Contemporary Soprano Sax 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	Breathy	Soft breathy tone
8	Crescendo-KeySwitch	Crescendos 1 through 5 with key switching
9	Crescendo-VelSwitch	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-KeySwitch	Four falls (rough-long, rough-short, smooth-long, smooth-short) with key switching
20	Fall-VelSwitch	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	FastTrueLegato	Fast true legato using samples recorded from actual transitions between notes
30	GraceUpHalf_F	Half step grace note up to final note (loud)
31	GraceUpHalf_MP	Half step grace note up to final note (soft)
32	GraceUpHalf	Half step grace note up with loud/soft velocity layers
33	GraceUpWhole_F	Whole step grace note up to final note (loud)
34	GraceUpWhole_MP	Whole step grace note up to final note (soft)
35	GraceUpWhole	Whole step grace note up with loud/soft velocity layers
36	Growl	Harsh growl sound
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)
40	KeySwitch-Full-Extra-SIPS	Fully loaded key switch patch with extra non-standard mappings (see key switch mapping for more details) with SIPS legato and vibrato scripts
41	KeySwitch-Full-Extra	Fully loaded key switch patch with extra non-standard mappings (see key switch mapping for more details)
42	KeySwitch-Full-SIPS	Fully loaded key switch patch (see key switch mapping for more details) with SIPS legato and vibrato scripts
43	KeySwitch-Full	Fully loaded key switch patch (see key switch mapping for more details)
44	KeySwitch-Light-SIPS	Light key switch patch (see key switch mapping for more details) with SIPS legato and vibrato scripts
45	KeySwitch-Light	Light key switch patch (see key switch mapping for more details)
46	KeySwitch-Medium-SIPS	Medium key switch patch (see key switch mapping for more details) with SIPS legato and vibrato scripts
47	KeySwitch-Medium	Medium key switch patch (see key switch mapping for more details)
48	Legato	Short notes that can be played in more rapid passages
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	Multiphonics	Harsh multiphonic sounds
54	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.
55	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.
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	SlurUp_F	Smooth slur (bend) up to note (loud)
63	SlurUp_MP	Smooth slur (bend) up to note (soft)
64	SlurUp	Slur up with loud/soft velocity layers
65	Stac-KeySwitch	Long and Short key switched staccatos
66	StacLong_FF	Long staccato (loud)
67	StacLong_MF	Long staccato (soft)
68	StacLong	Long staccato with loud/soft velocity layers

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