Screaming Trumpet Reason Programs

Sustained Non Vibrato Articulations

ST_LongNV.sxt	Four layered (FF, F, MF, MP) velocity switched four-second sustained samples
ST_LongNV_FF.sxt	Very loud four-second sustained samples
ST_LongNV_F.sxt	Loud four-second sustained samples
ST_LongNV_MF.sxt	Medium loud four-second sustained samples
ST_LongNV_MP.sxt	Soft four-second sustained samples

ST_LoopedNV.sxt	Four layered (FF, F, MF, MP) velocity switched looped sustained samples
ST_LoopedNV_FF.sxt	Very loud looped sustained samples
ST_LoopedNV_F.sxt	Loud looped sustained samples
ST_LoopedNV_MF.sxt	Medium loud looped sustained samples
ST_LoopedNV_MP.sxt	Soft looped sustained samples

Sustained Vibrato Articulations

ST_Vib.sxt	Two layered (F, MP) velocity switched four-second sustained vibrato samples
ST_Vib_F.sxt	Loud four-second vibrato samples
ST_Vib_MP.sxt	Soft four-second vibrato samples

Room articulations (Distant Microphone Placement)

ST_LongNV_MF_Room.sxt	Medium loud four-second sustained samples
ST_LoopedNV_MF_Room.sxt	Medium loud looped sustained samples
ST_Vib_MP_Room.sxt	Medium loud four-second vibrato samples

Staccato

ST_Stac.sxt	Two layered (FF, MF) staccato samples with two alternating samples per layer (total of four samples per note)
ST_Stac_FF.sxt	Very loud staccato samples with two alternating samples per note
ST_Stac_MF.sxt	Soft staccato samples with two alternating samples per note

Falls

ST_Fall.sxt	Velocity switched versions of the four Fall articulations (the velocities do not affect the volume of the sample, only the articulation)
ST_Fall1.sxt	Short note followed by a quick smooth (half valve) fall
ST_Fall2.sxt	Short note followed by a long smooth (half valve) fall
ST_Fall3.sxt	Short note followed by a quick rough (flutter valve) fall
ST_Fall4.sxt	Short note followed by a long rough (flutter valve) fall

Rises

ST_Rise.sxt	Velocity switched versions of the three rise articulations
ST_Rise1.sxt	Smooth quick slur up to short note
ST_Rise2.sxt	Smooth long slur up to short note
ST_Rise3.sxt	Rough slur up to short note

Shakes

ST_ShakeShort.sxt	Tight shake
ST_Shake Long.sxt	Delayed shake
ST_ShakeRip.sxt	Short tight shake with a rip at the end

Endings

ST_Ending.sxt	Velocity switched versions of Endings 0-5 (the velocities do not affect the volume of the sample, only the articulation)
ST_Ending0.sxt	Very short note followed by up/down rip
ST_Ending1.sxt	Short note followed by up/down rip
ST_Ending1Plus.sxt	Half-second note followed by up/down rip
ST_Ending2.sxt	One-second note followed by up/down rip
ST_Ending3.sxt	Two-second note followed by up/down rip
ST_Ending4.sxt	Three-second note followed by up/down rip
ST_Ending5.sxt	Four-second note followed by up/down rip

Doit

ST_Doit.sxt	Short note followed by a quick slur up an octave

Swells

ST_Swell.sxt	Velocity switched swells 1-5 with sharp attack and then crescendo (the velocities do not affect the volume of the sample, only the length)
ST_Swell1.sxt	Half-second swell
ST_Swell2.sxt	One-second swell
ST_Swell3.sxt	Two-second swell
ST_Swell4.sxt	Three-second swell
ST_Swell5.sxt	Four-second swell

Miscellaneous

ST_Bend.sxt	Note bends down a half step and then back up to the original note
ST_BendDown.sxt	Note bends down a half step
ST_SlurUp.sxt	Note slurs up a half step (similar to rise)
ST_Growl.sxt	Raspy growl sound
ST_GrowlXF.sxt	Growl cross faded with sustained tone based on velocity
ST_FlutterTongue.sxt	Raspy flutter tongue
ST_FlutterTongueXF.sxt	Flutter tongue cross faded with sustained tone based on velocity
ST_FlutterValves.sxt	Sustained note with fluttering valves on same note
ST_Scale.sxt	Velocity switched scale up or scale down (the velocities do not affect the volume of the sample, only the articulation)
ST_ScaleUp.sxt	Four-note chromatic scale up to top note

ST_ScaleDown.sxt	Four-note chromatic scale down to bottom note
ST_GraceNote.sxt	Half-step grace note up to top note
ST_Legato.sxt	Short notes that can be used for fast passages

Release Trigger (Manual)

These articulations may be manually appended to the end of sustained notes to achieve the desired articulation

ST_Doit_RT.sxt	Quick slur up an octave
ST_Ending_RT.sxt	Quick up/down rip made famous by Maynard Ferguson
ST_Fall1_RT.sxt	Quick smooth fall
ST_Fall2_RT.sxt	Long smooth fall
ST_Fall3_RT.sxt	Quick rough fall
ST_Fall4_RT.sxt	Long rough fall

Combinator

ST_Comb.cmb	Combinator that includes all of the articulations that are commonly used (this is useful for quickly loading all of the main patches in the library)