging from subtle harmonics to harsh metallic sounds.
- 10 Noise Level**
As the name indicates, this knob adds noise to the synthesizer voice. Great for making percussive sounds.
- 11 6 Filter Types !!!**
A total of 6 different types are available, including 24 dB, 18 dB, 12 dB, band pass, high pass and band eliminate. You can apply the filter to both the synth track and rhythm tracks, and change the filter type during playback.

Complete Control from Your PC

For die-hard control freaks, the AN200 and DX200 come with an exclusive software editor that lets you fully edit the voices, Free EGs, and step sequencer patterns from your Macintosh® or Windows® computer.

The AN200 and DX200 editors let you access and change any voice parameter with the click of a mouse. Many voice parameters not accessible from the main units are available here for your tweaking pleasure.

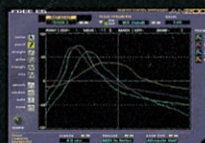


AN200 voice editor

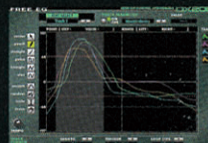


DX200 voice editor

In the Free EG editing screen, you can precisely edit the wave of each Free EG track. You can even use your mouse to draw the entire EG wave by hand.



AN200 Free EG



DX200 Free EG

The step sequencer editing screen lets you see all steps and parameters at a glance, making it quick and easy to build your synth and rhythm tracks. Sequencer playback can be conveniently controlled from your PC.



AN200 step sequencer

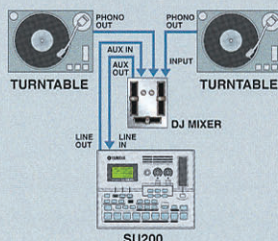


DX200 step sequencer

LIVE PERFORMANCE

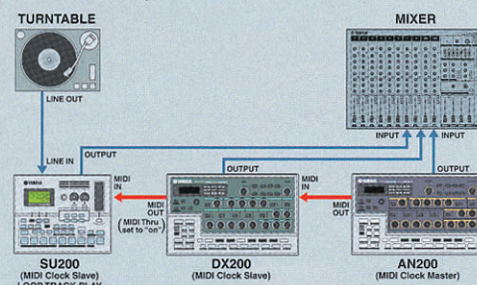
SU200 Loop it Live

Compact and portable, the SU200 is the perfect companion for your DJ rig. Fill it up with your favorite loops before the gig and then mix them in as part of your set. Matching the tempo of any loop to the BPM of your records is as simple as tapping on the [TAP] button. While the loop is playing, you can add effects, tweak the filter or scratch a sample — all in realtime! But that's just part of the fun. Try running an audio cable from a set of auxiliary outputs on your DJ mixer into the audio inputs of the SU200. While everyone on the dance floor is groovin' to the vinyl on your turntable, you can sample a phrase off of it, loop it and bring it in on the fly. You can even apply the filter and effects to the external audio signal. Be creative. You're only limited by your imagination.



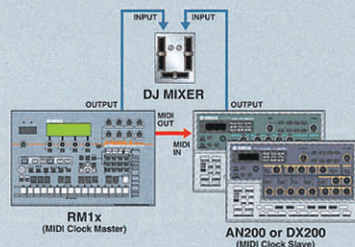
Note: Configuration may differ depending on model of DJ mixer used.

SU200 + AN200 + DX200



AN200 or DX200 Take Control of the Floor

No matter which one you choose to use, the AN200 and DX200 pack plenty of punch to keep the dance floor moving. One unit alone gives you everything you need to create original tracks for your next live venue, including a powerful polyphonic synthesizer and speaker-thumping drum and bass sounds. In addition to a wealth of realtime control knobs, these synths are loaded with a ton of features for the live performer. Slow it down, drop the bass, play it backwards, re-trigger the entire sequence as if were a sample — mix your tracks any way you want. For even more variety, add the RM1x Sequence Remixer to your setup and you'll have 16 additional tracks of high-energy sounds and rhythms.



An All-Out Assault

Link together all the Loopfactory gear and you've got the ultimate live rig. Connect the units together via MIDI, using either the AN200 or the DX200 as the master sequencer. Whenever you start or stop the master sequencer, the other machines will follow in perfect sync. The AN200 and DX200 each give you over 380 patterns, which you can freely mix together without missing a beat. Add a turntable or CD player for some on-the-fly sampling with the SU200. Thanks to their small size and light weight, all these Loopfactory units can be easily placed into a padded shoulder bag and carried to the gig.

Note: The SU200 does not have phono-level inputs. A preamp or turntable with line-level outputs is needed for the above connection.

12 VCO 1/2 AN200
Use this knob to adjust the volume balance between VCO 1 and VCO 2.

13 SYNC AN200
The AN200's oscillators can be sync'd together to produce radical variations in pitch and timbre.

14 32 Algorithms DX200
Algorithms are the basic sound generating component in FM synthesis, similar to VCO waveforms in analog synthesis. By simply changing the algorithm type, you can get radical variations in timbre.

15 MIDI Control Data Output
All knobs transmit MIDI control change messages, which means that you can record knob changes into an external hardware or PC-based sequencer. You can even use this feature to edit and control synth modules that don't have realtime control knobs.

The AN200 and DX200 Desktop Control Synthesizers have all the ingredients you need to make awesome dance tracks — full-fledged Analog Physical Modeling or FM synthesis, gobs of realtime control knobs and 120 sampled drum and bass voices. Follow the steps below and hear for yourself the amazing sound of these Loopfactory units.

Play the Patterns

Both the AN200 and DX200 have 256 preset patterns and 128 user patterns. Each pattern features a different synthesizer voice as well as a new rhythm. Let's take a listen.

Notes: The user patterns are selected from the preset patterns.
Use this memory area for storing your own patterns.
You can always restore the original factory patterns, if desired.

- 1 Press the Start/Stop button to start the sequencer. The pattern number appears in the display.



- 2 Turn the DATA knob to change the pattern. The new pattern will start playing at the beginning of the next measure.



- 3 Press the Start/Stop button again to stop playback.



Mix the Tracks

Each pattern consists of a Synth track and 3 Rhythm tracks. Let's try mixing these in realtime during playback.

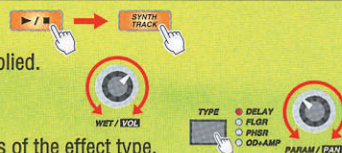
- 1 Start the sequencer. Hold down the [SHIFT] key. Notice pads 1-4 light up? This indicates that all tracks are "on".
- 2 While holding down [SHIFT], press pad 1 to mute (turn off) the Synth track, and press pads 2, 3 and 4 to mute each of the rhythm tracks. Press the same pad again to unmute it. Try making new pattern variations by muting and unmuting different combinations of pads.



Add Effects

The effects processor onboard the AN200 and DX200 lets you radically change the sound of the Synth and Rhythm tracks. Let's try applying various effects to the Synth track.

- 1 Start the sequencer and select the Synth track.
- 2 The [WET/VOL] knob sets the amount of effect to be applied. Try setting it to around the 2:00 position.
- 3 Press the [TYPE] button to choose the effect type. Use the [PARAM/PAN] knob to select different variations of the effect type.



MUSIC PRODUCTION

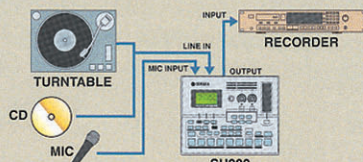
SU200

Sample-Based Music Production

Round up a microphone, your record & CD collection, anything that makes a noise... and get ready to make some killer loops! Thanks to the SU200's exclusive Loop Track Play function, you can have up to 6* loops instantly play back in perfect sync — regardless of their original tempo! As your samples play back, you can add effects, jack the low end, scratch a sample, remix a loop or change the groove. Whenever you come up with a hot rhythm, just press the Resample button to record everything into a single new sample — filter tweaks and all. Once your loops are in place, connect a DAT or MD recorder to the SU200 and record your original performance.

*Number of loops available for playback depends upon sample resolution.

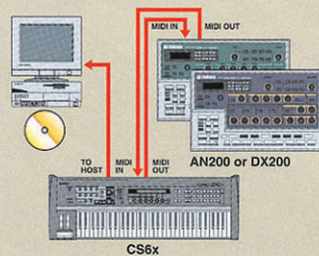
Note: The SU200 does not have phono-level inputs. A preamp or turntable with line-level outputs is needed for the above connection.



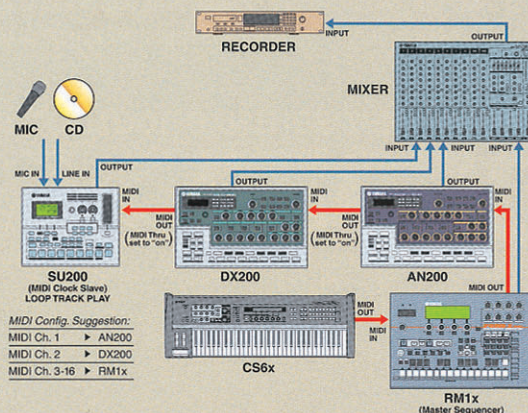
AN200 or DX200

High Quality Synth Module

Warning: These products are NOT toys! Inside each of these units is a full-blown professional synthesizer — a 5-note polyphonic analog physical modeling synthesizer equivalent to Yamaha's PLG150-AN plug-in board on the AN200, and a 16-note polyphonic FM synthesizer identical to the legendary DX7 inside the DX200 (Yes, a DX7 with knobs!). When using either of these as part of a home studio setup, you'll definitely want to take full advantage of their powerful synthesis capabilities. If you are using a keyboard with a built-in PC serial interface, such as the CS6x, simply connect the DX200 or AN200 to the MIDI Thru port and use it as you would any standard synth module. Both units are bundled with exclusive editing software so you can edit the parameters in full detail right on your PC! What's more, you can use any of the voices from the growing AN1x sound library with the AN200 and any of the tens of thousands of DX7 voices available on the Internet with the DX200.



SU200 + AN200 + DX200



MIDI Config. Suggestion:
MIDI Ch. 1 → AN200
MIDI Ch. 2 → DX200
MIDI Ch. 3-16 → RM1x

A Kickin' Home Studio

If you're serious about making dance tracks, seriously consider adding all the Loopfactory gear to your studio setup. After all, the secret to producing hot dance tracks — whether they be hip-hop, techno, trance, big beat or two-step — is being able to come up with wicked, ear-catching sounds that will cut through the mix. And with the phat analog sounds of the AN200, the punchy and twisted metallic sounds of the DX200, and the convenient loop mixing capabilities of the SU200, you'll have all the ingredients for a perfect dance mix right at your fingertips. Depending on your recording preference, you can compose patterns on each unit and synchronize their playback using an external sequencer such as the RM1x as the master MIDI clock; or you can record all parts directly into the RM1x using a MIDI keyboard at the top of the MIDI chain. With everything connected to a master mixing board, you'll be able to precisely adjust the volumes and EQ settings of each unit and record your final mix to DAT.

SPECIFICATIONS

SAMPLING UNIT

SU200



SAMPLING SECTION	MAX. POLYPHONY	6 samples (mono)	SYNC FUNCTION	LOOP TRACK PLAY	Automatic synchronization of sample loops that are sampled at different speeds	
	MAX. SAMPLES	24 samples (8 pads x 3 banks)	DATA STORAGE			
	SAMPLING FREQUENCIES	44.1, 22.05, 11.025, or 5.5125 kHz (stereo or mono)	HARDWARE	DISPLAY		Backlit custom LCD
	SAMPLING TIME	At 5.5125 kHz, mono: 5 min. 33 sec. At 44.1 kHz, mono: 42 sec. At 44.1 kHz, stereo: 21 sec.		CONNECTORS		PHONES, MIC INPUT, LINE INPUT (L & R), STEREO OUTPUT (L & R), 3.3V CARD SLOT, MIDI IN, DC IN
EFFECTS	WAVE MEMORY	896 KB		CONTROLLERS	Knob × 3, Switch × 37, Ribbon Controller × 1	
		LOOP REMIX, SLICE, TECHMOD (Tech Modulation), DIST/O-FI (Distortion with low-pass filter), DELAY, FILTER (Low-pass filter with resonance), SCRATCH, TIME	POWER SUPPLY	DIMENSIONS	257 (W) × 210 (D) × 62 (H) mm	
				WEIGHT	830 g	
			ACCESSORIES		Six 1.5V AA batteries (R6P or SUM-3) or AC adapter (YAMAHA PA-3B or equivalent AC adapter)	
					Owner's manual, Audio Sampling CD	

DX200

DESKTOP CONTROL SYNTHESIZER/FM Synthesis



MAIN SYNTHESIZER	METHOD	FM
	TG SPECS	DX7 compatible, 6 Operator FM, Filter (FEG), Noise
	MAX. POLYPHONY	16
	MULTI TIMBRE	1
SUB SYNTHESIZER	METHOD	AWM2
	MAX. POLYPHONY	32
	MULTI TIMBRE	3
EFFECTS		13 types
STEP SEQUENCER	TYPE	16 steps x 4 parts per pattern
	MIDI CLOCK	Internal/External
	PRESET PATTERN (VOICE)	256
	USER PATTERN	128 (Selection taken from preset patterns)
OTHER FEATURES	FREE EG	4 tracks per pattern
	SCENE MEMORY	2 scenes per pattern
HARDWARE	DISPLAY	4-digit, 7-segment LED
	CONNECTORS	PHONES, STEREO OUTPUT (L/MONO & R), MIDI IN/OUT, DC IN
	CONTROLLERS	Knob x 16, Switch x 51, Encoder x 1
	DIMENSIONS	338.0 (W) x 208.9 (D) x 51.7 (H) mm
	WEIGHT	1,600 g
POWER SUPPLY		YAMAHA PA-3B or equivalent AC adapter
ACCESSORIES		Owner's Manual, CD-ROM, YAMAHA PA-3B or equivalent AC adapter

AN200

DESKTOP CONTROL SYNTHESIZER/Analog Physical Modeling



MAIN SYNTHESIZER	METHOD	Analog Physical Modeling
	TG SPECS	VCO x 2 (OSC Sync, FM), Noise, VCF (FEG), VCA (AEG), LFO x 2, PEG, Ring Mod
	MAX. POLYPHONY	5
	MULTI TIMBRE	1
SUB SYNTHESIZER	METHOD	AWM2
	MAX. POLYPHONY	32
	MULTI TIMBRE	3
EFFECTS		13 types
STEP SEQUENCER	TYPE	16 steps x 4 parts per pattern
	MIDI CLOCK	Internal/External
	PRESET PATTERN (VOICE)	256
	USER PATTERN	128 (Selection taken from preset patterns)
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	CONTROLLERS	Knob x 16, Switch x 51, Encoder x 1
	DIMENSIONS	338.0 (W) x 208.9 (D) x 51.7 (H) mm
	WEIGHT	1,600g
POWER SUPPLY		YAMAHA PA-3B or equivalent AC adapter
ACCESSORIES		Owner's Manual, CD-ROM, YAMAHA PA-3B or equivalent AC adapter

Specifications are subject to change without notice. SmartMedia™ is a trademark of Toshiba Corporation.

AN200/DX200 Rhythm Track Instrument List

Note No.	Note	Voice Name	Display	Description
0	C -2	PulseBass C	Ba1C	Filtered square wave synth bass
1	C# -2	PulseBass C#	Ba1C#	
2	D -2	PulseBass D	Ba1D	
3	D# -2	PulseBass D#	Ba1D#	
4	E -2	PulseBass E	Ba1E	
5	F -2	PulseBass F	Ba1F	
6	F# -2	PulseBass F#	Ba1F#	
7	G -2	PulseBass G	Ba1G	
8	G# -2	PulseBass G#	Ba1G#	
9	A -2	PulseBass A	Ba1A	
10	A# -2	PulseBass A#	Ba1A#	
11	B -2	PulseBass B	Ba1B	
12	C -1	SineBass C	Ba2C	Super low sine wave bass
13	C# -1	SineBass C#	Ba2C#	
14	D -1	SineBass D	Ba2D	
15	D# -1	SineBass D#	Ba2D#	
16	E -1	SineBass E	Ba2E	
17	F -1	SineBass F	Ba2F	
18	F# -1	SineBass F#	Ba2F#	
19	G -1	SineBass G	Ba2G	
20	G# -1	SineBass G#	Ba2G#	
21	A -1	SineBass A	Ba2A	
22	A# -1	SineBass A#	Ba2A#	
23	B -1	SineBass B	Ba2B	
24	C	PickBass C	Ba3C	Pick bass
25	C#	PickBass C#	Ba3C#	
26	D	PickBass D	Ba3D	
27	D#	PickBass D#	Ba3D#	
28	E	PickBass E	Ba3E	
29	F	PickBass F	Ba3F	
30	F#	PickBass F#	Ba3F#	
31	G	PickBass G	Ba3G	
32	G#	PickBass G#	Ba3G#	
33	A	PickBass A	Ba3A	
34	A#	PickBass A#	Ba3A#	
35	B	PickBass B	Ba3B	
36	C	BD Analog	BD01	080 boom kick
37	C#	BD R&B 1	BD02	Dry kick drum
38	D	BD R&B 2	BD03	Sliced kick
39	D#	BD Lo-Fi	BD04	Loose gated kick
40	E	BD Jungle	BD05	Tight gated kick

Note No.	Note	Voice Name	Display	Description
41	F	BD Hip 1	BD06	Thumping kick drum with boosted low end
42	F#	BD Hip 2	BD07	Gated kick with harmonic overtones
43	G	BD Tech	BD08	Hard electric kick
44	G#	BD Dist 1	BD09	Heavily distorted kick
45	A	BD Dist 2	BD10	Punchy kick with overdrive
46	A#	BD Human 1	BD11	Voice drum "Tut"
47	B	BD Human 2	BD12	Voice drum "Bult"
48	C	BD Elec 1	BD13	Trans kick
49	C#	BD Elec 2	BD14	090 distorted kick
50	D	BD Elec 3	BD15	090 house kick
51	D#	SD Live	SD01	Tight snare with slight room reverb
52	E	SD R&B 1	SD02	Snare with sharp attack
53	F	SD R&B 2	SD03	Snappy hip-hop snare
54	F#	SD Analog	SD04	080 analog snare
55	G	SD Hip 1	SD05	Loose snare with a gated effect
56	G#	SD Hip 2	SD06	Slightly muffled lo-fi snare
57	A	SD Hip 3	SD07	Hard smashing gated snare
58	A#	SD Cut	SD08	Jungle snare
59	B	SD Dodge	SD09	Fast sample hit
60	C	SD Timbre	SD10	Industrial hammer-like sound
61	C#	SD D&B	SD11	Bright smash snare
62	D	SD Dist	SD12	090 distorted snare
63	D#	SD Elec 1	SD13	090 house snare
64	E	SD Elec 2	SD14	090 tight snare
65	F	SD Rim 1	Rim1	Heavily struck rim shot
66	F#	SD Rim 2	Rim2	Lightly struck rim shot
67	G	HH D&B Cts	HH01	Pedal hi-hat
68	G#	HH D&B Opm	HH01	Hi-hat open and closed
69	A	HH Ana Cts 1	HH02	090 tight closed hi-hat
70	A#	HH Ana Opm 1	HH02	090 analog open hi-hat
71	B	HH Syn Cts	HH03	Electric beat box hi-hat (closed)
72	C	HH Syn Opm	HH03	Electric beat box hi-hat (open)
73	C#	HH Ana Cts 2	HH04	090 house hi-hat (closed)
74	D	HH Ana Cts 2	HH04	090 house hi-hat (open)
75	D#	Tom Dist	Tom1	090 overdriven tom
76	E	Tom Ana 1	Tom2	80's electro tom
77	F	Tom Ana 2	Tom3	090 house tom
78	F#	Tom Synth	Tom4	Resonant synthesizer zap
79	G	Tom Sine	Tom5	High-pitched synthesized tom
80	G#	Crush Cym	Cb01	Low crash cymbal
81	A	Ride Cym	Rd01	Ride cymbal struck on edge

Note No.	Note	Voice Name	Display	Description
82	A#	Ride Bell	Rd02	Ride cymbal struck on bell
83	B	Tambourine	Tmbr	Palm-struck tambourine
84	C	Tabla Open	Tb01	Open tabla
85	C#	Tabla Mute	Tb02	Muted tabla
86	D	Tabla Nah	Tb03	Nah tabla
87	D#	Udu Low	Udu1	African Udu drum low
88	E	Udu High	Udu2	African Udu drum high
89	F	Udu Finger	Udu3	African Udu finger
90	F#	Clave	Clav	080 claves
91	G	Maracas	Mfrcs	Latin maracas
92	G#	Shaker	Shkr	Samba shaker
93	A	Clap	Clap	090 house clap
94	A#	Scratch 1	Scr1	Forward record scratch
95	B	Scratch 2	Scr2	Backward record scratch
96	C	Scratch 3	Scr3	Record scratch back and forth 1
97	C#	Scratch 4	Scr4	Record scratch back and forth 2
98	D	Ripper	Rppr	Over-blown mic distortion
99	D#	Zap 1	Zap1	Scratchy synth zap
100	E	Zap 2	Zap2	Hi-res laser zap
101	F	Rev Low	RvLw	Eerie reverse reverb effect
102	F#	Synth Vibra	SyVb	Fluttering whistle-like noise
103	G	Metal	Mtll	Percussive metallic sound
104	G#	Click	Clck	Squishy percussive noise
105	A	Gt Attack	GtAt	Electric guitar with wah effect
106	A#	Gt Power	GtPw	Sustaining distorted guitar chord
107	B	Stab Organ	Stab	Synth chord stab
108	C	SlowBass	Ba4	Drone bass slow attack
109	C#	FingerBass	Ba5	Drone bass fast attack
110	D	SynthBass 1	Sb01	030 saw wave (closed filter)
111	D#	SynthBass 2	Sb02	030 saw wave (half-open filter)
112	E	SynthBass 3	Sb03	030 saw wave (open filter)
113	F	SynthBass 4	Sb04	030 saw wave (high resonance)
114	F#	Digi Wave 1	DgW1	Falling synth note modulated with LFO
115	G	Digi Wave 2	DgW2	Sitar-like sound with long filter decay
116	G#	Digi Wave 3	DgW3	Sitar-like sound with vibrato
117	A	Digi Wave 4	DgW4	High-pitched UFO (looped)
118	A#	Digi Wave 5	DgW5	Synth note with a quick rise in pitch
119	B	Digi Wave 6	DgW6	Bell sound with a slight drop in pitch
120	C	Digi Wave 7	DgW7	Metal can struck with mallet

For details please contact:



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