No.	Patch	Description
1	Alto.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	AltoLight.cmb	Similar to Alto.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	Four falls (rough-long, rough-short, smooth-long, smooth-short) with velocity switching
21	FallRoughLong	Rough-long fall
22	FallRoughLongRT	Release trigger for rough-long fall. Note, this allows you to manually attach rough-long falls to any articulation.
23	FallRoughShort	Rough-short fall
24	FallRoughShortRT	Release trigger for rough-short fall. Note, this allows you to manually attach rough-short falls to any articulation.
25	FallSmoothLong	Smooth-long fall
26	FallSmoothLongRT	Release trigger for smooth-long fall. Note, this allows you to manually attach smooth-long falls to any articulation.
27	FallSmoothShort	Smooth-short fall
28	FallSmoothShortRT	Release trigger for smooth-short fall. Note, this allows you to manually attach smooth-short falls to any articulation.
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	KeyClicks	Noise from clicking the keys
37	Legato	Short notes that can be played in more rapid passages
38	LegatoKeyClicks	Short notes that can be played in more rapid passages with key clicks at the attack of each note
39	Marcato_F	Medium short notes with vibrato and a little fall at the release (loud)
40	Marcato_MP	Medium short notes with vibrato and a little fall at the release (soft)
41	Marcato	Marcato with loud/soft velocity layers
42	Multiphonics	Harsh multiphonic sounds
43	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.
44	Rise	Three rises velocity switched
45	RiseLong	Long glissando up to final note
46	RiseMedium	Medium glissando up to final note
47	RiseShort	Short glissando up to final note
48	ScaleDown	Quick four note chromatic scale down to final note. The accent is on the final note.
49	SlurUp_F	Smooth slur (bend) up to note (loud)
50	SlurUp_MP	Smooth slur (bend) up to note (soft)
51	SlurUp	Slur up with loud/soft velocity layers
52	StacLong_FF	Long staccato (loud)
53	StacLong_MF	Long staccato (soft)
54	StacLong	Long staccato with loud/soft velocity layers
55	StacLongLight	Long staccato with loud/soft velocity layers and no alternating samples
56	StacLongRR	Long staccato with loud/soft velocity layers using round robin approach that uses neighboring samples to avoid machine gun effect
57	StacShort_FF	Short staccato (loud) with four alternating samples per note
58	StacShort_MF	Short staccato (medium) with four alternating samples per note
59	StacShort_P	Short staccato (soft) with four alternating samples per note
60	StacShort	Short staccato with loud/medium/soft velocity layers and four alternating samples per note
61	StacShortLight	Short staccato with loud/medium/soft velocity layers with no alternating samples
62	StacShortRR	Short staccato with loud/medium/soft velocity layers using round robin approach that uses neighboring samples to avoid machine gun effect
63	Sus_F	Loud sustained notes (vibrato controlled by mod wheel)
64	Sus_FF	Very loud sustained notes (vibrato controlled by mod wheel)
65	Sus_MF	Medim sustained notes (vibrato controlled by mod wheel)
66	Sus_MP	Soft sustained notes (vibrato controlled by mod wheel)
67	Sus	Sustained notes with four velocity layers
68	Swell	Swell 1 through 5 with velocity switching. Swells are like crescendos except that they have a strong attack.
69	Swell1	Two-beat swell at 120 beats/sec
70	Swell2	Four-beat swell at 120 beats/sec

71	Swell3	Six-beat swell at 120 beats/sec
72	Swell4	Eight-beat swell at 120 beats/sec
73	Swell5	Ten-beat swell at 120 beats/sec
74	Trill1	Half step trill with attack followed by crescendo and decrescendo
75	Trill2	Half step trill with attack followed by crescendo
76	Trill3	Minor 3rd trill with attack followed by crescendo
77	Turn	Short note with a little bounce and vibrato. Turns are very effective as transition notes in a passage.
78	UpDownChrom	Four note up down chromatic scale to final note
79	UpDownRoughLong	Rough long glissando up to note with a fall off at the end
80	UpDownRoughShort	Rough short glissando up to note with a fall off at the end
81	UpDownSmoothLong	Smooth long glissando up to note with a fall off at the end
82	UpDownSmoothShort	Smooth short glissando up to note with a fall off at the end
83	Vib_F	Sustains with vibrato (loud)
84	Vib_MF	Sustains with vibrato (medium)
85	Vib_MP	Sustains with vibrato (soft)
86	Vib	Vibrato with three velocity layers