



KApro Iconic Suite

EXs298 „Cinematic Percussion“ Library



Perfection Made in Germany

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KApro proudly introduces the KORG KRONOS

KApro Iconic Suite

EXs298 „Cinematic Percussion“ Library

Die Sampling-Spezialisten von KApro sind seit fast einem Jahrzehnt für ihre preisgekrönte Klangdesigns bekannt. Im Laufe der Zeit hat KApro gut einhundert Klangbibliotheken für den KORG KRONOS veröffentlicht. KApros symphonische Klangkreationen, u.a. aus den Serien „**Symphonic Dreams**“ und „**Epic Composer**“, werden seit ihrer Verfügbarkeit von unseren Kunden, zu denen wir auch zahlreiche namhafte und international bekannte Stars und Musiker zählen dürfen, gefeiert.

Viele unserer zahlreichen Musikerfreunde wünschen sich neben unseren umfassenden „**Symphonic Dreams**“- und „**Epic Composer**“-Werken auch schlanke und flexibel einsetzbare, aber dennoch mit unserem fulminantem KApro-Sound ausgestattete Klangbibliotheken mit möglichst wenigen Programs, die nach Belieben und ohne Aufwand an nahezu jede Speicherposition des KORG KRONOS gelegt werden können.

Es ist gerade die Herausforderung der Sparsamkeit, der wir uns gestellt haben. Wir haben aus dieser Herausforderung eine Tugend gemacht und gleichzeitig die Frage der Modularität neu aufgeworfen...

...

... und beantwortet!

Nun ist es soweit! KApro bringt die ersten modularen und einfach kombinierbaren symphonischen Klangbibliotheken der *KApro Iconic Suite*.

Jede *KApro Iconic Suite* Klangbibliothek ist einer bestimmten symphonischen Klangsparte gewidmet, z.B. der Solovioline (EXs289 „Solo Violin“), den schnellen Streichern (z.B. EXs290 „Fast Strings 1“), den langsamen Streichern (z.B. EXs291 „Slow Strings 1“) und den Orchesterbläser (EXs292 „Cinematic Brass“). Mit dieser neuartigen modularen Kombinatorik gelingt es, mit wenigen Multisamples und somit mit einer geringen Belastung des verfügbaren RAM-Speichers auszukommen und dennoch klanglich zu überzeugen.

Alle *KApro Iconic Suite* Klangbibliotheken haben wenige, oft nur eine Handvoll Programs. Dennoch fangen die Programs den wesentlichen Charakter einer jeden Klangsparte treffend ein. Die Programs einer jeden *KApro Iconic Suite* Klangbibliothek sind gebrauchsfertig und

dynamisch spielbar. Darüber hinaus bereichern die sinnvolle Belegung der Controller des KORG KRONOS und deren Verwendung das produzierte Klangerlebnis.

Jede *KApro Iconic Suite* Klangbibliothek verwendet sorgfältig ausgewählte Multisamples in bewährter KApro-Qualität. Neben der neuartigen modularen Kombinatorik hat uns die gewünschte Sparsamkeit veranlasst, jede *KApro Iconic Suite* Klangbibliothek mit nur wenigen Multisamples auszustatten und auf diese Weise die Auslastung des RAM-Speichers im KORG KRONOS so gering wie möglich zu halten.

Alle *KApro Iconic Suite* Klangbibliotheken setzen auf eine einzige, **gemeinsame** „Wave Sequences“-Bank. Deshalb ist die Umspeicherung der Programs und auf Wunsch auch der „Wave Sequences“ im Handumdrehen erledigt.

Die vorliegende

KApro Iconic Suite EXs298 „Cinematic Percussion“ Library

bringt den überwältigend-fulminanten Blockbuster-Klang eines großen sinfonischen Schlagwerkensembles mit bis zu fünf (!) Musikern.

Die *KApro Iconic Suite* EXs298 „Cinematic Percussion“ Library hat 13 Programs und verwendet lediglich 3 sorgfältig programmierte „Wave Sequences“. Werksseitig sind

- die 13 Programs in der Bank U-G und
- die 3 „Wave Sequences“ ebenfalls in der Bank U-G untergebracht.

Die 11 stereophonen Multisamples benötigen lediglich 19 MB des „Virtual RAM“.

Erhaschen Sie den KApro-Spirit mit der

KApro Iconic Suite EXs298 „Cinematic Percussion“ Library,

ein absolutes MUST HAVE für jeden KRONOS User!

KApro proudly introduces the KORG KRONOS

KApro Iconic Suite

EXs298 "Cinematic Percussion" Library

KApro's sampling specialists have been known for their award-winning sound designs for almost a decade. Over the years KApro has published a good hundred sound libraries for the KORG KRONOS. Since their availability, KApro's symphonic sound creations, e.g. from the "**Symphonic Dreams**" series and the "**Epic Composer**" series, have been celebrated by our customers, including numerous internationally well-known stars and musicians.

In addition to our extensive "**Symphonic Dreams**" and "**Epic Composer**" products, many of our numerous musician friends also want slim and flexible sound libraries that are still equipped with our brilliant KApro sound, however, with as few programs as possible, which can be added at will and with little effort to any memory position of the KORG KRONOS.

It is precisely the challenge of thrift that we have set ourselves. We have made a virtue of this challenge and at the same time raised the question of modularity...

...

... and gave a remarkable answer to it!

Now the time has come! KApro brings the first modular and easily combinable symphonic sound libraries, our *KApro Iconic Suite*.

Each *KApro Iconic Suite* sound library is dedicated to a certain symphonic sound genre, e.g. the solo violin (EXs289 "Solo Violin"), the fast strings (e.g. EXs290 "Fast Strings 1"), the slow strings (e.g. EXs291 "Slow Strings 1") and the orchestral brass (EXs292 "Cinematic Brass"). These novel modular combinatorics have been important assets in achieving a convincing sound yet with as few as possible multisamples and thus at a lowest possible memory consumption, leaving tons of space to further valued sound creations.

All *KApro Iconic Suite* sound libraries contain only a few programs, however, catching the essential spirit of each sound genre precisely. The programs of each *KApro Iconic Suite* sound library are ready to use and dynamically playable, just as you are used to from KApro. In addition, the reasoned assignment of the KORG KRONOS controllers and their use enrich the sound experience.

Each *KApro Iconic Suite* sound library uses carefully selected multisamples in proven KApro quality. Aside the aforementioned novel modular combinatorics, the desired thrift prompted us to equip each *KApro Iconic Suite* sound library with just a few multisamples and in this way to keep the RAM memory utilization in the KORG KRONOS as low as possible.

All *KApro Iconic Suite* sound libraries rely on a single, shared "wave sequences" bank. Therefore, the placement of programs to virtually any memory location of the KORG KRONOS can be done in next to no time.

The present

KApro Iconic Suite EXs298 "Cinematic Percussion" Library

offers the overwhelmingly brilliant blockbuster sound of a large symphonic percussion ensemble with up to five (!) musicians.

The *KApro Iconic Suite* EXs298 "Cinematic Percussion" Library has 13 programs and uses only 3 carefully programmed "wave sequences". By default,

- the 13 programs are located in the Bank U-G and
- the 3 "wave sequences" is also located in the Bank U-G.

The 11 stereophonic multisamples only require 19 MB of the "virtual RAM".

Catch the KApro spirit with the

KApro Iconic Suite EXs298 "Cinematic Percussion" Library

an absolute MUST HAVE for every KRONOS user!

HOW TO INSTALL THE EXs EXPANSION EXs298 ON THE KORG KRONOS

[SOURCE: KORG]

INTRODUCTORY NOTICE

This command installs the selected EXs data onto the internal SSD, along with any associated files (.KSC, .PCG, .SNG etc). Note that EXs can only be installed onto the internal SSD, and not to USB storage media.

The **KApro EXs298 "Cinematic Percussion"** Library comprises one EXs library, namely

- **EXs298**.

Using the **KApro EXs298 "Cinematic Percussion"** Library requires the installation of this EXs library, **EXs298**, mandatorily.

In what follows, the installation of the EXs library **EXs298** is described in detail.

Please follow the installation instructions given below (steps 1 until 11) step by step and word by word in order to enable a successful installation.

INSTALLING THE EXs EXPANSION EXs298 ON THE KORG KRONOS

1. After you downloaded the EXs data (demo version)

copy the zipped files to the

top level (“root”) of a USB storage device,

e.g. a USB stick, which you use for the data transfer between your computer and the KORG KRONOS.

2. Un-zip the zipped files directly on the top level of your USB storage device (cf. step 1).

Un-zipping the zip archives will result in five folders, each containing several different files:

- one file having the extension “.exsins”,
- a second file having the extension “.tar.gz” and
- a third file without any extension whose filename begins with the upper case letter “S”.

The directory structure on your USB storage device, with <DriveName> referring to the top level of your USB storage device, should then look like shown below:

```
<DriveName>\
    EXs298.zip
    EXs298\
        EXs298.exsins
        EXs298.tar.gz
        S298
```

“EXs298\” being a folder.

Note: Depending on your browser settings, the downloaded files may be unzipped automatically.

*As mentioned above, one of the files in the resulting folder has a name which ends with “tar.gz.” **Please do not un-zip this tar.gz file.***

3. Safely disconnect your USB storage device (cf. steps 1 and 2) from your computer.
4. Connect your USB storage device (cf. steps 1 to 3) to the KORG KRONOS.
5. Go to the Disk Utility page on the KORG KRONOS.
6. Using the Drive Select menu at the bottom of the page, select your USB storage device (cf. steps 1 to 4).

You may need to wait a few seconds after connecting the device before it is recognized.

The directory listing will look like

```
EXs298.zip
```


EXs298\
“EXs298\” being a folder.

7. **Open the folder named “EXs298” on the top level of your USB storage device (cf. steps 1 to 4 and 6), containing the EXs data from step 2.**

When opening the folder “EXs298” you should find the following files:

EXs298.exsins
EXs298.tar.gz
S298

8. **Select the file “EXs298.exsins” whose name ends in .exsins from within the “EXs298” folder.**

The “exsins” suffix stands for “EXS INStaller”.

*When a “.exsins” file is selected, the **Load** button changes to read **Install**.*

*Only one EXs can be installed at a time. If Multiple Select is On, **Install** will be disabled. Please switch of Multiple Select, then.*

9. **Select Install EXs from the menu, or press the Install button.**

The system will check to confirm that the installation files are valid, and that there is sufficient space on the SSD to install the EXs. Next, a dialog box will appear:

Found installer for: [EXs name] Space required: [nnn] MB SSD1: [disk name] [nnn] GB available

10. **Press Install to continue with the installation,**

or

press Cancel to stop without installing.

An “are you sure?” message will appear to confirm the installation.

11. **Press OK to continue with the installation,**

or

press Cancel to stop without installing.

The installation will then begin. This may take a while; a progress bar shows the installation as it proceeds.

Next, the newly installed files will be verified.

After the verification has completed successfully, the progress bar will disappear, and the installation is complete. The EXs sample data itself is installed on an invisible, protected part of the disk.

To use the EXs, you'll load its associated files (.KSC, .PCG etc.); for the location of these files, see the documentation of the specific EXs.

That's it ☺.

Now, you can begin to use the **KApro EXs298 "Cinematic Percussion"** Library. To do so,

- please load the **EXs298.PCG** file and then
- please load the **EXs298.KSC** file.

Now, your KRONOS is ready to be played.

USING THE NEWLY INSTALLED EXs [SOURCE: KORG]

LOADING THE NEWLY INSTALLED .PCG AND .KSC FILES

To use the **KApro EXs298 "Cinematic Percussion"** Library please load the file named

EXs298.PCG

first.

Next, please load the file named

EXs298.KSC

which will load the required links to the PCM data contained in the **KApro EXs298 "Cinematic Percussion"** Library to provide hard disk streaming while you play.

Make sure to back up any sounds before overwriting them in memory.

You may need to free up sample RAM, or use the "Clear" option when loading the .KSC.

You can also

- *load specific sounds from the .KSC,*
- *make your own sub-sets of its sounds, and*
- *automatically load the new samples at startup.*

For more information, see

- *Global "0-3: KSC Auto-Load" on page 762.*
- *Global "0-4: Sample Management" on page 765.*
- *Disk mode menu command "Load .PCG" on page 829.*
- *Disk mode menu command "Load .KSC" on page 838.*

AUTHORIZATION

If an authorization code is required, the EXs will work in demo mode, fading in and out, **until the authorization code is purchased and entered into the KORG KRONOS.**

For more information, see "Global P6: Options Info" on page 803.

ERROR MESSAGES

When installing, error messages may be displayed to indicate problems, as described below.

“Error: invalid option file” means that the installation data is corrupted. **Copy the zip archive file to the USB media again and start with the installation again**, or if that fails, **download the data again**.

“Error: invalid option file” might also mean that you do not install from within a folder, e.g. “EXs298\”. Please always install from within the relevant folder.

“Error: not enough disk space for the installation” means that the internal SSD is too full. Remove data from the SSD, backing it up to USB media, in order to free up space.

UNINSTALLING EXs

Optional EXs may be uninstalled to reclaim space on the internal disk(s).

For more information, see “Uninstall EXs” on page 814.

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EXs298 „Cinematic Percussion“ Library

CONTENT DETAILS



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<i>Program Number</i>	<i>Program Name</i>	<i>Category</i>	<i>Subcategory</i>
U-G000	Cinematic Boom 1	Drums	Perc
U-G001	Cinematic Boom 2	Drums	Perc
U-G002	Gran Casa	Drums	Perc
U-G003	Timpani Vel. Switch 1	Drums	Perc
U-G004	Timpani Vel. Switch 2	Drums	Perc
U-G005	Timpani & Crash	Drums	Perc
U-G006	Epic Percussion 1 RR	Drums	Perc
U-G007	Epic Percussion 2 RR	Drums	Perc
U-G008	Mixed Percussion RR	Drums	Perc
U-G009	Orchestra Percussion 1	Drums	Perc
U-G010	Orchestra Percussion 2	Drums	Perc
U-G011	Cinematic Percussion 1	Drums	Perc
U-G012	Cinematic Percussion 2	Drums	Perc

<i>WSeq Number</i>	<i>WSeq Name</i>
U-G00	KApro RR Fast Strings 1
U-G01	KApro RR Fast Strings 2
U-G02	KApro RR Full Strings
U-G03	KApro RR Epic Spiccato 1
U-G04	KApro RR Epic Spiccato 2
U-G05	KApro RR Full Orchestra
U-G06	KApro RR Legato Violin
U-G07	KApro RR Warm Strings
U-G08	KApro RR Chamber Strings
U-G09	KApro RR Epic Spiccato 1
U-G10	KApro RR Epic Spiccato 2
U-G11	KApro RR Slow Strings 1
U-G12	KApro RR Slow Strings 2
U-G13	KApro RR Ensemble p
U-G14	KApro RR Ensemble mf
U-G15	KApro RR Ensemble f
U-G16	KApro RR Stradivari
U-G17	KApro RR Quartet 1
U-G18	KApro RR Quartet 2
U-G19	KApro RR Main Quartet
U-G20	KApro RR Spiccato 1
U-G21	KApro RR Spiccato 2
U-G22	KApro Up & Down Bow 1
U-G23	KApro Up & Down Bow 2
U-G24	KApro RR Solo Strings 1
U-G25	KApro RR Solo Strings 2
U-G26	KApro RR Solo Spiccato
U-G27	KApro RR Contra Bases
U-G28	KApro RR John & Terry
U-G29	KApro RR Percussion 1
U-G30	KApro RR Percussion 2
U-G31	KApro RR Percussion 3

11 stereophonic multisamples

No.	Name	
000	Dark Boom	-L
001	Dark Boom	-R
002	Dark Epic Drum	-L
003	Dark Epic Drum	-R
004	Gran Casa	-L
005	Gran Casa	-R
006	Timpani Hit	-L
007	Timpani Hit	-R
008	Timpani Roll	-L
009	Timpani Roll	-R
010	Timpani Crescendo	-L
011	Timpani Crescendo	-R
012	Orchestra Percussion 1	-L
013	Orchestra Percussion 1	-R
014	Orchestra Percussion 2	-L
015	Orchestra Percussion 2	-R
016	Cinematic Percussion	-L
017	Cinematic Percussion	-R
018	Epic Drums	-L
019	Epic Drums	-R
020	KApro Piatti	-L
021	KApro Piatti	-R

***** PCG File: Cinematic Percussion.PCG *****

SET LIST, COMBINATIONS, PROGRAMS AND ASSOCIATED MULTISAMPLES, WAVE SEQUENCES AND DRUM KITS

(c)KApro, 15-Jan-2021 21:52:06

THE CONTENT OF THIS DOCUMENT IS ONLY INFORMATIVE.

KApro DO NOT TAKE ANY LIABILITY FOR THE CORRECTNESS OF THE CONTENT.

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P R O G R A M S

TOTAL NUMBER OF PROGRAMS: 13

U-G000 Cinematic Boom 1
Category: Drums | Subcategory: Perc

*** PROGRAM BASIC -----

Single (MS / WSeq)

POLYPHONIC

Hold Off; Poly Legato On; Multiple Trigger; Half Damper Enabled

PROGRAM CONTROL ASSIGN: RT KNOBS/KARMA

OSC1 Bottom Key: C-1 OSC1 Top Key: G9

*** CONTOLLERS SETUP -----

VJS Configuration: CC Control ON, Volume Control ON

VJS X/Y Mode: VJS X Mode: Xfade | VJS Y Mode: Negative

VJS X Mode: +X: OFF

VJS X Mode: -X: OFF

VJS Y Mode: -Y: F/A Attack

SW1: SW1 Mod. (Toggle)

SW2: SW2 Mod. (Toggle)

Knob5: Knob Mod. 5

Knob6: Knob Mod. 6

Knob7: Knob Mod. 7

Knob8: Knob Mod. 8

U-G000 Cinematic Boom 1
 Category: Drums

| Subcategory: Perc

*** OSCILLATOR 1

Osc. 1 AMS Mixer 1: Type: Smoothing | AMS A: After Touch
 Osc. 1 AMS Mixer 2: Type: Smoothing | AMS A: SW2 Mod.

Osc. 1 AEG Level AMS: Exponential Velocity
 Osc. 1 AEG Time AMS1: OFF
 Osc. 1 AEG Time AMS2: Exponential Velocity
 Osc. 1 AEG Time AMS3: Value Slider

Osc. 1 Pitch Bend (JS+X): +0
 Osc. 1 Pitch Bend (JS-X): +0
 Osc. 1 Pitch Ribbon: +0
 Osc. 1 Pitch AMS: OFF
 Osc. 1 Pitch EG AMS: OFF
 Osc. 1 Pitch LFO1 (JS+Y): OFF
 Osc. 1 Pitch LFO2 (JS+Y): OFF
 Osc. 1 Pitch LFO1 AMS: Ribbon
 Osc. 1 Pitch LFO2 AMS: OFF

Filter 1 Routing: 24dB(4-Pole)
 Filter 1A Type: Low Pass (24dB/oct)
 Filter 1 EG AMS: Knob Mod.5
 Filter 1A Mod. AMS1: After Touch
 Filter 1A Mod. AMS2: AMS Mixer 1
 Filter 1 FEG Level AMS: Velocity
 Filter 1 FEG Time AMS1: OFF
 Filter 1 FEG Time AMS2: Velocity
 Filter 1 FEG Time AMS3: Value Slider
 Filter 1A Output AMS: JS-Y
 Filter 1A Resonance AMS: [SW2 Mod. - ZERO INTENSITY]

U-G000 Cinematic Boom 1
Category: Drums | Subcategory: Perc

*** MULTISAMPLES / WAVE SEQUENCES / DRUM KITS SETUP -----
Osc. 1 Octave: 8'
Osc. 1 Slot #1: MS: KApr0 EXs298 stereo: 00000 Dark Boom (Level: 127)

U-G001 Cinematic Boom 2
Category: Drums | Subcategory: Perc

*** PROGRAM BASIC -----

Single (MS / WSeq)

POLYPHONIC

Hold Off; Poly Legato On; Multiple Trigger; Half Damper Enabled

PROGRAM CONTROL ASSIGN: RT KNOBS/KARMA

OSC1 Bottom Key: C-1 OSC1 Top Key: G9

*** CONTOLLERS SETUP -----

VJS Configuration: CC Control ON, Volume Control ON

VJS X/Y Mode: VJS X Mode: Xfade | VJS Y Mode: Negative

VJS X Mode: +X: OFF

VJS X Mode: -X: OFF

VJS Y Mode: -Y: F/A Attack

SW1: SW1 Mod. (Toggle)

SW2: SW2 Mod. (Toggle)

Knob5: Knob Mod. 5

Knob6: Knob Mod. 6

Knob7: Knob Mod. 7

Knob8: Knob Mod. 8

U-G001 Cinematic Boom 2
 Category: Drums

| Subcategory: Perc

*** OSCILLATOR 1

Osc. 1 AMS Mixer 1: Type: Smoothing | AMS A: After Touch
 Osc. 1 AMS Mixer 2: Type: Smoothing | AMS A: SW2 Mod.

Osc. 1 AEG Level AMS: Exponential Velocity
 Osc. 1 AEG Time AMS1: OFF
 Osc. 1 AEG Time AMS2: Exponential Velocity
 Osc. 1 AEG Time AMS3: Value Slider

Osc. 1 Pitch Bend (JS+X): +0
 Osc. 1 Pitch Bend (JS-X): +0
 Osc. 1 Pitch Ribbon: +0
 Osc. 1 Pitch AMS: OFF
 Osc. 1 Pitch EG AMS: OFF
 Osc. 1 Pitch LFO1 (JS+Y): OFF
 Osc. 1 Pitch LFO2 (JS+Y): OFF
 Osc. 1 Pitch LFO1 AMS: Ribbon
 Osc. 1 Pitch LFO2 AMS: OFF

Filter 1 Routing: Parallel
 Filter 1A Type: Low Pass (12dB/oct)
 Filter 1B Type: Band Pass (6dB/oct)
 Filter 1 EG AMS: Knob Mod.5
 Filter 1A Mod. AMS1: After Touch
 Filter 1A Mod. AMS2: AMS Mixer 1
 Filter 1B Mod. AMS1: [SW2 Mod. - ZERO INTENSITY]
 Filter 1B Mod. AMS2: Pitch EG
 Filter 1 FEG Level AMS: Velocity
 Filter 1 FEG Time AMS1: OFF
 Filter 1 FEG Time AMS2: Velocity
 Filter 1 FEG Time AMS3: Value Slider
 Filter 1A Output AMS: JS-Y
 Filter 1A Resonance AMS: [SW2 Mod. - ZERO INTENSITY]
 Filter 1B Output AMS: Velocity
 Filter 1B Resonance AMS: OFF

U-G001 Cinematic Boom 2
Category: Drums | Subcategory: Perc

*** MULTISAMPLES / WAVE SEQUENCES / DRUM KITS SETUP -----
Osc. 1 Octave: 8'
Osc. 1 Slot #1: MS: KApr0 EXs298 stereo: 00002 Dark Epic Drum (Level: 127)

U-G002 Gran Casa
Category: Drums | Subcategory: Perc

*** PROGRAM BASIC -----

Single (MS / WSeq)

POLYPHONIC

Hold Off; Poly Legato On; Multiple Trigger; Half Damper Enabled

PROGRAM CONTROL ASSIGN: RT KNOBS/KARMA

OSC1 Bottom Key: C-1 OSC1 Top Key: G9

*** CONTOLLERS SETUP -----

VJS Configuration: CC Control ON, Volume Control ON

VJS X/Y Mode: VJS X Mode: Xfade | VJS Y Mode: Negative

VJS X Mode: +X: OFF

VJS X Mode: -X: OFF

VJS Y Mode: -Y: F/A Attack

SW1: SW1 Mod. (Toggle)

SW2: SW2 Mod. (Toggle)

Knob5: Knob Mod. 5

Knob6: Knob Mod. 6

Knob7: Knob Mod. 7

Knob8: Knob Mod. 8

U-G002 Gran Casa
 Category: Drums

| Subcategory: Perc

*** OSCILLATOR 1

Osc. 1 AMS Mixer 1: Type: Smoothing | AMS A: After Touch
 Osc. 1 AMS Mixer 2: Type: Smoothing | AMS A: SW2 Mod.

Osc. 1 AEG Level AMS: Exponential Velocity
 Osc. 1 AEG Time AMS1: OFF
 Osc. 1 AEG Time AMS2: Exponential Velocity
 Osc. 1 AEG Time AMS3: Value Slider

Osc. 1 Pitch Bend (JS+X): +0
 Osc. 1 Pitch Bend (JS-X): +0
 Osc. 1 Pitch Ribbon: +0
 Osc. 1 Pitch AMS: OFF
 Osc. 1 Pitch EG AMS: OFF
 Osc. 1 Pitch LFO1 (JS+Y): OFF
 Osc. 1 Pitch LFO2 (JS+Y): OFF
 Osc. 1 Pitch LFO1 AMS: Ribbon
 Osc. 1 Pitch LFO2 AMS: OFF

Filter 1 Routing: 24dB(4-Pole)
 Filter 1A Type: Low Pass (24dB/oct)
 Filter 1 EG AMS: Knob Mod.5
 Filter 1A Mod. AMS1: After Touch
 Filter 1A Mod. AMS2: AMS Mixer 1
 Filter 1 FEG Level AMS: Velocity
 Filter 1 FEG Time AMS1: OFF
 Filter 1 FEG Time AMS2: Velocity
 Filter 1 FEG Time AMS3: Value Slider
 Filter 1A Output AMS: JS-Y
 Filter 1A Resonance AMS: [SW2 Mod. - ZERO INTENSITY]

U-G002 Gran Casa
Category: Drums | Subcategory: Perc

*** MULTISAMPLES / WAVE SEQUENCES / DRUM KITS SETUP -----
Osc. 1 Octave: 8'
Osc. 1 Slot #1: MS: KPro EXs298 stereo: 00004 Gran Casa (Level: 127)

U-G003 Timpani Vel. Switch 1
Category: Drums | Subcategory: Perc

*** PROGRAM BASIC -----

Single (MS / WSeq)

POLYPHONIC

Hold Off; Poly Legato On; Multiple Trigger; Half Damper Enabled

PROGRAM CONTROL ASSIGN: RT KNOBS/KARMA

OSC1 Bottom Key: C-1 OSC1 Top Key: G9

*** CONTOLLERS SETUP -----

VJS Configuration: CC Control ON, Volume Control ON

VJS X/Y Mode: VJS X Mode: Xfade | VJS Y Mode: Negative

VJS X Mode: +X: OFF

VJS X Mode: -X: OFF

VJS Y Mode: -Y: F/A Attack

SW1: SW1 Mod. (Toggle)

SW2: SW2 Mod. (Toggle)

Knob5: Knob Mod. 5

Knob6: Knob Mod. 6

Knob7: Knob Mod. 7

Knob8: Knob Mod. 8

U-G003 Timpani Vel. Switch 1
 Category: Drums

| Subcategory: Perc

*** OSCILLATOR 1

Osc. 1 AMS Mixer 1: Type: Smoothing | AMS A: After Touch
 Osc. 1 AMS Mixer 2: Type: Smoothing | AMS A: SW2 Mod.

Osc. 1 AEG Level AMS: Exponential Velocity
 Osc. 1 AEG Time AMS1: OFF
 Osc. 1 AEG Time AMS2: Exponential Velocity
 Osc. 1 AEG Time AMS3: Value Slider

Osc. 1 Pitch Bend (JS+X): +0
 Osc. 1 Pitch Bend (JS-X): +0
 Osc. 1 Pitch Ribbon: +0
 Osc. 1 Pitch AMS: OFF
 Osc. 1 Pitch EG AMS: OFF
 Osc. 1 Pitch LFO1 (JS+Y): OFF
 Osc. 1 Pitch LFO2 (JS+Y): OFF
 Osc. 1 Pitch LFO1 AMS: Ribbon
 Osc. 1 Pitch LFO2 AMS: OFF

Filter 1 Routing: Parallel
 Filter 1A Type: Low Pass (12dB/oct)
 Filter 1 EG AMS: Knob Mod.5
 Filter 1A Mod. AMS1: After Touch
 Filter 1A Mod. AMS2: AMS Mixer 1
 Filter 1 FEG Level AMS: Velocity
 Filter 1 FEG Time AMS1: OFF
 Filter 1 FEG Time AMS2: Velocity
 Filter 1 FEG Time AMS3: Value Slider
 Filter 1A Output AMS: JS-Y
 Filter 1A Resonance AMS: [SW2 Mod. - ZERO INTENSITY]
 Filter 1B: BYPASS

U-G003 Timpani Vel. Switch 1
Category: Drums | Subcategory: Perc

*** MULTISAMPLES / WAVE SEQUENCES / DRUM KITS SETUP -----
Osc. 1 Octave: 8'
Osc. 1 Slot #1: MS: KApr0 EXs298 stereo: 00004 Gran Casa (Level: 074)
Osc. 1 Slot #2: MS: KApr0 EXs298 stereo: 00006 Timpani Hit (Level: 127)
Osc. 1 Slot #3: MS: KApr0 EXs298 stereo: 00008 Timpani Roll (Level: 127)
Osc. 1 Slot #4: MS: KApr0 EXs298 stereo: 00010 Timpani Crescendo (Level: 127)

U-G004 Timpani Vel. Switch 2
Category: Drums | Subcategory: Perc

*** PROGRAM BASIC

Single (MS / WSeq)

POLYPHONIC

Hold Off; Poly Legato On; Multiple Trigger; Half Damper Enabled

PROGRAM CONTROL ASSIGN: RT KNOBS/KARMA

OSC1 Bottom Key: C-1 OSC1 Top Key: G9

*** CONTOLLERS SETUP

VJS Configuration: CC Control ON, Volume Control ON

VJS X/Y Mode: VJS X Mode: Xfade | VJS Y Mode: Negative

VJS X Mode: +X: OFF

VJS X Mode: -X: OFF

VJS Y Mode: -Y: F/A Attack

SW1: SW1 Mod. (Toggle)

SW2: SW2 Mod. (Toggle)

Knob5: Knob Mod. 5

Knob6: Knob Mod. 6

Knob7: Knob Mod. 7

Knob8: Knob Mod. 8

U-G004 Timpani Vel. Switch 2
 Category: Drums

| Subcategory: Perc

*** OSCILLATOR 1

Osc. 1 AMS Mixer 1: Type: Smoothing | AMS A: After Touch
 Osc. 1 AMS Mixer 2: Type: Smoothing | AMS A: SW2 Mod.

Osc. 1 AEG Level AMS: Exponential Velocity
 Osc. 1 AEG Time AMS1: OFF
 Osc. 1 AEG Time AMS2: Exponential Velocity
 Osc. 1 AEG Time AMS3: Value Slider

Osc. 1 Pitch Bend (JS+X): +0
 Osc. 1 Pitch Bend (JS-X): +0
 Osc. 1 Pitch Ribbon: +0
 Osc. 1 Pitch AMS: OFF
 Osc. 1 Pitch EG AMS: OFF
 Osc. 1 Pitch LFO1 (JS+Y): OFF
 Osc. 1 Pitch LFO2 (JS+Y): OFF
 Osc. 1 Pitch LFO1 AMS: Ribbon
 Osc. 1 Pitch LFO2 AMS: OFF

Filter 1 Routing: Parallel
 Filter 1A Type: Low Pass (12dB/oct)
 Filter 1 EG AMS: Knob Mod.5
 Filter 1A Mod. AMS1: After Touch
 Filter 1A Mod. AMS2: AMS Mixer 1
 Filter 1 FEG Level AMS: Velocity
 Filter 1 FEG Time AMS1: OFF
 Filter 1 FEG Time AMS2: Velocity
 Filter 1 FEG Time AMS3: Value Slider
 Filter 1A Output AMS: JS-Y
 Filter 1A Resonance AMS: [SW2 Mod. - ZERO INTENSITY]
 Filter 1B: BYPASS

U-G004 Timpani Vel. Switch 2
Category: Drums | Subcategory: Perc

*** MULTISAMPLES / WAVE SEQUENCES / DRUM KITS SETUP -----
Osc. 1 Octave: 8'
Osc. 1 Slot #1: MS: KApr EXs298 stereo: 00010 Timpani Crescendo (Level: 084)
Osc. 1 Slot #2: MS: KApr EXs298 stereo: 00006 Timpani Hit (Level: 127)
Osc. 1 Slot #3: MS: KApr EXs298 stereo: 00008 Timpani Roll (Level: 127)
Osc. 1 Slot #4: MS: KApr EXs298 stereo: 00010 Timpani Crescendo (Level: 127)

U-G005 Timpani & Crash
Category: Drums | Subcategory: Perc

*** PROGRAM BASIC -----

Single (MS / WSeq)

POLYPHONIC

Hold Off; Poly Legato On; Multiple Trigger; Half Damper Enabled

PROGRAM CONTROL ASSIGN: RT KNOBS/KARMA

OSC1 Bottom Key: C-1 OSC1 Top Key: G9

*** CONTOLLERS SETUP -----

VJS Configuration: CC Control ON, Volume Control ON

VJS X/Y Mode: VJS X Mode: Xfade | VJS Y Mode: Negative

VJS X Mode: +X: OFF

VJS X Mode: -X: OFF

VJS Y Mode: -Y: F/A Attack

SW1: SW1 Mod. (Toggle)

SW2: SW2 Mod. (Toggle)

Knob5: Knob Mod. 5

Knob6: Knob Mod. 6

Knob7: Knob Mod. 7

Knob8: Knob Mod. 8

U-G005 Timpani & Crash
 Category: Drums

| Subcategory: Perc

*** OSCILLATOR 1

Osc. 1 AMS Mixer 1: Type: Smoothing | AMS A: After Touch
 Osc. 1 AMS Mixer 2: Type: Smoothing | AMS A: SW2 Mod.

Osc. 1 AEG Level AMS: Exponential Velocity
 Osc. 1 AEG Time AMS1: OFF
 Osc. 1 AEG Time AMS2: Exponential Velocity
 Osc. 1 AEG Time AMS3: Value Slider

Osc. 1 Pitch Bend (JS+X): +0
 Osc. 1 Pitch Bend (JS-X): +0
 Osc. 1 Pitch Ribbon: +0
 Osc. 1 Pitch AMS: OFF
 Osc. 1 Pitch EG AMS: OFF
 Osc. 1 Pitch LFO1 (JS+Y): OFF
 Osc. 1 Pitch LFO2 (JS+Y): OFF
 Osc. 1 Pitch LFO1 AMS: Ribbon
 Osc. 1 Pitch LFO2 AMS: OFF

Filter 1 Routing: Parallel
 Filter 1A Type: Low Pass (12dB/oct)
 Filter 1 EG AMS: Knob Mod.5
 Filter 1A Mod. AMS1: After Touch
 Filter 1A Mod. AMS2: AMS Mixer 1
 Filter 1 FEG Level AMS: Velocity
 Filter 1 FEG Time AMS1: OFF
 Filter 1 FEG Time AMS2: Velocity
 Filter 1 FEG Time AMS3: Value Slider
 Filter 1A Output AMS: JS-Y
 Filter 1A Resonance AMS: [SW2 Mod. - ZERO INTENSITY]
 Filter 1B: BYPASS

U-G005 Timpani & Crash
Category: Drums | Subcategory: Perc

*** MULTISAMPLES / WAVE SEQUENCES / DRUM KITS SETUP -----
Osc. 1 Octave: 8'
Osc. 1 Slot #1: MS: KApr0 EXs298 stereo: 00020 KApr0 Piatti (Level: 082)
Osc. 1 Slot #2: MS: KApr0 EXs298 stereo: 00006 Timpani Hit (Level: 127)
Osc. 1 Slot #3: MS: KApr0 EXs298 stereo: 00008 Timpani Roll (Level: 127)
Osc. 1 Slot #4: MS: KApr0 EXs298 stereo: 00010 Timpani Crescendo (Level: 127)

U-G006 Epic Percussion 1 RR
Category: Drums | Subcategory: Perc

*** PROGRAM BASIC

Single (MS / WSeq)

POLYPHONIC

Hold Off; Poly Legato On; Multiple Trigger; Half Damper Enabled

PROGRAM CONTROL ASSIGN: RT KNOBS/KARMA

OSC1 Bottom Key: C-1 OSC1 Top Key: G9

*** CONTOLLERS SETUP

VJS Configuration: CC Control ON, Volume Control ON

VJS X/Y Mode: VJS X Mode: Xfade | VJS Y Mode: Negative

VJS X Mode: +X: OFF

VJS X Mode: -X: OFF

VJS Y Mode: -Y: F/A Attack

SW1: SW1 Mod. (Toggle)

SW2: SW2 Mod. (Toggle)

Knob5: Knob Mod. 5

Knob6: Knob Mod. 6

Knob7: Knob Mod. 7

Knob8: Knob Mod. 8

```

-----
U-G006 Epic Percussion 1 RR
      Category: Drums                | Subcategory: Perc
-----

```

```

*** OSCILLATOR 1 -----

```

```

Osc. 1 AMS Mixer 1:      Type: Smoothing | AMS A: After Touch
Osc. 1 AMS Mixer 2:      Type: Smoothing | AMS A: SW2 Mod.

```

```

Osc. 1 AEG Level AMS:    Exponential Velocity
Osc. 1 AEG Time AMS1:    OFF
Osc. 1 AEG Time AMS2:    Exponential Velocity
Osc. 1 AEG Time AMS3:    Value Slider

```

```

Osc. 1 Pitch Bend (JS+X): +0
Osc. 1 Pitch Bend (JS-X): +0
Osc. 1 Pitch Ribbon:     +0
Osc. 1 Pitch AMS:        OFF
Osc. 1 Pitch EG AMS:     OFF
Osc. 1 Pitch LFO1 (JS+Y): OFF
Osc. 1 Pitch LFO2 (JS+Y): OFF
Osc. 1 Pitch LFO1 AMS:   Ribbon
Osc. 1 Pitch LFO2 AMS:   OFF

```

```

Filter 1 Routing:        Parallel
Filter 1A Type:          Low Pass (12dB/oct)
Filter 1 EG AMS:         Knob Mod.5
Filter 1A Mod. AMS1:     After Touch
Filter 1A Mod. AMS2:     AMS Mixer 1
Filter 1 FEG Level AMS:  Velocity
Filter 1 FEG Time AMS1:  OFF
Filter 1 FEG Time AMS2:  Velocity
Filter 1 FEG Time AMS3:  Value Slider
Filter 1A Output AMS:    JS-Y
Filter 1A Resonance AMS: [SW2 Mod. - ZERO INTENSITY]
Filter 1B:               BYPASS

```

U-G006 Epic Percussion 1 RR
Category: Drums | Subcategory: Perc

*** MULTISAMPLES / WAVE SEQUENCES / DRUM KITS SETUP -----
Osc. 1 Octave: 8'
Osc. 1 Slot #1: WSeq: USR U-G31: KApr0 RR Percussion 3 (Level: 127)
Osc. 1 Slot #2: WSeq: USR U-G30: KApr0 RR Percussion 2 (Level: 127)
Osc. 1 Slot #3: WSeq: USR U-G29: KApr0 RR Percussion 1 (Level: 127)

U-G007 Epic Percussion 2 RR
Category: Drums | Subcategory: Perc

*** PROGRAM BASIC -----

Single (MS / WSeq)

POLYPHONIC

Hold Off; Poly Legato On; Multiple Trigger; Half Damper Enabled

PROGRAM CONTROL ASSIGN: RT KNOBS/KARMA

OSC1 Bottom Key: C-1 OSC1 Top Key: G9

*** CONTOLLERS SETUP -----

VJS Configuration: CC Control ON, Volume Control ON

VJS X/Y Mode: VJS X Mode: Xfade | VJS Y Mode: Negative

VJS X Mode: +X: OFF

VJS X Mode: -X: OFF

VJS Y Mode: -Y: F/A Attack

SW1: SW1 Mod. (Toggle)

SW2: SW2 Mod. (Toggle)

Knob5: Knob Mod. 5

Knob6: Knob Mod. 6

Knob7: Knob Mod. 7

Knob8: Knob Mod. 8


```

-----
U-G007 Epic Percussion 2 RR
      Category: Drums                | Subcategory: Perc
-----

```

```

*** OSCILLATOR 1 -----

```

```

Osc. 1 AMS Mixer 1:      Type: Smoothing | AMS A: After Touch
Osc. 1 AMS Mixer 2:      Type: Smoothing | AMS A: SW2 Mod.

```

```

Osc. 1 AEG Level AMS:    Exponential Velocity
Osc. 1 AEG Time AMS1:    OFF
Osc. 1 AEG Time AMS2:    Exponential Velocity
Osc. 1 AEG Time AMS3:    Value Slider

```

```

Osc. 1 Pitch Bend (JS+X): +0
Osc. 1 Pitch Bend (JS-X): +0
Osc. 1 Pitch Ribbon:     +0
Osc. 1 Pitch AMS:        OFF
Osc. 1 Pitch EG AMS:     OFF
Osc. 1 Pitch LFO1 (JS+Y): OFF
Osc. 1 Pitch LFO2 (JS+Y): OFF
Osc. 1 Pitch LFO1 AMS:   Ribbon
Osc. 1 Pitch LFO2 AMS:   OFF

```

```

Filter 1 Routing:        Parallel
Filter 1A Type:           Low Pass      (12dB/oct)
Filter 1 EG AMS:         Knob Mod.5
Filter 1A Mod. AMS1:     After Touch
Filter 1A Mod. AMS2:     AMS Mixer 1
Filter 1 FEG Level AMS:  Velocity
Filter 1 FEG Time AMS1:  OFF
Filter 1 FEG Time AMS2:  Velocity
Filter 1 FEG Time AMS3:  Value Slider
Filter 1A Output AMS:    JS-Y
Filter 1A Resonance AMS: [SW2 Mod. - ZERO INTENSITY]
Filter 1B:                BYPASS

```

U-G007 Epic Percussion 2 RR
Category: Drums | Subcategory: Perc

*** MULTISAMPLES / WAVE SEQUENCES / DRUM KITS SETUP -----
Osc. 1 Octave: 8'
Osc. 1 Slot #1: WSeq: USR U-G30: KApr0 RR Percussion 2 (Level: 127)
Osc. 1 Slot #2: WSeq: USR U-G29: KApr0 RR Percussion 1 (Level: 127)
Osc. 1 Slot #3: WSeq: USR U-G31: KApr0 RR Percussion 3 (Level: 127)

U-G008 Mixed Percussion RR
Category: Drums | Subcategory: Perc

*** PROGRAM BASIC -----

Single (MS / WSeq)

POLYPHONIC

Hold Off; Poly Legato On; Multiple Trigger; Half Damper Enabled

PROGRAM CONTROL ASSIGN: RT KNOBS/KARMA

OSC1 Bottom Key: C-1 OSC1 Top Key: G9

*** CONTOLLERS SETUP -----

VJS Configuration: CC Control ON, Volume Control ON

VJS X/Y Mode: VJS X Mode: Xfade | VJS Y Mode: Negative

VJS X Mode: +X: OFF

VJS X Mode: -X: OFF

VJS Y Mode: -Y: F/A Attack

SW1: SW1 Mod. (Toggle)

SW2: SW2 Mod. (Toggle)

Knob5: Knob Mod. 5

Knob6: Knob Mod. 6

Knob7: Knob Mod. 7

Knob8: Knob Mod. 8

U-G008 Mixed Percussion RR
 Category: Drums

| Subcategory: Perc

*** OSCILLATOR 1

Osc. 1 AMS Mixer 1: Type: Smoothing | AMS A: After Touch
 Osc. 1 AMS Mixer 2: Type: Smoothing | AMS A: SW2 Mod.

Osc. 1 AEG Level AMS: Exponential Velocity
 Osc. 1 AEG Time AMS1: OFF
 Osc. 1 AEG Time AMS2: Exponential Velocity
 Osc. 1 AEG Time AMS3: Value Slider

Osc. 1 Pitch Bend (JS+X): +0
 Osc. 1 Pitch Bend (JS-X): +0
 Osc. 1 Pitch Ribbon: +0
 Osc. 1 Pitch AMS: OFF
 Osc. 1 Pitch EG AMS: OFF
 Osc. 1 Pitch LFO1 (JS+Y): OFF
 Osc. 1 Pitch LFO2 (JS+Y): OFF
 Osc. 1 Pitch LFO1 AMS: Ribbon
 Osc. 1 Pitch LFO2 AMS: OFF

Filter 1 Routing: Parallel
 Filter 1A Type: Low Pass (12dB/oct)
 Filter 1 EG AMS: Knob Mod.5
 Filter 1A Mod. AMS1: After Touch
 Filter 1A Mod. AMS2: AMS Mixer 1
 Filter 1 FEG Level AMS: Velocity
 Filter 1 FEG Time AMS1: OFF
 Filter 1 FEG Time AMS2: Velocity
 Filter 1 FEG Time AMS3: Value Slider
 Filter 1A Output AMS: JS-Y
 Filter 1A Resonance AMS: [SW2 Mod. - ZERO INTENSITY]
 Filter 1B: BYPASS

U-G008 Mixed Percussion RR
Category: Drums | Subcategory: Perc

*** MULTISAMPLES / WAVE SEQUENCES / DRUM KITS SETUP -----
Osc. 1 Octave: 8'
Osc. 1 Slot #1: WSeq: USR U-G29: KApr0 RR Percussion 1 (Level: 127)
Osc. 1 Slot #2: WSeq: USR U-G30: KApr0 RR Percussion 2 (Level: 127)
Osc. 1 Slot #3: WSeq: USR U-G31: KApr0 RR Percussion 3 (Level: 127)
Osc. 1 Slot #4: WSeq: USR U-G29: KApr0 RR Percussion 1 (Level: 127)
Osc. 1 Slot #5: MS: KApr0 EXs298 stereo: 00016 Cinematic Percussion (Level: 127)

U-G009 Orchestra Percussion 1
Category: Drums | Subcategory: Perc

*** PROGRAM BASIC -----

Single (MS / WSeq)

POLYPHONIC

Hold Off; Poly Legato On; Multiple Trigger; Half Damper Enabled

PROGRAM CONTROL ASSIGN: RT KNOBS/KARMA

OSC1 Bottom Key: C-1 OSC1 Top Key: G9

*** CONTOLLERS SETUP -----

VJS Configuration: CC Control ON, Volume Control ON

VJS X/Y Mode: VJS X Mode: Xfade | VJS Y Mode: Negative

VJS X Mode: +X: OFF

VJS X Mode: -X: OFF

VJS Y Mode: -Y: F/A Attack

SW1: SW1 Mod. (Toggle)

SW2: SW2 Mod. (Toggle)

Knob5: Knob Mod. 5

Knob6: Knob Mod. 6

Knob7: Knob Mod. 7

Knob8: Knob Mod. 8

 U-G009 Orchestra Percussion 1
 Category: Drums | Subcategory: Perc

*** OSCILLATOR 1 -----

Osc. 1 AMS Mixer 1: Type: Smoothing | AMS A: After Touch
 Osc. 1 AMS Mixer 2: Type: Smoothing | AMS A: SW2 Mod.

Osc. 1 AEG Level AMS: Exponential Velocity
 Osc. 1 AEG Time AMS1: OFF
 Osc. 1 AEG Time AMS2: Exponential Velocity
 Osc. 1 AEG Time AMS3: Value Slider

Osc. 1 Pitch Bend (JS+X): +0
 Osc. 1 Pitch Bend (JS-X): +0
 Osc. 1 Pitch Ribbon: +0
 Osc. 1 Pitch AMS: OFF
 Osc. 1 Pitch EG AMS: OFF
 Osc. 1 Pitch LFO1 (JS+Y): OFF
 Osc. 1 Pitch LFO2 (JS+Y): OFF
 Osc. 1 Pitch LFO1 AMS: Ribbon
 Osc. 1 Pitch LFO2 AMS: OFF

Filter 1 Routing: Parallel
 Filter 1A Type: Low Pass (12dB/oct)
 Filter 1 EG AMS: Knob Mod.5
 Filter 1A Mod. AMS1: After Touch
 Filter 1A Mod. AMS2: AMS Mixer 1
 Filter 1 FEG Level AMS: Velocity
 Filter 1 FEG Time AMS1: OFF
 Filter 1 FEG Time AMS2: Velocity
 Filter 1 FEG Time AMS3: Value Slider
 Filter 1A Output AMS: JS-Y
 Filter 1A Resonance AMS: [SW2 Mod. - ZERO INTENSITY]
 Filter 1B: BYPASS

U-G009 Orchestra Percussion 1
Category: Drums | Subcategory: Perc

*** MULTISAMPLES / WAVE SEQUENCES / DRUM KITS SETUP -----
Osc. 1 Octave: 8'
Osc. 1 Slot #1: MS: KApr0 EXs298 stereo: 00012 Orchestra Percussion 1 (Level: 127)
Osc. 1 Slot #2: MS: KApr0 EXs298 stereo: 00012 Orchestra Percussion 1 (Level: 120)

U-G010 Orchestra Percussion 2
Category: Drums | Subcategory: Perc

*** PROGRAM BASIC -----

Single (MS / WSeq)

POLYPHONIC

Hold Off; Poly Legato On; Multiple Trigger; Half Damper Enabled

PROGRAM CONTROL ASSIGN: RT KNOBS/KARMA

OSC1 Bottom Key: C-1 OSC1 Top Key: G9

*** CONTOLLERS SETUP -----

VJS Configuration: CC Control ON, Volume Control ON

VJS X/Y Mode: VJS X Mode: Xfade | VJS Y Mode: Negative

VJS X Mode: +X: OFF

VJS X Mode: -X: OFF

VJS Y Mode: -Y: F/A Attack

SW1: SW1 Mod. (Toggle)

SW2: SW2 Mod. (Toggle)

Knob5: Knob Mod. 5

Knob6: Knob Mod. 6

Knob7: Knob Mod. 7

Knob8: Knob Mod. 8

```
-----
U-G010 Orchestra Percussion 2
      Category: Drums                | Subcategory: Perc
-----
```

```
*** OSCILLATOR 1 -----
```

```
Osc. 1 AMS Mixer 1:      Type: Smoothing | AMS A: After Touch
Osc. 1 AMS Mixer 2:      Type: Smoothing | AMS A: SW2 Mod.
```

```
Osc. 1 AEG Level AMS:    Exponential Velocity
Osc. 1 AEG Time AMS1:    OFF
Osc. 1 AEG Time AMS2:    Exponential Velocity
Osc. 1 AEG Time AMS3:    Value Slider
```

```
Osc. 1 Pitch Bend (JS+X): +0
Osc. 1 Pitch Bend (JS-X): +0
Osc. 1 Pitch Ribbon:     +0
Osc. 1 Pitch AMS:        OFF
Osc. 1 Pitch EG AMS:     OFF
Osc. 1 Pitch LFO1 (JS+Y): OFF
Osc. 1 Pitch LFO2 (JS+Y): OFF
Osc. 1 Pitch LFO1 AMS:   Ribbon
Osc. 1 Pitch LFO2 AMS:   OFF
```

```
Filter 1 Routing:        Parallel
Filter 1A Type:           Low Pass      (12dB/oct)
Filter 1 EG AMS:          Knob Mod.5
Filter 1A Mod. AMS1:      After Touch
Filter 1A Mod. AMS2:      AMS Mixer 1
Filter 1 FEG Level AMS:   Velocity
Filter 1 FEG Time AMS1:   OFF
Filter 1 FEG Time AMS2:   Velocity
Filter 1 FEG Time AMS3:   Value Slider
Filter 1A Output AMS:     JS-Y
Filter 1A Resonance AMS:  [SW2 Mod. - ZERO INTENSITY]
Filter 1B:                 BYPASS
```

U-G010 Orchestra Percussion 2
Category: Drums | Subcategory: Perc

*** MULTISAMPLES / WAVE SEQUENCES / DRUM KITS SETUP -----
Osc. 1 Octave: 8'
Osc. 1 Slot #1: MS: KApr0 EXs298 stereo: 00014 Orchestra Percussion 2 (Level: 127)
Osc. 1 Slot #2: MS: KApr0 EXs298 stereo: 00014 Orchestra Percussion 2 (Level: 120)

U-G011 Cinematic Percussion 1
Category: Drums | Subcategory: Perc

*** PROGRAM BASIC -----

Single (MS / WSeq)

POLYPHONIC

Hold Off; Poly Legato On; Multiple Trigger; Half Damper Enabled

PROGRAM CONTROL ASSIGN: RT KNOBS/KARMA

OSC1 Bottom Key: C-1 OSC1 Top Key: G9

*** CONTOLLERS SETUP -----

VJS Configuration: CC Control ON, Volume Control ON

VJS X/Y Mode: VJS X Mode: Xfade | VJS Y Mode: Negative

VJS X Mode: +X: OFF

VJS X Mode: -X: OFF

VJS Y Mode: -Y: F/A Attack

SW1: SW1 Mod. (Toggle)

SW2: SW2 Mod. (Toggle)

Knob5: Knob Mod. 5

Knob6: Knob Mod. 6

Knob7: Knob Mod. 7

Knob8: Knob Mod. 8

```
-----
U-G011 Cinematic Percussion 1
      Category: Drums                | Subcategory: Perc
-----
```

```
*** OSCILLATOR 1 -----
```

```
Osc. 1 AMS Mixer 1:      Type: Smoothing | AMS A: After Touch
Osc. 1 AMS Mixer 2:      Type: Smoothing | AMS A: SW2 Mod.
```

```
Osc. 1 AEG Level AMS:    Exponential Velocity
Osc. 1 AEG Time AMS1:    OFF
Osc. 1 AEG Time AMS2:    Exponential Velocity
Osc. 1 AEG Time AMS3:    Value Slider
```

```
Osc. 1 Pitch Bend (JS+X): +0
Osc. 1 Pitch Bend (JS-X): +0
Osc. 1 Pitch Ribbon:     +0
Osc. 1 Pitch AMS:        OFF
Osc. 1 Pitch EG AMS:     OFF
Osc. 1 Pitch LFO1 (JS+Y): OFF
Osc. 1 Pitch LFO2 (JS+Y): OFF
Osc. 1 Pitch LFO1 AMS:   Ribbon
Osc. 1 Pitch LFO2 AMS:   OFF
```

```
Filter 1 Routing:       Parallel
Filter 1A Type:          Low Pass      (12dB/oct)
Filter 1 EG AMS:         Knob Mod.5
Filter 1A Mod. AMS1:     After Touch
Filter 1A Mod. AMS2:     AMS Mixer 1
Filter 1 FEG Level AMS:  Velocity
Filter 1 FEG Time AMS1:  OFF
Filter 1 FEG Time AMS2:  Velocity
Filter 1 FEG Time AMS3:  Value Slider
Filter 1A Output AMS:    JS-Y
Filter 1A Resonance AMS: [SW2 Mod. - ZERO INTENSITY]
Filter 1B:               BYPASS
```

U-G011 Cinematic Percussion 1
Category: Drums | Subcategory: Perc

*** MULTISAMPLES / WAVE SEQUENCES / DRUM KITS SETUP -----
Osc. 1 Octave: 8'
Osc. 1 Slot #1: MS: KApr0 EXs298 stereo: 00016 Cinematic Percussion (Level: 127)
Osc. 1 Slot #2: MS: KApr0 EXs298 stereo: 00016 Cinematic Percussion (Level: 120)

U-G012 Cinematic Percussion 2
Category: Drums | Subcategory: Perc

*** PROGRAM BASIC -----

Single (MS / WSeq)

POLYPHONIC

Hold Off; Poly Legato On; Multiple Trigger; Half Damper Enabled

PROGRAM CONTROL ASSIGN: RT KNOBS/KARMA

OSC1 Bottom Key: C-1 OSC1 Top Key: G9

*** CONTOLLERS SETUP -----

VJS Configuration: CC Control ON, Volume Control ON

VJS X/Y Mode: VJS X Mode: Xfade | VJS Y Mode: Negative

VJS X Mode: +X: OFF

VJS X Mode: -X: OFF

VJS Y Mode: -Y: F/A Attack

SW1: SW1 Mod. (Toggle)

SW2: SW2 Mod. (Toggle)

Knob5: Knob Mod. 5

Knob6: Knob Mod. 6

Knob7: Knob Mod. 7

Knob8: Knob Mod. 8

 U-G012 Cinematic Percussion 2
 Category: Drums | Subcategory: Perc

*** OSCILLATOR 1 -----

Osc. 1 AMS Mixer 1: Type: Smoothing | AMS A: After Touch
 Osc. 1 AMS Mixer 2: Type: Smoothing | AMS A: SW2 Mod.

Osc. 1 AEG Level AMS: Exponential Velocity
 Osc. 1 AEG Time AMS1: OFF
 Osc. 1 AEG Time AMS2: Exponential Velocity
 Osc. 1 AEG Time AMS3: Value Slider

Osc. 1 Pitch Bend (JS+X): +0
 Osc. 1 Pitch Bend (JS-X): +0
 Osc. 1 Pitch Ribbon: +0
 Osc. 1 Pitch AMS: OFF
 Osc. 1 Pitch EG AMS: OFF
 Osc. 1 Pitch LFO1 (JS+Y): OFF
 Osc. 1 Pitch LFO2 (JS+Y): OFF
 Osc. 1 Pitch LFO1 AMS: Ribbon
 Osc. 1 Pitch LFO2 AMS: OFF

Filter 1 Routing: Parallel
 Filter 1A Type: Low Pass (12dB/oct)
 Filter 1 EG AMS: Knob Mod.5
 Filter 1A Mod. AMS1: After Touch
 Filter 1A Mod. AMS2: AMS Mixer 1
 Filter 1 FEG Level AMS: Velocity
 Filter 1 FEG Time AMS1: OFF
 Filter 1 FEG Time AMS2: Velocity
 Filter 1 FEG Time AMS3: Value Slider
 Filter 1A Output AMS: JS-Y
 Filter 1A Resonance AMS: [SW2 Mod. - ZERO INTENSITY]
 Filter 1B: BYPASS

U-G012 Cinematic Percussion 2
Category: Drums | Subcategory: Perc

*** MULTISAMPLES / WAVE SEQUENCES / DRUM KITS SETUP -----
Osc. 1 Octave: 8'
Osc. 1 Slot #1: MS: KApr0 EXs298 stereo: 00018 Epic Drums (Level: 127)
Osc. 1 Slot #2: MS: KApr0 EXs298 stereo: 00018 Epic Drums (Level: 120)

W A V E S E Q U E N C E S

TOTAL NUMBER OF WAVE SEQUENCES: 32

U-G00 KApr0 RR Fast Strings 1

*** WSEQ BASIC -----

Wave Sequence Start Step: 1
Wave Sequence End Step: 8
Wave Sequence Length: 8

Wave Sequence Loop Start Step: 1
Wave Sequence Loop End Step: 8
Wave Sequence Loop Repeat Times: INFINITY

Wave Sequence Note On Advance: ON (ROUND ROBIN)

Wave Sequence Running: OFF

*** WSEQ STEPS -----

STEP 01: MS FROM OTHER COLLECTIONS
STEP 02: MS FROM OTHER COLLECTIONS
STEP 03: MS FROM OTHER COLLECTIONS
STEP 04: MS FROM OTHER COLLECTIONS
STEP 05: MS FROM OTHER COLLECTIONS
STEP 06: MS FROM OTHER COLLECTIONS
STEP 07: MS FROM OTHER COLLECTIONS
STEP 08: MS FROM OTHER COLLECTIONS

U-G01 KApr0 RR Fast Strings 2

*** WSEQ BASIC -----

Wave Sequence Start Step: 1
Wave Sequence End Step: 8
Wave Sequence Length: 8

Wave Sequence Loop Start Step: 1
Wave Sequence Loop End Step: 8
Wave Sequence Loop Repeat Times: INFINITY

Wave Sequence Note On Advance: ON (ROUND ROBIN)

Wave Sequence Running: OFF

*** WSEQ STEPS -----

STEP 01: MS FROM OTHER COLLECTIONS
STEP 02: MS FROM OTHER COLLECTIONS
STEP 03: MS FROM OTHER COLLECTIONS
STEP 04: MS FROM OTHER COLLECTIONS
STEP 05: MS FROM OTHER COLLECTIONS
STEP 06: MS FROM OTHER COLLECTIONS
STEP 07: MS FROM OTHER COLLECTIONS
STEP 08: MS FROM OTHER COLLECTIONS

U-G02 KApr0 RR Full Strings

*** WSEQ BASIC -----

Wave Sequence Start Step: 1
Wave Sequence End Step: 8
Wave Sequence Length: 8

Wave Sequence Loop Start Step: 1
Wave Sequence Loop End Step: 8
Wave Sequence Loop Repeat Times: INFINITY

Wave Sequence Note On Advance: ON (ROUND ROBIN)

Wave Sequence Running: OFF

*** WSEQ STEPS -----

STEP 01: MS FROM OTHER COLLECTIONS
STEP 02: MS FROM OTHER COLLECTIONS
STEP 03: MS FROM OTHER COLLECTIONS
STEP 04: MS FROM OTHER COLLECTIONS
STEP 05: MS FROM OTHER COLLECTIONS
STEP 06: MS FROM OTHER COLLECTIONS
STEP 07: MS FROM OTHER COLLECTIONS
STEP 08: MS FROM OTHER COLLECTIONS

U-G03 KApr0 RR Epic Spiccato 1

*** WSEQ BASIC -----

Wave Sequence Start Step: 1
Wave Sequence End Step: 8
Wave Sequence Length: 8

Wave Sequence Loop Start Step: 1
Wave Sequence Loop End Step: 8
Wave Sequence Loop Repeat Times: INFINITY

Wave Sequence Note On Advance: ON (ROUND ROBIN)

Wave Sequence Running: OFF

*** WSEQ STEPS -----

STEP 01: MS FROM OTHER COLLECTIONS
STEP 02: MS FROM OTHER COLLECTIONS
STEP 03: MS FROM OTHER COLLECTIONS
STEP 04: MS FROM OTHER COLLECTIONS
STEP 05: MS FROM OTHER COLLECTIONS
STEP 06: MS FROM OTHER COLLECTIONS
STEP 07: MS FROM OTHER COLLECTIONS
STEP 08: MS FROM OTHER COLLECTIONS

U-G04 KApr0 RR Epic Spiccato 2

*** WSEQ BASIC -----

Wave Sequence Start Step: 1
Wave Sequence End Step: 8
Wave Sequence Length: 8

Wave Sequence Loop Start Step: 1
Wave Sequence Loop End Step: 8
Wave Sequence Loop Repeat Times: INFINITY

Wave Sequence Note On Advance: ON (ROUND ROBIN)

Wave Sequence Running: OFF

*** WSEQ STEPS -----

STEP 01: MS FROM OTHER COLLECTIONS
STEP 02: MS FROM OTHER COLLECTIONS
STEP 03: MS FROM OTHER COLLECTIONS
STEP 04: MS FROM OTHER COLLECTIONS
STEP 05: MS FROM OTHER COLLECTIONS
STEP 06: MS FROM OTHER COLLECTIONS
STEP 07: MS FROM OTHER COLLECTIONS
STEP 08: MS FROM OTHER COLLECTIONS

U-G05 KApr0 RR Full Orchestra

*** WSEQ BASIC -----

Wave Sequence Start Step: 1
Wave Sequence End Step: 8
Wave Sequence Length: 8

Wave Sequence Loop Start Step: 1
Wave Sequence Loop End Step: 8
Wave Sequence Loop Repeat Times: INFINITY

Wave Sequence Note On Advance: ON (ROUND ROBIN)

Wave Sequence Running: OFF

*** WSEQ STEPS -----

STEP 01: MS FROM OTHER COLLECTIONS
STEP 02: MS FROM OTHER COLLECTIONS
STEP 03: MS FROM OTHER COLLECTIONS
STEP 04: MS FROM OTHER COLLECTIONS
STEP 05: MS FROM OTHER COLLECTIONS
STEP 06: MS FROM OTHER COLLECTIONS
STEP 07: MS FROM OTHER COLLECTIONS
STEP 08: MS FROM OTHER COLLECTIONS

U-G06 KApr0 RR Legato Violin

*** WSEQ BASIC -----

Wave Sequence Start Step: 1
Wave Sequence End Step: 8
Wave Sequence Length: 8

Wave Sequence Loop Start Step: 1
Wave Sequence Loop End Step: 8
Wave Sequence Loop Repeat Times: INFINITY

Wave Sequence Note On Advance: ON (ROUND ROBIN)

Wave Sequence Running: OFF

*** WSEQ STEPS -----

STEP 01: MS FROM OTHER COLLECTIONS
STEP 02: MS FROM OTHER COLLECTIONS
STEP 03: MS FROM OTHER COLLECTIONS
STEP 04: MS FROM OTHER COLLECTIONS
STEP 05: MS FROM OTHER COLLECTIONS
STEP 06: MS FROM OTHER COLLECTIONS
STEP 07: MS FROM OTHER COLLECTIONS
STEP 08: MS FROM OTHER COLLECTIONS

U-G07 KApr0 RR Warm Strings

*** WSEQ BASIC -----

Wave Sequence Start Step: 1
Wave Sequence End Step: 8
Wave Sequence Length: 8

Wave Sequence Loop Start Step: 1
Wave Sequence Loop End Step: 8
Wave Sequence Loop Repeat Times: INFINITY

Wave Sequence Note On Advance: ON (ROUND ROBIN)

Wave Sequence Running: OFF

*** WSEQ STEPS -----

STEP 01: MS FROM OTHER COLLECTIONS
STEP 02: MS FROM OTHER COLLECTIONS
STEP 03: MS FROM OTHER COLLECTIONS
STEP 04: MS FROM OTHER COLLECTIONS
STEP 05: MS FROM OTHER COLLECTIONS
STEP 06: MS FROM OTHER COLLECTIONS
STEP 07: MS FROM OTHER COLLECTIONS
STEP 08: MS FROM OTHER COLLECTIONS

U-G08 KApr0 RR Chamber Strings

*** WSEQ BASIC -----

Wave Sequence Start Step: 1
Wave Sequence End Step: 8
Wave Sequence Length: 8

Wave Sequence Loop Start Step: 1
Wave Sequence Loop End Step: 8
Wave Sequence Loop Repeat Times: INFINITY

Wave Sequence Note On Advance: ON (ROUND ROBIN)

Wave Sequence Running: OFF

*** WSEQ STEPS -----

STEP 01: MS FROM OTHER COLLECTIONS
STEP 02: MS FROM OTHER COLLECTIONS
STEP 03: MS FROM OTHER COLLECTIONS
STEP 04: MS FROM OTHER COLLECTIONS
STEP 05: MS FROM OTHER COLLECTIONS
STEP 06: MS FROM OTHER COLLECTIONS
STEP 07: MS FROM OTHER COLLECTIONS
STEP 08: MS FROM OTHER COLLECTIONS

U-G09 KApr0 RR Epic Spiccato 1

*** WSEQ BASIC -----

Wave Sequence Start Step: 1
Wave Sequence End Step: 8
Wave Sequence Length: 8

Wave Sequence Loop Start Step: 1
Wave Sequence Loop End Step: 8
Wave Sequence Loop Repeat Times: INFINITY

Wave Sequence Note On Advance: ON (ROUND ROBIN)

Wave Sequence Running: OFF

*** WSEQ STEPS -----

STEP 01: MS FROM OTHER COLLECTIONS
STEP 02: MS FROM OTHER COLLECTIONS
STEP 03: MS FROM OTHER COLLECTIONS
STEP 04: MS FROM OTHER COLLECTIONS
STEP 05: MS FROM OTHER COLLECTIONS
STEP 06: MS FROM OTHER COLLECTIONS
STEP 07: MS FROM OTHER COLLECTIONS
STEP 08: MS FROM OTHER COLLECTIONS

U-G10 KApr0 RR Epic Spiccato 2

*** WSEQ BASIC -----

Wave Sequence Start Step: 1
Wave Sequence End Step: 8
Wave Sequence Length: 8

Wave Sequence Loop Start Step: 1
Wave Sequence Loop End Step: 8
Wave Sequence Loop Repeat Times: INFINITY

Wave Sequence Note On Advance: ON (ROUND ROBIN)

Wave Sequence Running: OFF

*** WSEQ STEPS -----

STEP 01: MS FROM OTHER COLLECTIONS
STEP 02: MS FROM OTHER COLLECTIONS
STEP 03: MS FROM OTHER COLLECTIONS
STEP 04: MS FROM OTHER COLLECTIONS
STEP 05: MS FROM OTHER COLLECTIONS
STEP 06: MS FROM OTHER COLLECTIONS
STEP 07: MS FROM OTHER COLLECTIONS
STEP 08: MS FROM OTHER COLLECTIONS

U-G11 KApr0 RR Slow Strings 1

*** WSEQ BASIC -----

Wave Sequence Start Step: 1
Wave Sequence End Step: 8
Wave Sequence Length: 8

Wave Sequence Loop Start Step: 1
Wave Sequence Loop End Step: 8
Wave Sequence Loop Repeat Times: INFINITY

Wave Sequence Note On Advance: ON (ROUND ROBIN)

Wave Sequence Running: OFF

*** WSEQ STEPS -----

STEP 01: MS FROM OTHER COLLECTIONS
STEP 02: MS FROM OTHER COLLECTIONS
STEP 03: MS FROM OTHER COLLECTIONS
STEP 04: MS FROM OTHER COLLECTIONS
STEP 05: MS FROM OTHER COLLECTIONS
STEP 06: MS FROM OTHER COLLECTIONS
STEP 07: MS FROM OTHER COLLECTIONS
STEP 08: MS FROM OTHER COLLECTIONS

U-G12 KApr0 RR Slow Strings 2

*** WSEQ BASIC -----

Wave Sequence Start Step: 1
Wave Sequence End Step: 8
Wave Sequence Length: 8

Wave Sequence Loop Start Step: 1
Wave Sequence Loop End Step: 8
Wave Sequence Loop Repeat Times: INFINITY

Wave Sequence Note On Advance: ON (ROUND ROBIN)

Wave Sequence Running: OFF

*** WSEQ STEPS -----

STEP 01: MS FROM OTHER COLLECTIONS
STEP 02: MS FROM OTHER COLLECTIONS
STEP 03: MS FROM OTHER COLLECTIONS
STEP 04: MS FROM OTHER COLLECTIONS
STEP 05: MS FROM OTHER COLLECTIONS
STEP 06: MS FROM OTHER COLLECTIONS
STEP 07: MS FROM OTHER COLLECTIONS
STEP 08: MS FROM OTHER COLLECTIONS

U-G13 KApr0 RR Ensemble p

*** WSEQ BASIC -----

Wave Sequence Start Step: 1
Wave Sequence End Step: 8
Wave Sequence Length: 8

Wave Sequence Loop Start Step: 1
Wave Sequence Loop End Step: 8
Wave Sequence Loop Repeat Times: INFINITY

Wave Sequence Note On Advance: ON (ROUND ROBIN)

Wave Sequence Running: OFF

*** WSEQ STEPS -----

STEP 01: MS FROM OTHER COLLECTIONS
STEP 02: MS FROM OTHER COLLECTIONS
STEP 03: MS FROM OTHER COLLECTIONS
STEP 04: MS FROM OTHER COLLECTIONS
STEP 05: MS FROM OTHER COLLECTIONS
STEP 06: MS FROM OTHER COLLECTIONS
STEP 07: MS FROM OTHER COLLECTIONS
STEP 08: MS FROM OTHER COLLECTIONS

U-G14 KApr0 RR Ensemble mf

*** WSEQ BASIC -----

Wave Sequence Start Step: 1
Wave Sequence End Step: 8
Wave Sequence Length: 8

Wave Sequence Loop Start Step: 1
Wave Sequence Loop End Step: 8
Wave Sequence Loop Repeat Times: INFINITY

Wave Sequence Note On Advance: ON (ROUND ROBIN)

Wave Sequence Running: OFF

*** WSEQ STEPS -----

STEP 01: MS FROM OTHER COLLECTIONS
STEP 02: MS FROM OTHER COLLECTIONS
STEP 03: MS FROM OTHER COLLECTIONS
STEP 04: MS FROM OTHER COLLECTIONS
STEP 05: MS FROM OTHER COLLECTIONS
STEP 06: MS FROM OTHER COLLECTIONS
STEP 07: MS FROM OTHER COLLECTIONS
STEP 08: MS FROM OTHER COLLECTIONS

U-G15 KApr0 RR Ensemble f

*** WSEQ BASIC -----

Wave Sequence Start Step: 1
Wave Sequence End Step: 8
Wave Sequence Length: 8

Wave Sequence Loop Start Step: 1
Wave Sequence Loop End Step: 8
Wave Sequence Loop Repeat Times: INFINITY

Wave Sequence Note On Advance: ON (ROUND ROBIN)

Wave Sequence Running: OFF

*** WSEQ STEPS -----

STEP 01: MS FROM OTHER COLLECTIONS
STEP 02: MS FROM OTHER COLLECTIONS
STEP 03: MS FROM OTHER COLLECTIONS
STEP 04: MS FROM OTHER COLLECTIONS
STEP 05: MS FROM OTHER COLLECTIONS
STEP 06: MS FROM OTHER COLLECTIONS
STEP 07: MS FROM OTHER COLLECTIONS
STEP 08: MS FROM OTHER COLLECTIONS

U-G16 KApró RR Stradivari

*** WSEQ BASIC

Wave Sequence Start Step: 1
Wave Sequence End Step: 8
Wave Sequence Length: 8

Wave Sequence Loop Start Step: 1
Wave Sequence Loop End Step: 8
Wave Sequence Loop Repeat Times: INFINITY

Wave Sequence Note On Advance: ON (ROUND ROBIN)

Wave Sequence Running: OFF

*** WSEQ STEPS

STEP 01: MS FROM OTHER COLLECTIONS
STEP 02: MS FROM OTHER COLLECTIONS
STEP 03: MS FROM OTHER COLLECTIONS
STEP 04: MS FROM OTHER COLLECTIONS
STEP 05: MS FROM OTHER COLLECTIONS
STEP 06: MS FROM OTHER COLLECTIONS
STEP 07: MS FROM OTHER COLLECTIONS
STEP 08: MS FROM OTHER COLLECTIONS

U-G17 KApr0 RR Quartet 1

*** WSEQ BASIC -----

Wave Sequence Start Step: 1
Wave Sequence End Step: 8
Wave Sequence Length: 8

Wave Sequence Loop Start Step: 1
Wave Sequence Loop End Step: 8
Wave Sequence Loop Repeat Times: INFINITY

Wave Sequence Note On Advance: ON (ROUND ROBIN)

Wave Sequence Running: OFF

*** WSEQ STEPS -----

STEP 01: MS FROM OTHER COLLECTIONS
STEP 02: MS FROM OTHER COLLECTIONS
STEP 03: MS FROM OTHER COLLECTIONS
STEP 04: MS FROM OTHER COLLECTIONS
STEP 05: MS FROM OTHER COLLECTIONS
STEP 06: MS FROM OTHER COLLECTIONS
STEP 07: MS FROM OTHER COLLECTIONS
STEP 08: MS FROM OTHER COLLECTIONS

U-G18 KApr0 RR Quartet 2

*** WSEQ BASIC -----

Wave Sequence Start Step: 1
Wave Sequence End Step: 8
Wave Sequence Length: 8

Wave Sequence Loop Start Step: 1
Wave Sequence Loop End Step: 8
Wave Sequence Loop Repeat Times: INFINITY

Wave Sequence Note On Advance: ON (ROUND ROBIN)

Wave Sequence Running: OFF

*** WSEQ STEPS -----

STEP 01: MS FROM OTHER COLLECTIONS
STEP 02: MS FROM OTHER COLLECTIONS
STEP 03: MS FROM OTHER COLLECTIONS
STEP 04: MS FROM OTHER COLLECTIONS
STEP 05: MS FROM OTHER COLLECTIONS
STEP 06: MS FROM OTHER COLLECTIONS
STEP 07: MS FROM OTHER COLLECTIONS
STEP 08: MS FROM OTHER COLLECTIONS

U-G19 KApr0 RR Main Quartet

*** WSEQ BASIC

Wave Sequence Start Step: 1
Wave Sequence End Step: 8
Wave Sequence Length: 8

Wave Sequence Loop Start Step: 1
Wave Sequence Loop End Step: 8
Wave Sequence Loop Repeat Times: INFINITY

Wave Sequence Note On Advance: ON (ROUND ROBIN)

Wave Sequence Running: OFF

*** WSEQ STEPS

STEP 01: MS FROM OTHER COLLECTIONS
STEP 02: MS FROM OTHER COLLECTIONS
STEP 03: MS FROM OTHER COLLECTIONS
STEP 04: MS FROM OTHER COLLECTIONS
STEP 05: MS FROM OTHER COLLECTIONS
STEP 06: MS FROM OTHER COLLECTIONS
STEP 07: MS FROM OTHER COLLECTIONS
STEP 08: MS FROM OTHER COLLECTIONS

U-G20 KApr0 RR Spiccato 1

*** WSEQ BASIC -----

Wave Sequence Start Step: 1
Wave Sequence End Step: 8
Wave Sequence Length: 8

Wave Sequence Loop Start Step: 1
Wave Sequence Loop End Step: 8
Wave Sequence Loop Repeat Times: INFINITY

Wave Sequence Note On Advance: ON (ROUND ROBIN)

Wave Sequence Running: OFF

*** WSEQ STEPS -----

STEP 01: MS FROM OTHER COLLECTIONS
STEP 02: MS FROM OTHER COLLECTIONS
STEP 03: MS FROM OTHER COLLECTIONS
STEP 04: MS FROM OTHER COLLECTIONS
STEP 05: MS FROM OTHER COLLECTIONS
STEP 06: MS FROM OTHER COLLECTIONS
STEP 07: MS FROM OTHER COLLECTIONS
STEP 08: MS FROM OTHER COLLECTIONS

U-G21 KApr0 RR Spiccato 2

*** WSEQ BASIC -----

Wave Sequence Start Step: 1
Wave Sequence End Step: 8
Wave Sequence Length: 8

Wave Sequence Loop Start Step: 1
Wave Sequence Loop End Step: 8
Wave Sequence Loop Repeat Times: INFINITY

Wave Sequence Note On Advance: ON (ROUND ROBIN)

Wave Sequence Running: OFF

*** WSEQ STEPS -----

STEP 01: MS FROM OTHER COLLECTIONS
STEP 02: MS FROM OTHER COLLECTIONS
STEP 03: MS FROM OTHER COLLECTIONS
STEP 04: MS FROM OTHER COLLECTIONS
STEP 05: MS FROM OTHER COLLECTIONS
STEP 06: MS FROM OTHER COLLECTIONS
STEP 07: MS FROM OTHER COLLECTIONS
STEP 08: MS FROM OTHER COLLECTIONS

U-G22 KApr0 Up & Down Bow 1

*** WSEQ BASIC -----

Wave Sequence Start Step: 1
Wave Sequence End Step: 8
Wave Sequence Length: 8

Wave Sequence Loop Start Step: 1
Wave Sequence Loop End Step: 8
Wave Sequence Loop Repeat Times: INFINITY

Wave Sequence Note On Advance: ON (ROUND ROBIN)

Wave Sequence Running: ON

*** WSEQ STEPS -----

STEP 01: MS FROM OTHER COLLECTIONS
STEP 02: MS FROM OTHER COLLECTIONS
STEP 03: MS FROM OTHER COLLECTIONS
STEP 04: MS FROM OTHER COLLECTIONS
STEP 05: MS FROM OTHER COLLECTIONS
STEP 06: MS FROM OTHER COLLECTIONS
STEP 07: MS FROM OTHER COLLECTIONS
STEP 08: MS FROM OTHER COLLECTIONS

U-G23 KApr0 Up & Down Bow 2

*** WSEQ BASIC -----

Wave Sequence Start Step: 1
Wave Sequence End Step: 8
Wave Sequence Length: 8

Wave Sequence Loop Start Step: 1
Wave Sequence Loop End Step: 8
Wave Sequence Loop Repeat Times: INFINITY

Wave Sequence Note On Advance: ON (ROUND ROBIN)

Wave Sequence Running: ON

*** WSEQ STEPS -----

STEP 01: MS FROM OTHER COLLECTIONS
STEP 02: MS FROM OTHER COLLECTIONS
STEP 03: MS FROM OTHER COLLECTIONS
STEP 04: MS FROM OTHER COLLECTIONS
STEP 05: MS FROM OTHER COLLECTIONS
STEP 06: MS FROM OTHER COLLECTIONS
STEP 07: MS FROM OTHER COLLECTIONS
STEP 08: MS FROM OTHER COLLECTIONS

U-G24 KApr0 RR Solo Strings 1

*** WSEQ BASIC -----

Wave Sequence Start Step: 1
Wave Sequence End Step: 8
Wave Sequence Length: 8

Wave Sequence Loop Start Step: 1
Wave Sequence Loop End Step: 8
Wave Sequence Loop Repeat Times: INFINITY

Wave Sequence Note On Advance: ON (ROUND ROBIN)

Wave Sequence Running: OFF

*** WSEQ STEPS -----

STEP 01: MS FROM OTHER COLLECTIONS
STEP 02: MS FROM OTHER COLLECTIONS
STEP 03: MS FROM OTHER COLLECTIONS
STEP 04: MS FROM OTHER COLLECTIONS
STEP 05: MS FROM OTHER COLLECTIONS
STEP 06: MS FROM OTHER COLLECTIONS
STEP 07: MS FROM OTHER COLLECTIONS
STEP 08: MS FROM OTHER COLLECTIONS

U-G25 KApr0 RR Solo Strings 2

*** WSEQ BASIC -----

Wave Sequence Start Step: 1
Wave Sequence End Step: 8
Wave Sequence Length: 8

Wave Sequence Loop Start Step: 1
Wave Sequence Loop End Step: 8
Wave Sequence Loop Repeat Times: INFINITY

Wave Sequence Note On Advance: ON (ROUND ROBIN)

Wave Sequence Running: OFF

*** WSEQ STEPS -----

STEP 01: MS FROM OTHER COLLECTIONS
STEP 02: MS FROM OTHER COLLECTIONS
STEP 03: MS FROM OTHER COLLECTIONS
STEP 04: MS FROM OTHER COLLECTIONS
STEP 05: MS FROM OTHER COLLECTIONS
STEP 06: MS FROM OTHER COLLECTIONS
STEP 07: MS FROM OTHER COLLECTIONS
STEP 08: MS FROM OTHER COLLECTIONS

U-G26 KApr0 RR Solo Spiccato

*** WSEQ BASIC -----

Wave Sequence Start Step: 1
Wave Sequence End Step: 8
Wave Sequence Length: 8

Wave Sequence Loop Start Step: 1
Wave Sequence Loop End Step: 8
Wave Sequence Loop Repeat Times: INFINITY

Wave Sequence Note On Advance: ON (ROUND ROBIN)

Wave Sequence Running: OFF

*** WSEQ STEPS -----

STEP 01: MS FROM OTHER COLLECTIONS
STEP 02: MS FROM OTHER COLLECTIONS
STEP 03: MS FROM OTHER COLLECTIONS
STEP 04: MS FROM OTHER COLLECTIONS
STEP 05: MS FROM OTHER COLLECTIONS
STEP 06: MS FROM OTHER COLLECTIONS
STEP 07: MS FROM OTHER COLLECTIONS
STEP 08: MS FROM OTHER COLLECTIONS

U-G27 KApr0 RR Contra Basses

*** WSEQ BASIC -----

Wave Sequence Start Step: 1
Wave Sequence End Step: 8
Wave Sequence Length: 8

Wave Sequence Loop Start Step: 1
Wave Sequence Loop End Step: 8
Wave Sequence Loop Repeat Times: INFINITY

Wave Sequence Note On Advance: ON (ROUND ROBIN)

Wave Sequence Running: OFF

*** WSEQ STEPS -----

STEP 01: MS FROM OTHER COLLECTIONS
STEP 02: MS FROM OTHER COLLECTIONS
STEP 03: MS FROM OTHER COLLECTIONS
STEP 04: MS FROM OTHER COLLECTIONS
STEP 05: MS FROM OTHER COLLECTIONS
STEP 06: MS FROM OTHER COLLECTIONS
STEP 07: MS FROM OTHER COLLECTIONS
STEP 08: MS FROM OTHER COLLECTIONS

U-G28 KApr0 RR John & Terry

*** WSEQ BASIC -----

Wave Sequence Start Step: 1
Wave Sequence End Step: 8
Wave Sequence Length: 8

Wave Sequence Loop Start Step: 1
Wave Sequence Loop End Step: 8
Wave Sequence Loop Repeat Times: INFINITY

Wave Sequence Note On Advance: ON (ROUND ROBIN)

Wave Sequence Running: OFF

*** WSEQ STEPS -----

STEP 01: MS FROM OTHER COLLECTIONS
STEP 02: MS FROM OTHER COLLECTIONS
STEP 03: MS FROM OTHER COLLECTIONS
STEP 04: MS FROM OTHER COLLECTIONS
STEP 05: MS FROM OTHER COLLECTIONS
STEP 06: MS FROM OTHER COLLECTIONS
STEP 07: MS FROM OTHER COLLECTIONS
STEP 08: MS FROM OTHER COLLECTIONS

U-G29 KApr0 RR Percussion 1

*** WSEQ BASIC -----

Wave Sequence Start Step: 1
Wave Sequence End Step: 8
Wave Sequence Length: 8

Wave Sequence Loop Start Step: 1
Wave Sequence Loop End Step: 8
Wave Sequence Loop Repeat Times: INFINITY

Wave Sequence Note On Advance: ON (ROUND ROBIN)

Wave Sequence Running: OFF

*** WSEQ STEPS -----

STEP 01: KApr0 EXs298 stereo: 00012 Orchestra Percussion 1
STEP 02: KApr0 EXs298 stereo: 00016 Cinematic Percussion
STEP 03: KApr0 EXs298 stereo: 00018 Epic Drums
STEP 04: KApr0 EXs298 stereo: 00012 Orchestra Percussion 1
STEP 05: KApr0 EXs298 stereo: 00016 Cinematic Percussion
STEP 06: KApr0 EXs298 stereo: 00018 Epic Drums
STEP 07: KApr0 EXs298 stereo: 00012 Orchestra Percussion 1
STEP 08: KApr0 EXs298 stereo: 00018 Epic Drums

U-G30 KApr0 RR Percussion 2

*** WSEQ BASIC -----

Wave Sequence Start Step: 1
Wave Sequence End Step: 8
Wave Sequence Length: 8

Wave Sequence Loop Start Step: 1
Wave Sequence Loop End Step: 8
Wave Sequence Loop Repeat Times: INFINITY

Wave Sequence Note On Advance: ON (ROUND ROBIN)

Wave Sequence Running: OFF

*** WSEQ STEPS -----

STEP 01: KApr0 EXs298 stereo: 00014 Orchestra Percussion 2
STEP 02: KApr0 EXs298 stereo: 00012 Orchestra Percussion 1
STEP 03: KApr0 EXs298 stereo: 00014 Orchestra Percussion 2
STEP 04: KApr0 EXs298 stereo: 00016 Cinematic Percussion
STEP 05: KApr0 EXs298 stereo: 00014 Orchestra Percussion 2
STEP 06: KApr0 EXs298 stereo: 00018 Epic Drums
STEP 07: KApr0 EXs298 stereo: 00014 Orchestra Percussion 2
STEP 08: KApr0 EXs298 stereo: 00012 Orchestra Percussion 1

U-G31 KApr0 RR Percussion 3

*** WSEQ BASIC -----

Wave Sequence Start Step: 1
Wave Sequence End Step: 8
Wave Sequence Length: 8

Wave Sequence Loop Start Step: 1
Wave Sequence Loop End Step: 8
Wave Sequence Loop Repeat Times: INFINITY

Wave Sequence Note On Advance: ON (ROUND ROBIN)

Wave Sequence Running: OFF

*** WSEQ STEPS -----

STEP 01: KApr0 EXs298 stereo: 00018 Epic Drums
STEP 02: KApr0 EXs298 stereo: 00012 Orchestra Percussion 1
STEP 03: KApr0 EXs298 stereo: 00014 Orchestra Percussion 2
STEP 04: KApr0 EXs298 stereo: 00018 Epic Drums
STEP 05: KApr0 EXs298 stereo: 00016 Cinematic Percussion
STEP 06: KApr0 EXs298 stereo: 00018 Epic Drums
STEP 07: KApr0 EXs298 stereo: 00014 Orchestra Percussion 2
STEP 08: KApr0 EXs298 stereo: 00012 Orchestra Percussion 1

***** KSC file: Cinematic Percussion *****
MULTISAMPLES AND SAMPLES | (c)KApro, 23-Dez-2020 17:15:18

Total Number of Multisample Files: 022
Total Number of Sample Files: 00414

Total Number of Mono Multisamples: 000
Total Number of Stereo Multisamples: 011

Total Number of Mono Samples: 00000
Total Number of Stereo Samples: 00207

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***** KSC file: Cinematic Percussion *****

MULTISAMPLES AND SAMPLES | (c)KApr0, 23-Dez-2020 17:15:18

***** MULTISAMPLES *****

KMP file #000	"DARK 000.KMP":	[Dark Boom	-L]	No. of sample files:	001	(stereo)
KMP file #001	"DARK 001.KMP":	[Dark Boom	-R]	No. of sample files:	001	(stereo)
KMP file #002	"DARK 002.KMP":	[Dark Epic Drum	-L]	No. of sample files:	003	(stereo)
KMP file #003	"DARK 003.KMP":	[Dark Epic Drum	-R]	No. of sample files:	003	(stereo)
KMP file #004	"GRAN 004.KMP":	[Gran Casa	-L]	No. of sample files:	001	(stereo)
KMP file #005	"GRAN 005.KMP":	[Gran Casa	-R]	No. of sample files:	001	(stereo)
KMP file #006	"TIMPA006.KMP":	[Timpani Hit	-L]	No. of sample files:	011	(stereo)
KMP file #007	"TIMPA007.KMP":	[Timpani Hit	-R]	No. of sample files:	011	(stereo)
KMP file #008	"TIMPA008.KMP":	[Timpani Roll	-L]	No. of sample files:	011	(stereo)
KMP file #009	"TIMPA009.KMP":	[Timpani Roll	-R]	No. of sample files:	011	(stereo)
KMP file #010	"TIMPA010.KMP":	[Timpani Crescendo	-L]	No. of sample files:	011	(stereo)
KMP file #011	"TIMPA011.KMP":	[Timpani Crescendo	-R]	No. of sample files:	011	(stereo)
KMP file #012	"ORCHE012.KMP":	[Orchestra Percussion 1-	L]	No. of sample files:	021	(stereo)
KMP file #013	"ORCHE013.KMP":	[Orchestra Percussion 1-	R]	No. of sample files:	021	(stereo)
KMP file #014	"ORCHE014.KMP":	[Orchestra Percussion 2-	L]	No. of sample files:	026	(stereo)
KMP file #015	"ORCHE015.KMP":	[Orchestra Percussion 2-	R]	No. of sample files:	026	(stereo)
KMP file #016	"CINEM016.KMP":	[Cinematic Percussion	-L]	No. of sample files:	059	(stereo)
KMP file #017	"CINEM017.KMP":	[Cinematic Percussion	-R]	No. of sample files:	059	(stereo)
KMP file #018	"EPIC 018.KMP":	[Epic Drums	-L]	No. of sample files:	062	(stereo)
KMP file #019	"EPIC 019.KMP":	[Epic Drums	-R]	No. of sample files:	062	(stereo)
KMP file #020	"KAPRO020.KMP":	[KApr0 Piatti	-L]	No. of sample files:	001	(stereo)
KMP file #021	"KAPRO021.KMP":	[KApr0 Piatti	-R]	No. of sample files:	001	(stereo)

***** KSC file: Cinematic Percussion *****
MULTISAMPLES AND SAMPLES | (c)KApr, 23-Dez-2020 17:15:18

***** SAMPLES PER MULTISAMPLE *****

000 "DARK_000.KMP": [Dark Boom -L], No. of sample files: 001
000 [Dark Boom 001 -L]

***** KSC file: Cinematic Percussion *****
MULTISAMPLES AND SAMPLES | (c)KApr, 23-Dez-2020 17:15:18

***** SAMPLES PER MULTISAMPLE *****

001 "DARK_001.KMP": [Dark Boom -R], No. of sample files: 001
000 [Dark Boom 001 -R]

***** KSC file: Cinematic Percussion *****
MULTISAMPLES AND SAMPLES | (c)KApr, 23-Dez-2020 17:15:18

***** SAMPLES PER MULTISAMPLE *****

002 "DARK_002.KMP": [Dark Epic Drum -L], No. of sample files: 003
000 [Dark Epic Drum 001 -L]
001 [Dark Epic Drum 002 -L]
002 [Dark Epic Drum 003 -L]

***** KSC file: Cinematic Percussion *****
MULTISAMPLES AND SAMPLES | (c)KApr, 23-Dez-2020 17:15:18

***** SAMPLES PER MULTISAMPLE *****

003 "DARK_003.KMP": [Dark Epic Drum -R], No. of sample files: 003
000 [Dark Epic Drum 001 -R]
001 [Dark Epic Drum 002 -R]
002 [Dark Epic Drum 003 -R]

***** KSC file: Cinematic Percussion *****
MULTISAMPLES AND SAMPLES | (c)KApr, 23-Dez-2020 17:15:18

***** SAMPLES PER MULTISAMPLE *****

004 "GRAN_004.KMP": [Gran Casa -L], No. of sample files: 001
000 [Gran Casa 001 -L]

***** KSC file: Cinematic Percussion *****
MULTISAMPLES AND SAMPLES | (c)KApr, 23-Dez-2020 17:15:18

***** SAMPLES PER MULTISAMPLE *****

005 "GRAN_005.KMP": [Gran Casa -R], No. of sample files: 001
000 [Gran Casa 001 -R]

***** KSC file: Cinematic Percussion *****
MULTISAMPLES AND SAMPLES | (c)KApr, 23-Dez-2020 17:15:18

***** SAMPLES PER MULTISAMPLE *****

006 "TIMPA006.KMP": [Timpani Hit -L], No. of sample files: 011

000 [Timpani Hit 001 -L]
001 [Timpani Hit 002 -L]
002 [Timpani Hit 003 -L]
003 [Timpani Hit 004 -L]
004 [Timpani Hit 005 -L]
005 [Timpani Hit 006 -L]
006 [Timpani Hit 007 -L]
007 [Timpani Hit 008 -L]
008 [Timpani Hit 009 -L]
009 [Timpani Hit 010 -L]
010 [Timpani Hit 011 -L]

***** KSC file: Cinematic Percussion *****
MULTISAMPLES AND SAMPLES | (c)KApr, 23-Dez-2020 17:15:18

***** SAMPLES PER MULTISAMPLE *****

007 "TIMPA007.KMP": [Timpani Hit -R], No. of sample files: 011

000 [Timpani Hit 001 -R]
001 [Timpani Hit 002 -R]
002 [Timpani Hit 003 -R]
003 [Timpani Hit 004 -R]
004 [Timpani Hit 005 -R]
005 [Timpani Hit 006 -R]
006 [Timpani Hit 007 -R]
007 [Timpani Hit 008 -R]
008 [Timpani Hit 009 -R]
009 [Timpani Hit 010 -R]
010 [Timpani Hit 011 -R]

***** KSC file: Cinematic Percussion *****
MULTISAMPLES AND SAMPLES | (c)KApr, 23-Dez-2020 17:15:18

***** SAMPLES PER MULTISAMPLE *****

008 "TIMPA008.KMP": [Timpani Roll -L], No. of sample files: 011
000 [Timpani Roll 001 -L]
001 [Timpani Roll 002 -L]
002 [Timpani Roll 003 -L]
003 [Timpani Roll 004 -L]
004 [Timpani Roll 005 -L]
005 [Timpani Roll 006 -L]
006 [Timpani Roll 007 -L]
007 [Timpani Roll 008 -L]
008 [Timpani Roll 009 -L]
009 [Timpani Roll 010 -L]
010 [Timpani Roll 011 -L]

***** KSC file: Cinematic Percussion *****
MULTISAMPLES AND SAMPLES | (c)KApr, 23-Dez-2020 17:15:18

***** SAMPLES PER MULTISAMPLE *****

009 "TIMPA009.KMP": [Timpani Roll -R], No. of sample files: 011
000 [Timpani Roll 001 -R]
001 [Timpani Roll 002 -R]
002 [Timpani Roll 003 -R]
003 [Timpani Roll 004 -R]
004 [Timpani Roll 005 -R]
005 [Timpani Roll 006 -R]
006 [Timpani Roll 007 -R]
007 [Timpani Roll 008 -R]
008 [Timpani Roll 009 -R]
009 [Timpani Roll 010 -R]
010 [Timpani Roll 011 -R]

***** KSC file: Cinematic Percussion *****
MULTISAMPLES AND SAMPLES | (c)KApr, 23-Dez-2020 17:15:18

***** SAMPLES PER MULTISAMPLE *****

010 "TIMPA010.KMP": [Timpani Crescendo -L], No. of sample files: 011
000 [Timpani Crescendo 001 -L]
001 [Timpani Crescendo 002 -L]
002 [Timpani Crescendo 003 -L]
003 [Timpani Crescendo 004 -L]
004 [Timpani Crescendo 005 -L]
005 [Timpani Crescendo 006 -L]
006 [Timpani Crescendo 007 -L]
007 [Timpani Crescendo 008 -L]
008 [Timpani Crescendo 009 -L]
009 [Timpani Crescendo 010 -L]
010 [Timpani Crescendo 011 -L]

***** KSC file: Cinematic Percussion *****
MULTISAMPLES AND SAMPLES | (c)KApr, 23-Dez-2020 17:15:18

***** SAMPLES PER MULTISAMPLE *****

011 "TIMPA011.KMP": [Timpani Crescendo -R], No. of sample files: 011
000 [Timpani Crescendo 001 -R]
001 [Timpani Crescendo 002 -R]
002 [Timpani Crescendo 003 -R]
003 [Timpani Crescendo 004 -R]
004 [Timpani Crescendo 005 -R]
005 [Timpani Crescendo 006 -R]
006 [Timpani Crescendo 007 -R]
007 [Timpani Crescendo 008 -R]
008 [Timpani Crescendo 009 -R]
009 [Timpani Crescendo 010 -R]
010 [Timpani Crescendo 011 -R]

***** KSC file: Cinematic Percussion *****
MULTISAMPLES AND SAMPLES | (c)KApr, 23-Dez-2020 17:15:18

***** SAMPLES PER MULTISAMPLE *****

012 "ORCHE012.KMP": [Orchestra Percussion 1-L], No. of sample files: 021

- 000 [Orchestra Percuss 001 -L]
- 001 [Orchestra Percuss 002 -L]
- 002 [Orchestra Percuss 003 -L]
- 003 [Orchestra Percuss 004 -L]
- 004 [Orchestra Percuss 005 -L]
- 005 [Orchestra Percuss 006 -L]
- 006 [Orchestra Percuss 007 -L]
- 007 [Orchestra Percuss 008 -L]
- 008 [Orchestra Percuss 009 -L]
- 009 [Orchestra Percuss 010 -L]
- 010 [Orchestra Percuss 011 -L]
- 011 [Orchestra Percuss 012 -L]
- 012 [Orchestra Percuss 013 -L]
- 013 [Orchestra Percuss 014 -L]
- 014 [Orchestra Percuss 015 -L]
- 015 [Orchestra Percuss 016 -L]
- 016 [Orchestra Percuss 017 -L]
- 017 [Orchestra Percuss 018 -L]
- 018 [Orchestra Percuss 019 -L]
- 019 [Orchestra Percuss 020 -L]
- 020 [Orchestra Percuss 021 -L]

***** KSC file: Cinematic Percussion *****
MULTISAMPLES AND SAMPLES | (c)KApr0, 23-Dez-2020 17:15:18

***** SAMPLES PER MULTISAMPLE *****

013 "ORCHE013.KMP": [Orchestra Percussion 1-R], No. of sample files: 021

- 000 [Orchestra Percuss 001 -R]
- 001 [Orchestra Percuss 002 -R]
- 002 [Orchestra Percuss 003 -R]
- 003 [Orchestra Percuss 004 -R]
- 004 [Orchestra Percuss 005 -R]
- 005 [Orchestra Percuss 006 -R]
- 006 [Orchestra Percuss 007 -R]
- 007 [Orchestra Percuss 008 -R]
- 008 [Orchestra Percuss 009 -R]
- 009 [Orchestra Percuss 010 -R]
- 010 [Orchestra Percuss 011 -R]
- 011 [Orchestra Percuss 012 -R]
- 012 [Orchestra Percuss 013 -R]
- 013 [Orchestra Percuss 014 -R]
- 014 [Orchestra Percuss 015 -R]
- 015 [Orchestra Percuss 016 -R]
- 016 [Orchestra Percuss 017 -R]
- 017 [Orchestra Percuss 018 -R]
- 018 [Orchestra Percuss 019 -R]
- 019 [Orchestra Percuss 020 -R]
- 020 [Orchestra Percuss 021 -R]

***** KSC file: Cinematic Percussion *****
MULTISAMPLES AND SAMPLES | (c)KApr0, 23-Dez-2020 17:15:18

***** SAMPLES PER MULTISAMPLE *****

014 "ORCHE014.KMP": [Orchestra Percussion 2-L], No. of sample files: 026

- 000 [Orchestra Percuss 001 -L]
- 001 [Orchestra Percuss 002 -L]
- 002 [Orchestra Percuss 003 -L]
- 003 [Orchestra Percuss 004 -L]
- 004 [Orchestra Percuss 005 -L]
- 005 [Orchestra Percuss 006 -L]
- 006 [Orchestra Percuss 007 -L]
- 007 [Orchestra Percuss 008 -L]
- 008 [Orchestra Percuss 009 -L]
- 009 [Orchestra Percuss 010 -L]
- 010 [Orchestra Percuss 011 -L]
- 011 [Orchestra Percuss 012 -L]
- 012 [Orchestra Percuss 013 -L]
- 013 [Orchestra Percuss 014 -L]
- 014 [Orchestra Percuss 015 -L]
- 015 [Orchestra Percuss 016 -L]
- 016 [Orchestra Percuss 017 -L]
- 017 [Orchestra Percuss 018 -L]
- 018 [Orchestra Percuss 019 -L]
- 019 [Orchestra Percuss 020 -L]
- 020 [Orchestra Percuss 021 -L]
- 021 [Orchestra Percuss 022 -L]
- 022 [Orchestra Percuss 023 -L]
- 023 [Orchestra Percuss 024 -L]
- 024 [Orchestra Percuss 025 -L]
- 025 [Orchestra Percuss 026 -L]

***** KSC file: Cinematic Percussion *****
MULTISAMPLES AND SAMPLES | (c)KApr, 23-Dez-2020 17:15:18

***** SAMPLES PER MULTISAMPLE *****

015 "ORCHE015.KMP": [Orchestra Percussion 2-R], No. of sample files: 026

- 000 [Orchestra Percuss 001 -R]
- 001 [Orchestra Percuss 002 -R]
- 002 [Orchestra Percuss 003 -R]
- 003 [Orchestra Percuss 004 -R]
- 004 [Orchestra Percuss 005 -R]
- 005 [Orchestra Percuss 006 -R]
- 006 [Orchestra Percuss 007 -R]
- 007 [Orchestra Percuss 008 -R]
- 008 [Orchestra Percuss 009 -R]
- 009 [Orchestra Percuss 010 -R]
- 010 [Orchestra Percuss 011 -R]
- 011 [Orchestra Percuss 012 -R]
- 012 [Orchestra Percuss 013 -R]
- 013 [Orchestra Percuss 014 -R]
- 014 [Orchestra Percuss 015 -R]
- 015 [Orchestra Percuss 016 -R]
- 016 [Orchestra Percuss 017 -R]
- 017 [Orchestra Percuss 018 -R]
- 018 [Orchestra Percuss 019 -R]
- 019 [Orchestra Percuss 020 -R]
- 020 [Orchestra Percuss 021 -R]
- 021 [Orchestra Percuss 022 -R]
- 022 [Orchestra Percuss 023 -R]
- 023 [Orchestra Percuss 024 -R]
- 024 [Orchestra Percuss 025 -R]
- 025 [Orchestra Percuss 026 -R]

***** KSC file: Cinematic Percussion *****
MULTISAMPLES AND SAMPLES | (c)KApr0, 23-Dez-2020 17:15:18

***** SAMPLES PER MULTISAMPLE *****

016 "CINEM016.KMP": [Cinematic Percussion -L], No. of sample files: 059

- 000 [Cinematic Percuss 001 -L]
- 001 [Cinematic Percuss 002 -L]
- 002 [Cinematic Percuss 003 -L]
- 003 [Cinematic Percuss 004 -L]
- 004 [Cinematic Percuss 005 -L]
- 005 [Cinematic Percuss 006 -L]
- 006 [Cinematic Percuss 007 -L]
- 007 [Cinematic Percuss 008 -L]
- 008 [Cinematic Percuss 009 -L]
- 009 [Cinematic Percuss 010 -L]
- 010 [Cinematic Percuss 011 -L]
- 011 [Cinematic Percuss 012 -L]
- 012 [Cinematic Percuss 013 -L]
- 013 [Cinematic Percuss 014 -L]
- 014 [Cinematic Percuss 015 -L]
- 015 [Cinematic Percuss 016 -L]
- 016 [Cinematic Percuss 017 -L]
- 017 [Cinematic Percuss 018 -L]
- 018 [Cinematic Percuss 019 -L]
- 019 [Cinematic Percuss 020 -L]
- 020 [Cinematic Percuss 021 -L]
- 021 [Cinematic Percuss 022 -L]
- 022 [Cinematic Percuss 023 -L]
- 023 [Cinematic Percuss 024 -L]
- 024 [Cinematic Percuss 025 -L]
- 025 [Cinematic Percuss 026 -L]
- 026 [Cinematic Percuss 027 -L]
- 027 [Cinematic Percuss 028 -L]
- 028 [Cinematic Percuss 029 -L]
- 029 [Cinematic Percuss 030 -L]
- 030 [Cinematic Percuss 031 -L]
- 031 [Cinematic Percuss 032 -L]
- 032 [Cinematic Percuss 033 -L]
- 033 [Cinematic Percuss 034 -L]
- 034 [Cinematic Percuss 035 -L]
- 035 [Cinematic Percuss 036 -L]
- 036 [Cinematic Percuss 037 -L]
- 037 [Cinematic Percuss 038 -L]
- 038 [Cinematic Percuss 039 -L]

039 [Cinematic Percuss 040 -L]
040 [Cinematic Percuss 041 -L]
041 [Cinematic Percuss 042 -L]
042 [Cinematic Percuss 043 -L]
043 [Cinematic Percuss 044 -L]
044 [Cinematic Percuss 045 -L]
045 [Cinematic Percuss 046 -L]
046 [Cinematic Percuss 047 -L]
047 [Cinematic Percuss 048 -L]
048 [Cinematic Percuss 049 -L]
049 [Cinematic Percuss 050 -L]
050 [Cinematic Percuss 051 -L]
051 [Cinematic Percuss 052 -L]
052 [Cinematic Percuss 053 -L]
053 [Cinematic Percuss 054 -L]
054 [Cinematic Percuss 055 -L]
055 [Cinematic Percuss 056 -L]
056 [Cinematic Percuss 057 -L]
057 [Cinematic Percuss 058 -L]
058 [Cinematic Percuss 059 -L]

***** KSC file: Cinematic Percussion *****
MULTISAMPLES AND SAMPLES | (c)KApr0, 23-Dez-2020 17:15:18

***** SAMPLES PER MULTISAMPLE *****

017 "CINEM017.KMP": [Cinematic Percussion -R], No. of sample files: 059

- 000 [Cinematic Percuss 001 -R]
- 001 [Cinematic Percuss 002 -R]
- 002 [Cinematic Percuss 003 -R]
- 003 [Cinematic Percuss 004 -R]
- 004 [Cinematic Percuss 005 -R]
- 005 [Cinematic Percuss 006 -R]
- 006 [Cinematic Percuss 007 -R]
- 007 [Cinematic Percuss 008 -R]
- 008 [Cinematic Percuss 009 -R]
- 009 [Cinematic Percuss 010 -R]
- 010 [Cinematic Percuss 011 -R]
- 011 [Cinematic Percuss 012 -R]
- 012 [Cinematic Percuss 013 -R]
- 013 [Cinematic Percuss 014 -R]
- 014 [Cinematic Percuss 015 -R]
- 015 [Cinematic Percuss 016 -R]
- 016 [Cinematic Percuss 017 -R]
- 017 [Cinematic Percuss 018 -R]
- 018 [Cinematic Percuss 019 -R]
- 019 [Cinematic Percuss 020 -R]
- 020 [Cinematic Percuss 021 -R]
- 021 [Cinematic Percuss 022 -R]
- 022 [Cinematic Percuss 023 -R]
- 023 [Cinematic Percuss 024 -R]
- 024 [Cinematic Percuss 025 -R]
- 025 [Cinematic Percuss 026 -R]
- 026 [Cinematic Percuss 027 -R]
- 027 [Cinematic Percuss 028 -R]
- 028 [Cinematic Percuss 029 -R]
- 029 [Cinematic Percuss 030 -R]
- 030 [Cinematic Percuss 031 -R]
- 031 [Cinematic Percuss 032 -R]
- 032 [Cinematic Percuss 033 -R]
- 033 [Cinematic Percuss 034 -R]
- 034 [Cinematic Percuss 035 -R]
- 035 [Cinematic Percuss 036 -R]
- 036 [Cinematic Percuss 037 -R]
- 037 [Cinematic Percuss 038 -R]
- 038 [Cinematic Percuss 039 -R]

039 [Cinematic Percuss 040 -R]
040 [Cinematic Percuss 041 -R]
041 [Cinematic Percuss 042 -R]
042 [Cinematic Percuss 043 -R]
043 [Cinematic Percuss 044 -R]
044 [Cinematic Percuss 045 -R]
045 [Cinematic Percuss 046 -R]
046 [Cinematic Percuss 047 -R]
047 [Cinematic Percuss 048 -R]
048 [Cinematic Percuss 049 -R]
049 [Cinematic Percuss 050 -R]
050 [Cinematic Percuss 051 -R]
051 [Cinematic Percuss 052 -R]
052 [Cinematic Percuss 053 -R]
053 [Cinematic Percuss 054 -R]
054 [Cinematic Percuss 055 -R]
055 [Cinematic Percuss 056 -R]
056 [Cinematic Percuss 057 -R]
057 [Cinematic Percuss 058 -R]
058 [Cinematic Percuss 059 -R]

***** KSC file: Cinematic Percussion *****
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***** SAMPLES PER MULTISAMPLE *****

018 "EPIC_018.KMP": [Epic Drums -L], No. of sample files: 062

000	[Epic Drums	001	-L]
001	[Epic Drums	002	-L]
002	[Epic Drums	003	-L]
003	[Epic Drums	004	-L]
004	[Epic Drums	005	-L]
005	[Epic Drums	006	-L]
006	[Epic Drums	007	-L]
007	[Epic Drums	008	-L]
008	[Epic Drums	009	-L]
009	[Epic Drums	010	-L]
010	[Epic Drums	011	-L]
011	[Epic Drums	012	-L]
012	[Epic Drums	013	-L]
013	[Epic Drums	014	-L]
014	[Epic Drums	015	-L]
015	[Epic Drums	016	-L]
016	[Epic Drums	017	-L]
017	[Epic Drums	018	-L]
018	[Epic Drums	019	-L]
019	[Epic Drums	020	-L]
020	[Epic Drums	021	-L]
021	[Epic Drums	022	-L]
022	[Epic Drums	023	-L]
023	[Epic Drums	024	-L]
024	[Epic Drums	025	-L]
025	[Epic Drums	026	-L]
026	[Epic Drums	027	-L]
027	[Epic Drums	028	-L]
028	[Epic Drums	029	-L]
029	[Epic Drums	030	-L]
030	[Epic Drums	031	-L]
031	[Epic Drums	032	-L]
032	[Epic Drums	033	-L]
033	[Epic Drums	034	-L]
034	[Epic Drums	035	-L]
035	[Epic Drums	036	-L]
036	[Epic Drums	037	-L]
037	[Epic Drums	038	-L]
038	[Epic Drums	039	-L]

039	[Epic Drums	040	-L]
040	[Epic Drums	041	-L]
041	[Epic Drums	042	-L]
042	[Epic Drums	043	-L]
043	[Epic Drums	044	-L]
044	[Epic Drums	045	-L]
045	[Epic Drums	046	-L]
046	[Epic Drums	047	-L]
047	[Epic Drums	048	-L]
048	[Epic Drums	049	-L]
049	[Epic Drums	050	-L]
050	[Epic Drums	051	-L]
051	[Epic Drums	052	-L]
052	[Epic Drums	053	-L]
053	[Epic Drums	054	-L]
054	[Epic Drums	055	-L]
055	[Epic Drums	056	-L]
056	[Epic Drums	057	-L]
057	[Epic Drums	058	-L]
058	[Epic Drums	059	-L]
059	[Epic Drums	060	-L]
060	[Epic Drums	061	-L]
061	[Epic Drums	062	-L]

***** KSC file: Cinematic Percussion *****
MULTISAMPLES AND SAMPLES | (c)KApr, 23-Dez-2020 17:15:18

***** SAMPLES PER MULTISAMPLE *****

019 "EPIC_019.KMP": [Epic Drums -R], No. of sample files: 062

000	[Epic Drums	001	-R]
001	[Epic Drums	002	-R]
002	[Epic Drums	003	-R]
003	[Epic Drums	004	-R]
004	[Epic Drums	005	-R]
005	[Epic Drums	006	-R]
006	[Epic Drums	007	-R]
007	[Epic Drums	008	-R]
008	[Epic Drums	009	-R]
009	[Epic Drums	010	-R]
010	[Epic Drums	011	-R]
011	[Epic Drums	012	-R]
012	[Epic Drums	013	-R]
013	[Epic Drums	014	-R]
014	[Epic Drums	015	-R]
015	[Epic Drums	016	-R]
016	[Epic Drums	017	-R]
017	[Epic Drums	018	-R]
018	[Epic Drums	019	-R]
019	[Epic Drums	020	-R]
020	[Epic Drums	021	-R]
021	[Epic Drums	022	-R]
022	[Epic Drums	023	-R]
023	[Epic Drums	024	-R]
024	[Epic Drums	025	-R]
025	[Epic Drums	026	-R]
026	[Epic Drums	027	-R]
027	[Epic Drums	028	-R]
028	[Epic Drums	029	-R]
029	[Epic Drums	030	-R]
030	[Epic Drums	031	-R]
031	[Epic Drums	032	-R]
032	[Epic Drums	033	-R]
033	[Epic Drums	034	-R]
034	[Epic Drums	035	-R]
035	[Epic Drums	036	-R]
036	[Epic Drums	037	-R]
037	[Epic Drums	038	-R]
038	[Epic Drums	039	-R]

039	[Epic Drums	040	-R]
040	[Epic Drums	041	-R]
041	[Epic Drums	042	-R]
042	[Epic Drums	043	-R]
043	[Epic Drums	044	-R]
044	[Epic Drums	045	-R]
045	[Epic Drums	046	-R]
046	[Epic Drums	047	-R]
047	[Epic Drums	048	-R]
048	[Epic Drums	049	-R]
049	[Epic Drums	050	-R]
050	[Epic Drums	051	-R]
051	[Epic Drums	052	-R]
052	[Epic Drums	053	-R]
053	[Epic Drums	054	-R]
054	[Epic Drums	055	-R]
055	[Epic Drums	056	-R]
056	[Epic Drums	057	-R]
057	[Epic Drums	058	-R]
058	[Epic Drums	059	-R]
059	[Epic Drums	060	-R]
060	[Epic Drums	061	-R]
061	[Epic Drums	062	-R]

***** KSC file: Cinematic Percussion *****
MULTISAMPLES AND SAMPLES | (c)KApro, 23-Dez-2020 17:15:18

***** SAMPLES PER MULTISAMPLE *****

020 "KAPRO020.KMP": [KApro Piatti -L], No. of sample files: 001
000 [KApro Piatti 001 -L]

***** KSC file: Cinematic Percussion *****
MULTISAMPLES AND SAMPLES | (c)KApró, 23-Dez-2020 17:15:18

***** SAMPLES PER MULTISAMPLE *****

021 "KAPRO021.KMP": [KApró Piatti -R], No. of sample files: 001
000 [KApró Piatti 001 -R]
