

Jazz Flute Patches - Reason

No.	Patch	Description
1	Flute.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	FluteLight.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	Breathy	Soft breathy tone
10	Crescendo	Crescendos 1 through 5 with velocity switching
11	Crescendo1	Two-beat crescendo at 120 beats/sec
12	Crescendo2	Four-beat crescendo at 120 beats/sec
13	Crescendo3	Six-beat crescendo at 120 beats/sec
14	Crescendo4	Eight-beat crescendo at 120 beats/sec
15	Crescendo5	Ten-beat crescendo at 120 beats/sec
16	Doit	Attack followed by glissando up an octave
17	DoitRT	Release trigger for doit. Note, this allows you to manually attach doits to any articulation.
18	Ending	Attach followed by an up/down glissando.
19	EndingRT	Release trigger for ending. Note, this allows you to manually attach endings to any articulation.
20	Fall	Three falls (long, medium, short) with velocity switching
21	FallLong	Long fall
22	FallLongRT	Release trigger for long fall. Note, this allows you to manually attach long falls to any articulation.
23	FallMedium	Medium fall
24	FallMediumRT	Release trigger for medium fall. Note, this allows you to manually attach medium falls to any articulation.
25	FallShort	Short fall
26	FallShortRT	Release trigger for short fall. Note, this allows you to manually attach short falls to any articulation.
27	Flutter	Flutter tongue
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	Legato	Short notes that can be played in more rapid passages
35	Marcato_F	Medium short notes with vibrato and a little fall at the release (loud)
36	Marcato_MP	Medium short notes with vibrato and a little fall at the release (soft)

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37	Marcato	Marcato with loud/soft velocity layers
38	Multiphonics	Flute tone played while singing the note
39	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.
40	Rise	Three rises velocity switched
41	RiseLong	Long glissando up to final note
42	RiseMedium	Medium glissando up to final note
43	RiseShort	Short glissando up to final note
44	ScaleDown	Quick four note chromatic scale down to final note. The accent is on the final note.
45	SlurUp	Slur up to note
46	StacLong_FF	Long staccato (loud)
47	StacLong_MF	Long staccato (soft)
48	StacLong	Long staccato with loud/soft velocity layers
49	StacLongLight	Long staccato with loud/soft velocity layers and no alternating samples
50	StacLongRR	Long staccato with loud/soft velocity layers using round robin approach that uses neighboring samples to avoid machine gun effect
51	StacShort_FF	Short staccato (loud) with four alternating samples per note
52	StacShort_MF	Short staccato (medium) with four alternating samples per note
53	StacShort_P	Short staccato (soft) with four alternating samples per note
54	StacShort	Short staccato with loud/medium/soft velocity layers and four alternating samples per note
55	StacshortLight	Short staccato with loud/medium/soft velocity layers with no alternating samples
56	StacShortRR	Short staccato with loud/medium/soft velocity layers using round robin approach that uses neighboring samples to avoid machine gun effect
57	Sus_FF	Very loud sustained notes (vibrato controlled by mod wheel)
58	Sus_MF	Medim sustained notes (vibrato controlled by mod wheel)
59	Sus_P	Soft sustained notes (vibrato controlled by mod wheel)
60	Sus	Sustained notes with three velocity layers
61	Swell	Swell 1 through 5 with velocity switching. Swells are like crescendos except that they have a strong attack.
62	Swell1	Two-beat swell at 120 beats/sec
63	Swell2	Four-beat swell at 120 beats/sec
64	Swell3	Six-beat swell at 120 beats/sec
65	Swell4	Eight-beat swell at 120 beats/sec
66	Swell5	Ten-beat swell at 120 beats/sec
67	Trill1	Half step trill with attack followed by crescendo and decrescendo
68	Trill2	Half step trill with attack followed by crescendo
69	Trill3	Minor 3rd trill with attack followed by crescendo
70	Turn	Short note with a little bounce and vibrato. Turns are very effective as transition notes in a passage.
71	UpDownChrom	Four note up down chromatic scale to final note
72	UpDownRoughLong_F	Rough long glissando up to note with a fall off at the end (loud)
73	UpDownRoughLong_MP	Rough long glissando up to note with a fall off at the end (soft)

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74	UpDownRoughLong	Rough long glissando up to note with a fall off at the end with loud and soft velocity layers
75	UpDownSmoothLong_F	Smooth long glissando up to note with a fall off at the end (loud)
76	UpDownSmoothLong_MP	Smooth long glissando up to note with a fall off at the end (soft)
77	UpDownSmoothLong	Smooth long glissando up to note with a fall off at the end with loud and soft velocity layers
78	Vib_F	Sustains with vibrato (loud)
79	Vib_MF	Sustains with vibrato (medium)
80	Vib_MP	Sustains with vibrato (soft)
81	Vib	Vibrato with three velocity layers