

Jazz Clarinet Patches - Reason

No.	Patch	Description
1	Clarinet.cmb	Combinator loaded with multiple patches. Do not use the combinator as a track (that would play all patches simultaneously). Instead, patches within the combinator can be used to create a track in the sequencer. The combinator should be connected to a mixer where all of its tracks can be controlled in a uniform manner. Sequencer tracks can be created by selecting and then right-clicking on the appropriate NN-XT instrument within the combinator.
2	ClarinetLight.cmb	Similar to Clarinet.cmb except with fewer/simpler patches
3	Bend_F	Note bends down and then back up (loud)
4	Bend_MP	Note bends down and then back up (soft)
5	Bend	Bend with loud/soft velocity layers
6	BendDown_F	Note bends down (loud)
7	BendDown_MP	Note bends down (soft)
8	BendDown	BendDown with loud/soft velocity layers
9	Crescendo	Crescendos 1 through 5 with velocity switching
10	Crescendo1	Two-beat crescendo at 120 beats/sec
11	Crescendo2	Four-beat crescendo at 120 beats/sec
12	Crescendo3	Six-beat crescendo at 120 beats/sec
13	Crescendo4	Eight-beat crescendo at 120 beats/sec
14	Crescendo5	Ten-beat crescendo at 120 beats/sec
15	Doit	Attack followed by glissando up an octave
16	DoitRT	Release trigger for doit. Note, this allows you to manually attach doits to any articulation.
17	Ending	Attach followed by an up/down glissando.
18	EndingRT	Release trigger for ending. Note, this allows you to manually attach endings to any articulation.
19	Fall	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	GraceUpHalf_F	Half step grace note up to final note (loud)
29	GraceUpHalf_MP	Half step grace note up to final note (soft)
30	GraceUpHalf	Half step grace note up with loud/soft velocity layers
31	GraceUpWhole_F	Whole step grace note up to final note (loud)
32	GraceUpWhole_MP	Whole step grace note up to final note (soft)
33	GraceUpWhole	Whole step grace note up with loud/soft velocity layers
34	Growl	Harsh growl sound
35	GrowlUpVib	Harsh growl sound with slur up to note and vibrato
36	KeyClicks	Noise from clicking the keys

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37	Legato_F	Short loud notes that can be played in more rapid passages
38	Legato_MP	Short soft notes that can be played in more rapid passages
39	Legato	Short notes that can be played in more rapid passages with loud/soft velocity layers
40	LegatoKeyClicks	Short notes that can be played in more rapid passages with key clicks at the attack of each note
41	Marcato_F	Medium short notes with vibrato and a little fall at the release (loud)
42	Marcato_MP	Medium short notes with vibrato and a little fall at the release (soft)
43	Marcato	Marcato with loud/soft velocity layers
44	ReleaseTriggers	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.
45	ReverseDoit	Reverse Doit (quick glissando down an octave to the final note)
46	Rise	Three rises velocity switched
47	RiseLong	Long glissando up to final note
48	RiseMedium	Medium glissando up to final note
49	RiseShort	Short glissando up to final note
50	ScaleDown	Quick four note chromatic scale down to final note. The accent is on the final note.
51	ShortFall	Hard attack with an immediate short fall
52	SlurUp_F	Smooth slur (bend) up to note (loud)
53	SlurUp_MP	Smooth slur (bend) up to note (soft)
54	SlurUp	Slur up with loud/soft velocity layers
55	SmoothSlurUp	Long, medium, and short smooth slur up articulations with velocity switching
56	SmoothSlurUpLong	Long smooth slur up to note
57	SmoothSlurUpMedium	Medium smooth slur up to note
58	SmoothSlurUpShort	Short smooth slur up to note
59	StacLong_FF	Long staccato (loud)
60	StacLong_MF	Long staccato (soft)
61	StacLong	Long staccato with loud/soft velocity layers
62	StacLongLight	Long staccato with loud/soft velocity layers and no alternating samples
63	StacLongRR	Long staccato with loud/soft velocity layers using round robin approach that uses neighboring samples to avoid machine gun effect
64	StacShort_FF	Short staccato (loud) with four alternating samples per note
65	StacShort_MF	Short staccato (medium) with four alternating samples per note
66	StacShort_P	Short staccato (soft) with four alternating samples per note
67	StacShort	Short staccato with loud/medium/soft velocity layers and four alternating samples per note
68	StacShortLight	Short staccato with loud/medium/soft velocity layers with no alternating samples
69	StacShortRR	Short staccato with loud/medium/soft velocity layers using round robin approach that uses neighboring samples to avoid machine gun effect
70	Sus_F	Loud sustained notes (vibrato controlled by mod wheel)
71	Sus_FF	Very loud sustained notes (vibrato controlled by mod wheel)

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72	Sus_MF	Medim sustained notes (vibrato controlled by mod wheel)
73	Sus_MP	Soft sustained notes (vibrato controlled by mod wheel)
74	Sus	Sustained notes with four velocity layers
75	Swell	Swell 1 through 5 with velocity switching. Swells are like crescendos except that they have a strong attack.
76	Swell1	Two-beat swell at 120 beats/sec
77	Swell2	Four-beat swell at 120 beats/sec
78	Swell3	Six-beat swell at 120 beats/sec
79	Swell4	Eight-beat swell at 120 beats/sec
80	Swell5	Ten-beat swell at 120 beats/sec
81	Trill1	Half step trill with attack followed by crescendo and decrescendo
82	Trill2	Half step trill with attack followed by crescendo
83	Trill3	Minor 3rd trill with attack followed by crescendo
84	Turn	Short note with a little bounce and vibrato. Turns are very effective as transition notes in a passage.
85	UpDownChrom	Four note up down chromatic scale to final note
86	UpDownLongRough_F	Rough long glissando up to note with a fall off at the end (loud)
87	UpDownLongRough_MP	Rough long glissando up to note with a fall off at the end (soft)
88	UpDownLongRough	Rough long glissando up to note with a fall off at the end with loud and soft velocity layers
89	UpDownLongSmooth_F	Smooth long glissando up to note with a fall off at the end (loud)
90	UpDownLongSmooth_MP	Smooth long glissando up to note with a fall off at the end (soft)
91	UpDownLongSmooth	Smooth long glissando up to note with a fall off at the end with loud and soft velocity layers
92	UpDownSmoothShort	Smooth short glissando up to note with a fall off at the end (loud)
93	Vib_F	Sustains with vibrato (loud)
94	Vib_MF	Sustains with vibrato (medium)
95	Vib_MP	Sustains with vibrato (soft)
96	Vib	Vibrato with three velocity layers