

Contemporary Soprano Sax Patches - Soundfont

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	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	Four falls (rough-long, rough-short, smooth-long, smooth-short) with velocity switching
19	FallRoughLong	Rough-long fall
20	FallRoughLongRT	Release trigger for rough-long fall. Note, this allows you to manually attach rough-long falls to any articulation.
21	FallRoughShort	Rough-short fall
22	FallRoughShortRT	Release trigger for rough-short fall. Note, this allows you to manually attach rough-short falls to any articulation.
23	FallSmoothLong	Smooth-long fall
24	FallSmoothLongRT	Release trigger for smooth-long fall. Note, this allows you to manually attach smooth-long falls to any articulation.
25	FallSmoothShort	Smooth-short fall
26	FallSmoothShortRT	Release trigger for smooth-short fall. Note, this allows you to manually attach smooth-short falls to any articulation.
27	GraceUpHalf_F	Half step grace note up to final note (loud)
28	GraceUpHalf_MP	Half step grace note up to final note (soft)
29	GraceUpHalf	Half step grace note up with loud/soft velocity layers
30	GraceUpWhole_F	Whole step grace note up to final note (loud)
31	GraceUpWhole_MP	Whole step grace note up to final note (soft)
32	GraceUpWhole	Whole step grace note up with loud/soft velocity layers
33	Growl	Harsh growl sound
34	KeyClicks	Noise from clicking the keys
35	Legato	Short notes that can be played in more rapid passages
36	LegatoKeyClicks	Short notes that can be played in more rapid passages with key clicks at the attack of each note
37	Marcato_F	Medium short notes with vibrato and a little fall at the release (loud)
38	Marcato_MP	Medium short notes with vibrato and a little fall at the release (soft)
39	Marcato	Marcato with loud/soft velocity layers

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40	Multiphonics	Harsh multiphonic sounds
41	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.
42	Rise	Three rises velocity switched
43	RiseLong	Long glissando up to final note
44	RiseMedium	Medium glissando up to final note
45	RiseShort	Short glissando up to final note
46	ScaleDown	Quick four note chromatic scale down to final note. The accent is on the final note.
47	SlurUp_F	Smooth slur (bend) up to note (loud)
48	SlurUp_MP	Smooth slur (bend) up to note (soft)
49	SlurUp	Slur up with loud/soft velocity layers
50	StacLongLight	Long staccato with loud/soft velocity layers and no alternating samples
51	StacShortLight	Short staccato with loud/medium/soft velocity layers with no alternating samples
52	Sus_F	Loud sustained notes (vibrato controlled by mod wheel)
53	Sus_FF	Very loud sustained notes (vibrato controlled by mod wheel)
54	Sus_MF	Medim sustained notes (vibrato controlled by mod wheel)
55	Sus_MP	Soft sustained notes (vibrato controlled by mod wheel)
56	Sus	Sustained notes with four velocity layers
57	Swell	Swell 1 through 5 with velocity switching. Swells are like crescendos except that they have a strong attack.
58	Swell1	Two-beat swell at 120 beats/sec
59	Swell2	Four-beat swell at 120 beats/sec
60	Swell3	Six-beat swell at 120 beats/sec
61	Swell4	Eight-beat swell at 120 beats/sec
62	Swell5	Ten-beat swell at 120 beats/sec
63	Trill1	Half step trill with attack followed by crescendo and decrescendo
64	Trill2	Half step trill with attack followed by crescendo
65	Trill3	Minor 3rd trill with attack followed by crescendo
66	Turn	Short note with a little bounce and vibrato. Turns are very effective as transition notes in a passage.
67	UpDownChrom	Four note up down chromatic scale to final note
68	UpDownLongRough	Rough long glissando up to note with a fall off at the end (loud)
69	UpDownLongSmooth	Rough short glissando up to note with a fall off at the end (loud)
70	Vib_F	Sustains with vibrato (loud)
71	Vib_MF	Sustains with vibrato (medium)
72	Vib_MP	Sustains with vibrato (soft)
73	Vib	Vibrato with three velocity layers