



# Quadra

METAL AND WOOD

## Soundbank Manual

Software Version 1.0  
EN211110

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# Introduction



## Quadra: Metal & Wood Multi-Instrument and Sequence Designer

Quadra is a powerful 4-part multi-instrument and sequence designer, ideal for the creation of dynamic, rhythmic, and evolving sequences based on metallic and resonant wood sounds. Quadra provides a curated instrument selection, deep factory library, focused and intuitive workflow, expressive performance controls, and cinematic sound quality.

Quadra is a versatile instrument, capable of a wide range of sounds and uses from standard fare instrumentation to evolving, complex, and adaptive progressions and harmonizations that can be morphed and performed in numerous ways to suit the needs of your production.

With a masterful selection of hundreds of professionally designed presets, Quadra offers instant inspiration. From classical stringed arpeggios to harmonizing rhythm guitars, grooving bass and synth combos to dark and brooding cinematic soundbeds, all are fully-editable and make equally great starting points for your own design.

### POWERFUL, EXPRESSIVE CONTROL

Quadra is a creative workspace where you're free to layer sounds to create complex and evolving tones and sequences, or assign them to discrete keyzones and perform them discretely. Play sounds directly or augment them in realtime with arpeggiators, phrase sequencers and effects to create rhythmic and melodic motifs. Morph between sounds with a mappable XY pad to create movement and narrative, and automate the overall intensity of your soundscape with global dynamics and transient emphasis controls.

### CURATED INSTRUMENT SELECTION

Quadra provides 4 robust instrument layers that can be used together to create striking and evocative performances. Assign each from a selection of 251 multi-sampled sources, including Tubular Bells, Thai and Balinese Gongs, electric pianos and keyboards like the Rhodes, Celesta, Clavinet, Dulcitone, Glockenspiel, Mini Celesta, Papageno Bells, Pianet and Sanza Keys, mallet instruments such as the Vibraphone, Marimba and Large Xylophone, musical toy instruments including Music Box, Toy Glockenspiel and Wood Xylophone, synthesizers including Modular, FM, and PCM-based, wood instruments like the Balafon, Resonant Tubes and Blocks, and metal instruments like the Congolese Sanza, Handpan, Mbira, Steel Drum, and more, all chosen to complement each other in timbre and playing style.

### 4X THE FUN

Each layer in Quadra is a fully-kitted instrument, complete with full ADSR amp and multimode envelope control, unison, powerful 64-step arpeggiator/phrase sequencers, MIDI effects such as Euclidean Emphasis and Pitch Drift, realtime scale quantization, audio effects including a frequency shifter, waveshaper, chorus, phaser, and 3-band EQ, reverb and delay sends, and pre-mapped effects like vibrato, tremolo, a second frequency shifter, and overdrive, that you can perform instantly with the modwheel on your controller keyboard.

### SUPERCHARGED SEQUENCES WITH ADVANCED MIDI EFFECTS

At the heart of each of Quadra's instrument layers is a powerful, multimode 64-step sequencer with MIDI effects, allowing you to quickly add rhythmic grooves, create arpeggiator sequences, add harmonies, and even quantize the incoming notes to specific scales. Choose a global rate, gate length, and max velocity, then customize your sequence with per-step velocity, link, harmonization, pitch offset, octave offset, gate, step repeat and panning. Save your patterns to disk as presets to share, or use the handy "copy-to" button to quickly duplicate your finished sequence from one layer to another.

Quadra includes a number of MIDI effect modules that allow you to embellish and augment your sequences in creative ways, including Euclidean Emphasis which adds rhythmic accents, MIDI Delay, Random, and Pitch Drift which enrich your sequence, and a scale quantizer that allows you to snap all notes to a scale of your choosing. You can even drag-and-drop the modified sequences as MIDI into a track of your DAW.

### WELLSPRING OF INSPIRATION

The musicality of Quadra shines through its factory preset bank. Find instant inspiration with a wide variety of creative visions imparted by our fantastic sound design team, including in-house veterans and industry stalwarts. Whether you're working in film, games, or music, you'll discover a generous collection of imaginative and moving themes, and inspiring sound combinations ready to use in your current projects.

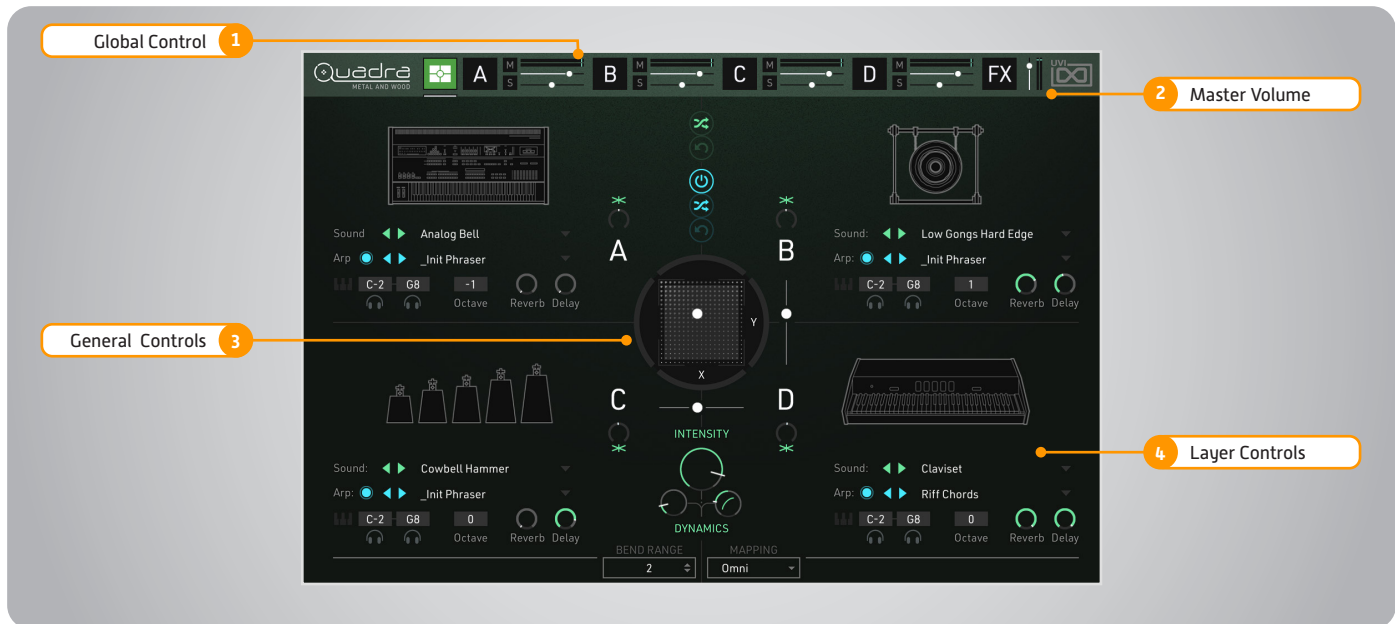
Quadra is a powerful, expressive, and deeply-customizable instrument and sequence design environment suitable for creating everything from steady locked grooves to polyrhythmic and evolving cinematic soundscapes. The included sound library, toolset, and interface have all been thoughtfully constructed to provide a fast, creative, and immediately rewarding environment for sound design and phrase construction.

### Minimum System Requirements

- Latest version of UVI Workstation or Falcon
- 8.43GB of disk space

For more information on the installation process, please refer to the document: [Soundbank Installation Guide](#)

# User Interface - Main








## 1 Global Controls

- » **Pages**  
Change current page: Main, A, B, C, and D layers, and FX
- » **Layer Mute**
- » **Layer Solo**
- » **Layer Level**
- » **Layer Pan**









## 2 Master Volume

Set the Output Gain

## 3 General Controls

- » **Randomize Sound**   
Click to randomize all sound presets
- » **Undo Randomization**   
Revert to the previous setting (up to 10 times)
- » **Power Arpeggiator**   
Enable/disable all layer arpeggiators
- » **Randomize Arpeggiators**   
Click to randomize all arpeggiator presets
- » **Undo Randomize Arpeggiators**   
Revert to the previous setting (up to 10 times)
- » **XY Control**  
Click-drag to morph layer mix (A/B/C/D)
- » **X Slider**  
Adjust X axis only (A<>B, C<>D levels)
- » **Y Slider**  
Adjust Y axis only (A<>C, B<>D levels)
- » **Intensity**  
A global velocity divider
- » **Dynamics Amount**  
Adjusts the global amplitude velocity amount
- » **Dynamics Curve**  
Adjusts the global amplitude velocity curve
- » **Bend Range**  
Set global pitch bend range
- » **Mapping**  
Omni: All layers receive all MIDI channels  
Split: Layers A to D are sequentially mapped to MIDI channels 1 through 4

## 4 Layer Controls (A/B/C/D)

- » **Sound**  
Select sounds by drop-down menu or by using the   arrows
- » **Arpeggiator**  
Click the  button to toggle the Arpeggiator, select arp presets by drop-down menu or by using the   arrows
- » **Keyboard Balance**   
Adjust the balance between low and high registers of the keyboard
- » **Keyboard Range**   
Click the headphone icon  and hit a MIDI note on your controller keyboard to set the range of notes that each layer will respond to
- » **Octave**  
Adjust the octave offset
- » **Reverb**  
Adjust the reverb send level
- » **Delay**  
Adjust the delay send level  
(Detailed controls available in layer editors)

# User Interface - Sound Edit



## 1 Layer Global

- » **[Sound]** - Click to view/edit SOUND controls
- » **[Arp]** - Click to view/edit ARP controls
- » **[Arp ⏻]** - Click to toggle the layer arpeggiator

## 2 Preset

- » **Preset** - Change presets by drop-down menu or by using the ◀▶ arrows
- » **Load** 📁 - Click to load a user sound preset
- » **Save** 💾 - Click to save the current sound settings as a user preset
- » **Copy To** 📋 - Copy the current sound settings to one of the other layers
- » **Sound** - Select sounds by drop-down menu or by using the ◀▶ arrows (same as on Main page)

## 3 AUX Sends

- » **Reverb** - adjust the reverb send level
- » **Delay** - adjust the delay send level (same as on Main page)

## 4 Amplitude

- » **Level** - Adjust the overall layer level
- » **ADSR** - Adjust the layer level over time using an Attack/Decay/Sustain/Release envelope
- » **Attack and Decay Curve** - Adjust the curve of attack and decay/release envelope stages

## 5 Filter

- » **Power** - Activate the filter
- » **Mode** - Select between LP (lowpass), BP (bandpass) or HP (highpass) filter shapes
- » **Frequency** - Set the filter cutoff frequency
- » **Resonance** - Set the filter resonance amount
- » **Drive** - Set the filter drive amount
- » **Depth** - Set the filter depth amount
- » **Velocity** - Set the filter velocity sensitivity

- » **Wheel** - Set modwheel influence of filter depth
- » **ADSR** - Typical ADSR envelope for the Filter
- » **Attack and Decay Curve** - Adjust the curve of attack and decay/release envelope stages

## 6 Pitch + Voicing

- » **Color** - Shifts color based on adjacent samples
- » **Octave** - Transpose the pitch in octaves
- » **Semitone** - Transpose the pitch in semitones
- » **Unison Mode** - None / Alternate / Unison Classic
- » **Spread** - Change the stereo width [Alt/Unison]
- » **Detune** - Adjust the layer detune amount [Unison only]

## 7 Expression Effects

A selection of per-layer audio effects set to respond to your MIDI keyboard's modwheel or note velocity for expressive control. Click the name to view parameters for each effect, use the ■ button to turn the effects on/off.

- » **Vibrato**
  - Speed** - Set the vibrato speed
  - Depth** - Set the effect depth
  - Wheel** - Enable the modwheel control
- » **Tremolo**
  - Speed** - Set the tremolo speed
  - Depth** - Set the effect depth
  - Wheel** - Enable the modwheel control
- » **Frequency Shifter**
  - Coarse** - Set the frequency
  - Velocity** - Set the velocity modulation amount
  - Wheel** - Set the modwheel control depth
- » **Drive**
  - Velocity** - Set the velocity modulation amount
  - Wheel** - Set the modwheel control depth

## 8 Effects

A selection of per-layer audio effects. Click the name to view parameters for each effect, use the ■ button to turn the effects on/off.

- » **Frequency Shifter**
  - Coarse** - Set the effect intensity
  - Spread** - Set the channel shift offset
  - Mix** - Set the effect dry/wet balance
- » **Waveshaper**
  - Mode** - Set the waveform of the effect
  - In / Out** - Set the input and out gain
  - Amount** - Set the effect amount
  - Mix** - Set the effect dry/wet balance
- » **Chorus**
  - Speed** - Set the modulation speed
  - Depth** - Set the modulation depth
  - Edge** - Set the feedback amount
  - Mix** - Set the effect dry/wet balance
- » **Phaser**
  - Speed** - Set the modulation speed
  - Feedback** - Set the feedback amount
  - Mix** - Set the effect dry/wet balance
- » **Equalizer**
  - Low** - Set the low frequency band gain
  - Mid** - Set the middle frequency band gain
  - Mid Frequency** - Set the frequency of the middle band
  - High** - Set the high frequency band gain

# User Interface - Arpeggiator Edit



## 1 Layer Global

- » **[Sound]** - Click to view/edit SOUND controls
- » **[Arp]** - Click to view/edit ARP controls
- » **[Arp ⏻]** - Click to toggle the layer arpeggiator

## 2 Preset

- » **Preset** - Change presets by drop-down menu or by using the ◀▶ arrows
- » **Load** - Click to load a user arp preset
- » **Save** - Click to save the current arp settings as a user preset
- » **Copy To** - Copy the current arpeggiator settings to one of the other layers

## 3 Chord Detector

- » **Chord** - Indicates the chord type detected from current incoming MIDI notes

## 4 Record

- » **Record** - Click to start recording incoming MIDI notes for export, click again to stop recording
- » **Export** - Exports the recorded MIDI data, Drag the button and drop on your DAW's MIDI/Instrument track, or desktop

## 5 Arpeggiator

- » **Mode** - Click to set the arpeggiator mode: Arpeggiator, or Phraser
- » **Motion** - Click to set the arpeggiator motion up, down, or up+down [Arp mode only]
- » **Octave Low/High** - Lock the sequence in a specific octave range, with lowest and highest octave [Phraser mode only]
- » **Max** - Max velocity (clamps step velocity value)
- » **Steps** - Set the number of steps
- » **Rate** - Set the step duration
- » **Gate** - Set the global gate amount (clamps step gate value)

- » **Page** - Switch between 4 16-step pages of the sequence
- » **Scroll** - Enable to change pages automatically with the sequence playhead
- » **Link** - Enable to duplicate edits across all pages
- » **Loop** - Enable to loop playback of a single page
- » **Step Editor**
  - Vel** - Click-drag to set the velocity
  - Link** - Enable to sustain the previous step
  - Type** - Set the step type (Basic, Harmonized or Chord) based on mode
  - Pitch** - Set a pitch offset in semitones
  - Octave** - Set a pitch offset in octaves
  - Gate** - Set the step gate duration
  - Repeat** - Set the step gate duration
  - Pan** - Set the step pan
  - Menus** - Click the ▼ button to right side of each row to either initialize, randomize, or select a preset. Affects the visible page, or entire sequence if [Link] is enabled.

## 6 Euclidean Emphasis

- Set a variable accent amount using euclidean patterns with octave and sidechain. Euclidean pattern step length and octave are independent of the arpeggiator global settings.
- » **Power** - Click to enable the effect
  - » **Amount** - Set the effect amount
  - » **Hit** - Set the number of active steps
  - » **Steps** - Set the euclidean pattern step length
  - » **Octave** - Set the accent octave
  - » **Velocity** - Set the accent velocity
  - » **Sidechain** - Sidechains the main sequence with the euclidean sequence

## 7 MIDI Effect

Plays a harmonic sequence on top of the incoming notes in one of 3 modes

- » **Power** - Click to enable the effect
- » **Amount** - Set the effect amount
- » **Mode** - Set the MIDI effect mode
  - MIDI Delay** - Layers the last played note atop the currently playing step
  - Random** - Randomly chooses a note from the pressed chord and layers it atop the currently playing step
  - Pitch Drift** - A MIDI delay with pitch offset and skew parameters
- » **Pitch** - Set the pitch shift in semitones
- » **Speed** - Set the note duration
- » **Decay Time** - Pitch decay time
- » **Ramp Time** - Ramping time from the init pitch to target
- » **Pan Mode** - Set the pan mode: [From Sequence], or [Random] with Spread control

## 8 Scale Quantizer

Quantizes the sequence output according to the following settings:

- » **Power** - Click to enable the effect
- » **Mode** - Set the quantization mode:
  - Auto** - Analyzes the current mode (major, minor) and scales the sequence accordingly
  - Manual** - Quantizes output to a user selected scale and key
- » **Manual mode options:**
  - Scale** - Set the scale
  - Root Lock** - Click to lock the root key
  - Root Key** - Set the locked root key

## User Interface - FX



### 1 ► AUX FX

#### » AUX Reverb

**On/Off** - Click the effect name to toggle on/off

**Size** - Set the reverb room size

**Decay** - Set the reverb decay time

**Lo/Hi Decay** - Multiplies the decay time [-/+]  
for the low and high frequencies

**Modulation Depth** - Set the modulation depth

**Modulation Rate** - Set the modulation speed

#### » AUX Delay

**On/Off** - Click the effect name to toggle on/off

**Time** - Set the delay time

**Delay Pan** - Set the stereo position of the delay

**Feedback** - Set the delay feedback amount

**Feedback Pan** - Set the feedback pan position

**Lo/High Cut** - Set the delay output's Low-Cut  
and High-Cut filter frequencies

**Rotation Output** - Set the delay output phase

**Rotation Feedback** - Set the delay feedback  
phase

### 2 ► Global Bus FX

#### » Drive

**On/Off** - Click the effect name to toggle on/off

**Amount** - Set the drive amount

**Tone** - Adjust the brightness of the effect

(Lowpass filter frequency)

**Gain Out** - Set the output gain of the effect

#### » Compressor

**On/Off** - Click the effect name to toggle on/off

**Threshold** - Set the input level at which  
compression starts

**Ratio** - Sets the compression ratio

**Attack** - Set the compressor attack time

**Release** - Set the compressor release time

**Make Up** - Set the makeup gain amount

#### » EQ

**On/Off** - Click the effect name to toggle on/off

**Gain** - [High/Mid/Low] Set the gain amount  
[+/-] for each band

**Mid f** - Set the frequency of the Mid band

#### » Maximizer

**On/Off** - Click the effect name to toggle on/off

**Threshold** - Set the input level at which limiting  
will begin



# Preset List

\_Init Basic Arp  
\_Init Basic No Arp

## 01 CLOUD

A Parasite  
Achillion  
Azul Bleute  
Bawlers  
Blue Wave  
Celestial  
Daydreamer  
Demoniac  
Disquiet  
Dissolving Cowbell  
Dreamer Shaker  
Emerald City  
Emergente  
Ending Game  
Great Master  
Haunted Box  
Ice Sculpture  
Katimvibra  
Least Lynn  
Mechanical Cloud  
Milky Rhodes  
Motel  
Neo Celt  
Night Owls  
Ocean Floor  
Pacifica  
Piers Voxman  
Rain District  
Rain Swell  
River Walker  
Spinning Bala  
Square Peg Round 1K  
The Psychedelic

## 02 REALISTIC

A Forest Grew 1K  
A Forest Grew 3K  
Alternative Sentiments  
Balne War  
Boreal  
Diaporama Split  
Earth Roots  
Elemental  
Ethereal Yearn  
Explanation  
Fantasy Time  
Floating Quest  
Grand Ma Clock 1K  
Haunted House  
Hero Theme  
Mana World  
Map Explorer  
Marching Hippos  
Milty Bells  
Mirror Museum  
Morning Box  
Open the Door  
Raiders  
Rich Quartet  
Sorteer  
Sphilato 1K  
Temple Hiro  
Vandyke  
Vibraphone Sprinkles  
Waiting Room 1  
Waiting Room 2  
Wood Discovery  
Yanna Split

## 03 HYBRID ORGANIC

AB Road  
Airwalker Split  
Bali Stick  
Bossfight  
Callize Split  
Camelite  
Canope  
Da Bush Ka  
Elf In Forest 1K  
Fontaine Street  
Forest Nightfall  
Fresh Man  
Fun Guy  
Giorgia  
Gong Day Dream  
Hakuna Maquadra  
Marvin Mallets  
North Mood  
OrbSplit  
Pastoral Scene 1K  
Pistolet Rose  
Power Up  
Repeat On Wheel  
Rework  
Rive District  
Safari Seq Wheel  
Seabed Med  
Sinnerman  
Slove You  
Temple Mystery 1K  
Tempting  
Twilight Seekers

## 04 ELECTRONIC

Acidish  
Attack Dawn  
Breaking Enter  
Carolin Dream  
Cumpleanos  
Dark State  
Del Tangerine  
Dusty Groove  
Electro SPA  
End Game  
Gravity Wheel  
Intro Rhythm  
Minimal Tech 1K  
Oxynox  
Pancakes  
Phlexed Wheel  
Proverbial  
Quad Dance 1K  
Soft Motion  
Sweet Pluckery  
TechnOrganic 1K  
Xylo Floor

## 05 METAL CYCLES

A Cream Bright  
A Cream Dark  
Alternating Toys  
Apollo Minor  
Bells Gong Band  
Caraibes  
Cave Corner  
Cave Rhythms  
Ephemeral Workout  
Fragona  
Karma  
Keepers  
Lullaby  
Metametals  
Microcosm  
Mike Newfield  
Namaste 1K  
Nate So  
Over Wheel  
Pumpkin Lovers  
Savana Lullaby  
Scorpion King  
SilkyPath  
Sonic Ritual  
Stone Eleven  
Weaver Split

## 06 CINEMATIC

Chandelier Dance  
Chase Split  
Creeper  
Film Maker  
Firebreather  
Fleet Approaching  
Fortune Wheel  
Gotham City 1K  
Groove Pops  
Growlly 1K  
High Floor  
Landscape Scan  
Monster Cave 1K  
Nightstream  
Pannajam  
Research 1K  
Ring Decay Bells  
Roots Tofs  
Rubber Gong  
Santa Barbara  
Sea Life  
Space Bound  
Submarine  
Time Hole  
Tubular Wheel  
Vegas Night 1K  
Warning Signal  
X Cymbalism

# Preset List

## 07 WORLD MOTION

Ancient  
C on E 1K  
Deep Forest  
Dubious Mbira 1K  
Dusk  
Ethnic Potter 1K  
Hand Kali  
Hybrid Train  
In Da Soup 1K  
Island Dream  
Kodac Tango 1K  
Latin Creepers  
Leftys Heist 1K  
Looking For  
Lost Number  
Major Morning  
Mallet Marley  
Meta Ed  
Moon Sector  
Origins  
Paris Chill  
Pigme Lion  
Session Garden  
Snail Race  
Still World  
Temple Exploration  
Vanished  
Wind Vine

## 08 HEAVY

Bala Wheel Perc  
Black Tabasco 1K  
Byzantine Wheel 1K  
Carillon Dark 1K  
Constrictor  
Crazy Climber 1K  
Heavy Tamine  
Hex White  
Indushouse  
Last Gamer  
Machine Line 1K  
Machinery 1K  
Modular Wheel  
Mudo Bass Box 1K  
Night Shift  
Our Oboros  
Pimento  
Pressure  
Quadra Memories  
Shark Tank  
Skriwhelex 1K  
Slam Wheel 1K  
Spastic Reg  
Tribe Initiation  
Watchers  
Zrocle 1K

## 09 EXPERIMENTAL

3rd Pipe  
Blipper MBox  
Calling Me 1K  
Celesta Droplets  
Cercle Solaire  
Dragon Blood 1K  
Drip Tech 1K  
Elf Alarm Wheel 1K  
Ether March 1K  
Frog King 1K  
Gravity Amber 1K  
Guardian Lions  
House Of Clowns  
Light Beams  
Matt and Matic  
Matter of Time 1K  
Moss and Stone 1K  
Mothballs 1K  
Mother's Fire 1K  
Ochiba Shigure 1K  
Orion 1K  
Percussionism  
Pie Raspberry  
Rebel Polarity 1K  
Reveil Nocturne  
Seal Island  
Shadebinder Hustle 1K  
Spiruline 1K  
Tocsain  
Tournament 1K  
Willow's Run 1K

## 10 INSTRUMENTS

BEL Chimestry  
BEL FairyDel  
BEL Hiver  
BEL Metal Brush  
BEL Music Box  
BEL Noel Torito 1  
BEL Noel Torito 2  
BEL Slide Brush Cow  
BEL Space Cowbells  
BEL Splitubular  
BEL Tape Crotales  
BEL Ultra Chimes  
BEL Village Life  
BEL Ybalo  
BSS Fusion Man  
BSS Iconic Funk  
BSS Kalimbass  
BSS Road Bass  
BSS Timpa Cymb  
BSS With Brush  
KEY Delicate  
KEY Ducelester  
KEY Glaspered  
KEY Hamm Bell Three  
KEY Hand Pan Mood  
KEY Magic Box  
KEY Nervous Sweet  
KEY Organic Dreams  
KEY Pianet Blue  
KEY Strawberry Key  
KEY Tack EP 1  
KEY Tack EP 2  
KEY Toy Glock  
MLT Balanza  
MLT Dreamarimba  
MLT Gran Vibra  
MLT Hybrid One  
MLT Marumber  
MLT Multi Mallet  
MLT Muted Mallet 1  
MLT Muted Mallet 2  
MLT Orchestralish  
MLT Pure Vibra 1  
MLT Pure Vibra 2  
MLT Steelish  
MLT Velour City  
MLT Vibra Rotary  
MLT Xylo Simple  
PLK Delay Moves  
PLK Dub Perry  
PLK Etsharpe  
PLK Mall Syn Wheel  
PLK Organ Pluck  
PLK Pluck Tops  
PLK Poly Bionic  
PLK Silent Pluck  
PLK Woodish  
PRC Full Gongs Hammer  
PRC Full Gongs Hard  
PRC Low Gongs Brush  
PRC Timpa Split  
PRC TimpanHit

SPT Bass and Arp  
SPT Cinemascope  
SPT Entropy  
SPT Hadouk  
SYN Bowing Pad  
SYN Calm Machines  
SYN Celeste Pad  
SYN Funky Polyson  
SYN Goodnight  
SYN Little Funky  
SYN Warpophonic

# Layer Sound List

## BELLS

Chimes Double Dropping  
Chimes Double Plastic  
Chimes Metal  
Chimes Plastic  
Chimes Plastic Muted  
Chimes Stick  
Cowbell Brush Mute  
Cowbell Brush Slide  
Cowbell Brush Sus M  
Cowbell Brush Sus ST  
Cowbell Felt Mute  
Cowbell Felt Sus  
Cowbell Hammer  
Cowbell Metal Mute M  
Cowbell Metal Mute ST  
Cowbell Rubber  
Cowbell Stick Mute M  
Cowbell Stick Mute ST  
Cowbell Stick Sus  
Crotales Cotton  
Crotales Metal  
Crotales Metal Mute  
Crotales Plastic  
Crotales Rods  
Crotales Rods Mute  
Crotales Stick  
Tubular Bells Hammer  
Tubular Bells Plastic  
Tubular Bells Soft

## GONGS

Full Gongs Brush Hit  
Full Gongs Brush Slide  
Full Gongs Hammer  
Full Gongs Hard  
Full Gongs Hard Edge  
Full Gongs Hard Metal  
Full Gongs Hard Side  
Full Gongs Rubber  
Full Gongs Soft Metal  
Low Gongs Brush Hit  
Low Gongs Brush Slide  
Low Gongs Hammer  
Low Gongs Hard  
Low Gongs Hard Edge  
Low Gongs Hard Metal  
Low Gongs Hard Side  
Low Gongs Rubber  
Low Gongs Soft Metal

## KEYBOARDS

Celesta 1  
Celesta 2  
Claviset  
Dulcitone  
EPiano Bass 1  
EPiano Bass 2  
Glockenspiel  
Mini Celesta  
Papageno Bells  
Pianet  
Sanza Keys  
Tacked Tines

## MALLETS

Marimba Cotton  
Marimba Hard Close  
Marimba Hard Room  
Marimba Rods Close  
Marimba Rods Room  
Marimba Rubber  
Marimba Rubber Muted  
Marimba Rubber Rebound  
Marimba Stick Close  
Marimba Stick Room  
Marimba Wood Close  
Marimba Wood Muted Close  
Marimba Wood Muted Room  
Marimba Wood Room  
Vibraphone Hard M  
Vibraphone Hard Muted M  
Vibraphone Hard Muted ST  
Vibraphone Hard Rotary M  
Vibraphone Hard Rotary ST  
Vibraphone Hard ST  
Vibraphone Plastic M  
Vibraphone Plastic Muted M  
Vibraphone Plastic Muted ST  
Vibraphone Plastic Rotary M  
Vibraphone Plastic Rotary ST  
Vibraphone Plastic ST  
Vibraphone Rods M  
Vibraphone Rods ST  
Vibraphone Rubber M  
Vibraphone Rubber ST  
Vibraphone Stick M  
Vibraphone Stick ST  
Xylophone Hard  
Xylophone Hard Muted  
Xylophone Plastic Muted  
Xylophone Rods  
Xylophone Soft  
Xylophone Stick

## MUSICAL TOYS

Bar Chimes  
Bell Tower  
Guitarkeys  
Kathedral Chimes  
Music Box 1  
Music Box 2  
Round A Bell  
Schoenut Upright  
Toy Glock Metal  
Toy Glock Plastic 1  
Toy Glock Plastic 2  
Toy Glock Wood Muted  
Wood Xylophone

## SYNTH

### ANALOG

Analog Pluck  
Bell Bounce  
Chorus Pluck  
Detuned  
Dirty Pop  
Fast Analog  
FM Perc  
Freq Mod 1  
Freq Mod 2  
Freq Mod 3  
Modular Short 1  
Modular Short 2  
Modular Short 3  
Mood Pluck  
Slap Back  
Space Bottle  
Warper  
Xtra Analog Sine  
Xtra Analog Triangle

### BASS

FM Timpani  
Hard Funk  
Iconic Bass  
Moving Sub  
Organ Bass  
Square Bass  
Timpanalog  
Vel Metal

### FM

African Log  
Amazing Pluck  
Analog Bell  
Analog Mallet  
DX1 Wurly  
Echo Perc  
FM Steel Drums  
Little Vibes  
Log A Rhythm  
Mellow Vibes  
Noisy Perc  
Plucked Attack 1  
Plucked Attack 2  
Sharp Vibes  
Syn Balafon  
Syn Marimba  
Vibraphone Ensemble  
VZ Marimba  
VZ Vibes  
Wood Xylo  
Xylonoise

### MODELLED

Bowed  
Caribbean  
Flutish 1  
Flutish 2  
Gamelan  
Glocken Modelled  
Kalimba 1  
Kalimba 2  
Modelled Marimba  
Musical Toms  
Noise Bell  
Rattle Bell  
Soft Synth Bells  
Space Marimba  
Tube Bells  
Vox Bottle  
WSA Steel Drum  
WSA Vibes

### PCM

Crystalline  
Fantaisie  
Filter Move  
Glass Nylon  
Joliness  
Liquid Bell  
Little Bells  
Little Marimba  
Little Synth  
Marimpad  
Nigerian Log  
Pad Bells  
Processed Mallet  
Stack Bells  
Standard Bell  
Synth Echo 1  
Synth Echo 2  
Synth Kalimba  
Voxish  
Wave Bellish  
Xmas Bells

### Vintage Samplers

Mello Vibraphone 1  
Mello Vibraphone 2  
VS Chimes  
VS Full Gong  
VS Guitarkeys  
VS Marimba  
VS Music Box  
VS Reso Tubes  
VS Tacked Tines  
VS Toy Glock  
VS Vibraphone Hard  
VS Vibraphone Long  
VS Vibraphone Muted  
VS Vibraphone Rotary  
VS Xylo Hard

## TRANSIENT NOISE

Cowbell Brush Hit Noise  
Cowbell Brush Sus Noise  
Dulcitone Noise  
Kalimba Noise  
Marimba Noise Full  
Marimba Noise Hard  
Mbira Noise  
Sanza Keys Full Noise  
Sanza Keys Soft Noise  
Sanza Luba Noise  
Upright Noise  
Vibraphone Stick Noise

## WOOD INSTRUMENTS









Balafon Guinean  
Balafon Octave  
Balafon Small  
Reso Tubes Brush 1  
Reso Tubes Brush 2  
Reso Tubes Fat  
Reso Tubes Stick Front  
Reso Tubes Stick Top  
Reso Tubes Wood  
Temple Blocks Brush 1  
Temple Blocks Brush 2  
Temple Blocks Cotton  
Temple Blocks Metal  
Temple Blocks Metal Side  
Temple Blocks Plastic  
Temple Blocks Plastic Side  
Timpani 1  
Timpani 2

## WORLD METAL

Handpan 1  
Handpan 2  
Kalimba  
Mbira Dzavadzimu  
Mbira Nyunga  
Mbira Zimbabwe  
Sanza Congolese  
Sanza Luba  
Steel Drums

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