

Jazz Clarinet Patches - Kontakt

No.	Patch	Description
1	Bend_F	Note bends down and then back up (loud)
2	Bend_MP	Note bends down and then back up (soft)
3	Bend	Bend with loud/soft velocity layers
4	BendDown_F	Note bends down (loud)
5	BendDown_MP	Note bends down (soft)
6	BendDown	BendDown with loud/soft velocity layers
7	Crescendo-KeySwitch	Crescendos 1 through 5 with key switching
8	Crescendo-VelSwitch	Crescendos 1 through 5 with velocity switching
9	Crescendo1	Two-beat crescendo at 120 beats/sec
10	Crescendo2	Four-beat crescendo at 120 beats/sec
11	Crescendo3	Six-beat crescendo at 120 beats/sec
12	Crescendo4	Eight-beat crescendo at 120 beats/sec
13	Crescendo5	Ten-beat crescendo at 120 beats/sec
14	Doit	Attack followed by glissando up an octave
15	DoitRT	Release trigger for doit. Note, this allows you to manually attach doits to any articulation.
16	Ending	Attach followed by an up/down glissando.
17	EndingRT	Release trigger for ending. Note, this allows you to manually attach endings to any articulation.
18	Fall-KeySwitch	Four falls (rough-long, rough-short, smooth-long, smooth-short) with key switching
19	Fall-VelSwitch	Four falls (rough-long, rough-short, smooth-long, smooth-short) with velocity switching
20	FallRoughLong	Rough-long fall
21	FallRoughLongRT	Release trigger for rough-long fall. Note, this allows you to manually attach rough-long falls to any articulation.
22	FallRoughShort	Rough-short fall
23	FallRoughShortRT	Release trigger for rough-short fall. Note, this allows you to manually attach rough-short falls to any articulation.
24	FallSmoothLong	Smooth-long fall
25	FallSmoothLongRT	Release trigger for smooth-long fall. Note, this allows you to manually attach smooth-long falls to any articulation.
26	FallSmoothShort	Smooth-short fall
27	FallSmoothShortRT	Release trigger for smooth-short fall. Note, this allows you to manually attach smooth-short falls to any articulation.
28	FastTrueLegato	Fast true legato using samples recorded from actual transitions between notes
29	GraceUpHalf_F	Half step grace note up to final note (loud)
30	GraceUpHalf_MP	Half step grace note up to final note (soft)
31	GraceUpHalf	Half step grace note up with loud/soft velocity layers
32	GraceUpWhole_F	Whole step grace note up to final note (loud)
33	GraceUpWhole_MP	Whole step grace note up to final note (soft)
34	GraceUpWhole	Whole step grace note up with loud/soft velocity layers
35	Growl	Harsh growl sound
36	GrowlUpVib	Harsh growl sound with slur up to note and vibrato
37	KeyClicks	Noise from clicking the keys
38	KeySwitch-Basic-SIPS	Very basic key switch patch (see key switch mapping for more details) with SIPS legato and vibrato scripts
39	KeySwitch-Basic	Very basic key switch patch (see key switch mapping for more details)

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40	KeySwitch-Full-SIPS	Fully loaded key switch patch (see key switch mapping for more details) with SIPS legato and vibrato scripts
41	KeySwitch-Full	Fully loaded key switch patch (see key switch mapping for more details)
42	KeySwitch-Light-SIPS	Light key switch patch (see key switch mapping for more details) with SIPS legato and vibrato scripts
43	KeySwitch-Light	Light key switch patch (see key switch mapping for more details)
44	KeySwitch-Medium-SIPS	Medium key switch patch (see key switch mapping for more details) with SIPS legato and vibrato scripts
45	KeySwitch-Medium	Medium key switch patch (see key switch mapping for more details)
46	Legato_F	Short loud notes that can be played in more rapid passages
47	Legato_MP	Short soft notes that can be played in more rapid passages
48	Legato	Short notes that can be played in more rapid passages with loud/soft velocity layers
49	LegatoKeyClicks	Short notes that can be played in more rapid passages with key clicks at the attack of each note
50	Marcato_F	Medium short notes with vibrato and a little fall at the release (loud)
51	Marcato_MP	Medium short notes with vibrato and a little fall at the release (soft)
52	Marcato	Marcato with loud/soft velocity layers
53	ReleaseTriggers-KeySwitch	Six key switched release triggers in one patch (doit, ending, rough long fall, rough short fall, smooth long fall, and smooth short fall). Note, this allows you to manually attach any of the release triggers to any articulation.
54	ReleaseTriggers-VelSwitch	Six velocity switched release triggers in one patch (doit, ending, rough long fall, rough short fall, smooth long fall, and smooth short fall). Note, this allows you to manually attach any of the release triggers to any articulation.
55	ReverseDoit	Reverse Doit (quick glissando down an octave to the final note)
56	Rise-KeySwitch	Three rises key switched
57	Rise-VelSwitch	Three rises velocity switched
58	RiseLong	Long glissando up to final note
59	RiseMedium	Medium glissando up to final note
60	RiseShort	Short glissando up to final note
61	ScaleDown	Quick four note chromatic scale down to final note. The accent is on the final note.
62	ShortFall	Hard attack with an immediate short fall
63	SlurUp_F	Smooth slur (bend) up to note (loud)
64	SlurUp_MP	Smooth slur (bend) up to note (soft)
65	SlurUp	Slur up with loud/soft velocity layers
66	SmoothSlurUp	Long, medium, and short smooth slur up articulations with velocity switching
67	SmoothSlurUpLong	Long smooth slur up to note
68	SmoothSlurUpMedium	Medium smooth slur up to note
69	SmoothSlurUpShort	Short smooth slur up to note
70	Stac-KeySwitch	Long and Short key switched staccatos
71	StacLong_FF	Long staccato (loud)
72	StacLong_MF	Long staccato (soft)
73	StacLong	Long staccato with loud/soft velocity layers

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74	StacLongLight	Long staccato with loud/soft velocity layers and no alternating samples
75	StacLongRR	Long staccato with loud/soft velocity layers using round robin approach that uses neighboring samples to avoid machine gun effect
76	StacShort_FF	Short staccato (loud) with four alternating samples per note
77	StacShort_MF	Short staccato (medium) with four alternating samples per note
78	StacShort_P	Short staccato (soft) with four alternating samples per note
79	StacShort	Short staccato with loud/medium/soft velocity layers and four alternating samples per note
80	StacShortLight	Short staccato with loud/medium/soft velocity layers with no alternating samples
81	StacShortRR	Short staccato with loud/medium/soft velocity layers using round robin approach that uses neighboring samples to avoid machine gun effect
82	Sus_F	Loud sustained notes (vibrato controlled by mod wheel)
83	Sus_FF	Very loud sustained notes (vibrato controlled by mod wheel)
84	Sus_MF	Medim sustained notes (vibrato controlled by mod wheel)
85	Sus_MP	Soft sustained notes (vibrato controlled by mod wheel)
86	Sus	Sustained notes with four velocity layers
87	Swell-KeySwitch	Swell 1 through 5 with key switching. Swells are like crescendos except that they have a strong attack.
88	Swell-VelSwitch	Swell 1 through 5 with velocity switching. Swells are like crescendos except that they have a strong attack.
89	Swell1	Two-beat swell at 120 beats/sec
90	Swell2	Four-beat swell at 120 beats/sec
91	Swell3	Six-beat swell at 120 beats/sec
92	Swell4	Eight-beat swell at 120 beats/sec
93	Swell5	Ten-beat swell at 120 beats/sec
94	Trill-KeySwitch	Key switched version of the three trill articulations
95	Trill1	Half step trill with attack followed by crescendo and decrescendo
96	Trill2	Half step trill with attack followed by crescendo
97	Trill3	Minor 3rd trill with attack followed by crescendo
98	Turn	Short note with a little bounce and vibrato. Turns are very effective as transition notes in a passage.
99	UpDownChrom	Four note up down chromatic scale to final note
100	UpDownLongRough_F	Rough long glissando up to note with a fall off at the end (loud)
101	UpDownLongRough_MP	Rough long glissando up to note with a fall off at the end (soft)
102	UpDownLongRough	Rough long glissando up to note with a fall off at the end with loud and soft velocity layers
103	UpDownLongSmooth_F	Smooth long glissando up to note with a fall off at the end (loud)
104	UpDownLongSmooth_MP	Smooth long glissando up to note with a fall off at the end (soft)
105	UpDownLongSmooth	Smooth long glissando up to note with a fall off at the end with loud and soft velocity layers
106	UpDownSmoothShort	Smooth short glissando up to note with a fall off at the end (loud)
107	Vib_F	Sustains with vibrato (loud)
108	Vib_MF	Sustains with vibrato (medium)
109	Vib_MP	Sustains with vibrato (soft)
110	Vib	Vibrato with three velocity layers