Xsample Tamara

expressive vocal sounds & singing

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Contents

Xsample Tamara - Overview

Xsample Tamara is a versatile virtual instrument with expressive vocal sounds and singing. Besides being able to play the multi-samples of the instrument on a MIDI keyboard, there is a phrase mode that allows you to play up to 25 phrases (a 100 steps, either a 13 parameters). The phrases can be created via the "Phrase Designer". Here are a lot of useful functions.

In the Phrases mode aleatoric functions can also be activated, which can be set over 10 menus and 2 buttons. In one phrase six aleatoric presets can be stored.

The phrases automatically adapt to the tempo of the host (Cubase, Logic, Finale, Sibelius, etc.).

Tamara's sounds:

Vocal sounds (each multi-sample):
b, d, g, c, f, h, j, l, m, n, k, p, r, s, sch, t, tsch, v, x, y (pa – without recognizable pitch), z, a (ta – without recognizable pitch), w, breath noises and pant, free glissandi, various vocal sounds, wisper

Wisper with recognizable pitch
Hum
Harmonics singing

„O" without vibrato
„O" with vibrato
„A" with vibrato

Staccati (hi, ha, pa, ta, wa each with two variations / round robin)

Transitions (glissandi) 1 sec, up - and down
(tempo control with Time Machine Pro)

Transitions (glissandi) 3 sec, up - and down
(tempo control with Time Machine Pro)

Over Formant Filter emulated sounds (i, a/e, o, u)

Note:
With activated info pane (Kontakt) for each element of Xsample Tamara a help text is displayed, if you move your mouse over it.

Description of the GUI functions

Preset Mixer - combination singing / vocal sounds – **Keyboard functions**

If Phrase Mode is off, the Preset Mixer is active.

With the blue keyswitch you can switch Phrase Mode on- or off.

With the red keyswitches you can choose the presets of the first menu, with the cyan keyswitches the presets of the second menu. So you can easily combine new playable presets.

Note:
The 7 cyan keyswitches are velocity sensible. The first keyswitch (D#1) switches with soft velocity to Vocal Sounds 1 and with hard velocity to Vocal Sounds 2. With soft velocity on keyswitch 7 (A1) you can mute the sound.

Description of the GUI functions - Preset Mixer – **Sound-shaping controllers**

The presets of both menus can be formed with MIDI controllers. Very comfortable can you do this with the included TouchOSC Layout. Of course you can also use any other MIDI controller. You can find the controller settings in the controller overview.

Description of the GUI functions – Phrase Mode – **Playing phrases**

Key:
Shows the
actual
choosed
(played)
phrase
(yellow
keyswitches)

Play-
parameters:
4) Retrigger
5) Reverse

Blue
keyswitch or
button to
activate the
phrase
mode.

Play-
parameters:
1) Volume
2) Transpose
3) Speed %

25 yellow keyswitches (A-1 → A1) for playing the
phrases.

Play parameters:

1) The value for **Volume** increases or decreases the volume of the whole
phrase (-64 → +64).

2) The value for **Transpose** transposes the whole phrase (-12 → +12 semitones).

3) The value for **Speed %** increases or decreases the tempo of the phrase (50% half tempo → 200% double tempo). The change is independent from the real tempo, which is set by the host (e. g. Cubase, Logic, Finale or Sibelius or the master setting from Kontakt in standalone mode etc.).

4) If **Retrigger** is on, the phrase will be always played from the first step (or from the last step, if Reverse is on). Is Retrigger off, the phrase will continue with the next step.

5) **Reverse** plays the phrase in reverse. The change in direction is also possible during playback of a phrase.

All values can be changed by MIDI controller (see Controller Overview).

The phrase mode is monophonic. If phrases are played, this should be done in "non legato". To play back several phrases at the same time, more instances of Xsample Tamara are required.

Description of the GUI functions – Phrase Mode – **Create & edit phrases**

B) Key

C) Amount

D) Step

G) Skip & Standard

H) Phrase Menu

*

A) Record, Edit & Save

E) Parameter 1 Sound, Duration, Note & Velocity

F) Parameter 2 From Legato to Speed

I) With the yellow keyswitches you can play the edited version.

J) With the green keyswitches you can set the duration 1 of a step.

*: If in this menu a sound is selected, it is mixed with the singing sounds of a phrase.

First look at the 25 included phrases and try some features with it.

A) By clicking on the **Edit** button, the current phrase (Key) is loaded into a buffer. Now the phrase can be edited. The changes will not take effect until the **Save** button is pressed. If the changes are to be discarded simply turn off the Edit mode. During the Edit mode is on, the duration can (duration 1) be set with the green keyswitches, the Sound with the modulation wheel and the note and Velocity can be played with the keyboard. In the **Record** mode the step value is additionally increased until **Amount** is reached. The phrase is then stored automatically.

B) **Key** - indicates the currently edited phrase. An edited phrase can be restored to any Key (Save).

C) **Amount** - Here, the maximum number of steps of a phrase is set (up to 100 per phrase).

D) **Step** - If the value is changed, the corresponding step parameters are displayed automatically.

E) **Parameter 1** - The Sound menu contains 53 multisamples. If a rest as step is desired, the menu can be set to "< rest >". Using the menus Duration 1 & 2 the duration of a step can be set flexibly. Note and Velocity can be played from your keyboard. The tonal ranges of the multisamples are displayed on the Kontakt Keyboard in black.

F) **Parameter 2** - The small buttons (red / blue) are skip buttons (for Legato Intensity and absorption -1 is the skip value). When for a step no parameter change is necessary, the value is not passed on to the Kontakt Engine (the button is red). However, it is advisable to set the desired parameters for a step with a new sound, as other phrases, the values may have changed. The speed parameter can only be set in the sounds, which are are marked with "TM" (Time Machine Pro). In Xsample Tamara this are the glissando transitions. The absorption parameter allows remote control of the Room Walker (cc#11). Large value jumps should here be avoided.

Sound menu

< rest >
b
d
g
c
f
h
j
l
m
n
k
p
r
s
sch
t
tsch
u
x
y (pa)
z
a (ta)
w
breath
free glissandi
misc
wisper
wisper tone
ha 1 (short)
ha 2 (short)
hi 1 (short)
hi 2 (short)
pa 1 (short)
pa 2 (short)
ta 1 (short)
ta 2 (short)
wa 1 (short)
wa 2 (short)
hum
harmonics
o senza vibrato piano
o vibrato piano
a vibrato forte
transitions down 1sec TM
transitions up 1sec TM
transitions down 3sec TM
transitions up 3sec TM
formant I vibrato forte
formant II vibrato forte
i formant vibrato piano
a formant vibrato piano
o formant vibrato piano
u formant senza vibrato piano

G) **Skip** and **Standard** - The button skip parameter sets all parameter (2) of the current step to skip, the button standard sets the parameter (2) to default values. These functions are also applicable to a step range on the phrase menu. Thus phrases can be easily initialized.
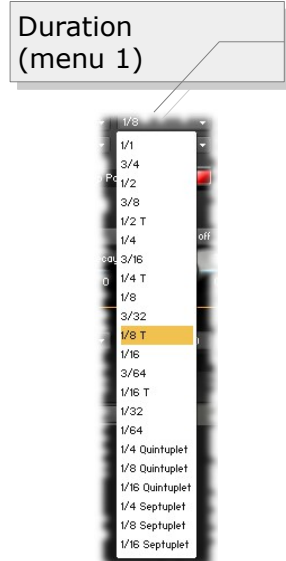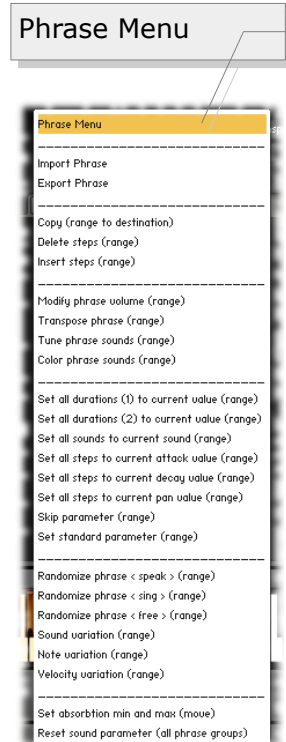
H) The **Phrase Menu** contains some useful functions for editing the phrases. With the function "Import phrase" a previously saved phrase is imported on the currently active key. "Export phrase" saves the current phrase (key). On many functions a range can be selected before. The range is set using the adjuster "Min" and "Max", the destination of the copy with the value of "destination". For a copy the values of "Volume" and "Transpose" will be included.

Example: You want to reduce the volume of a phrase. First, set the (step) range, then the adjuster for "Volume" on e.g. -20 and then click the menu item "Modify phrase volume (range)".

Or you want to transpose the entire phrase a minor third down:
Set the desired range, the transpose adjuster to -3 and finally click the menu item "Transpose phrase (range)".

Please note that this will transpose notes, while the "Tune" function detunes the samples. With the "Color" function, which also exist in similar form in the Transform script, you change the timbre of the samples.

Phrase Menu

Phrase Menu

Import Phrase
Export Phrase

Copy (range to destination)
Delete steps (range)
Insert steps (range)

Modify phrase volume (range)
Transpose phrase (range)
Tune phrase sounds (range)
Color phrase sounds (range)

Set all durations (1) to current value (range)
Set all durations (2) to current value (range)
Set all sounds to current sound (range)
Set all steps to current attack value (range)
Set all steps to current decay value (range)
Set all steps to current pan value (range)
Skip parameter (range)
Set standard parameter (range)

Randomize phrase < speak > (range)
Randomize phrase < sing > (range)
Randomize phrase < free > (range)
Sound variation (range)
Note variation (range)
Velocity variation (range)

Set absorbtion min and max (move)
Reset sound parameter (all phrase groups)

Duration
(menu 1)

1/8
1/1
3/4
1/2
3/8
1/2 T
1/4
3/16
1/4 T
1/8
3/32
1/8 T
1/16
3/64
1/16 T
1/32
1/64
1/4 Quintuplet
1/8 Quintuplet
1/16 Quintuplet
1/4 Septuplet
1/8 Septuplet
1/16 Septuplet

Description of the GUI functions – Phrase Mode – **Aleatoric functions**

If in this menu a sound is selected, a random sound is mixed to the singing sounds of the aleatory performance.

Aleatoric Menus

The six red keyswitches (Presets) starts a aleatoric performance.
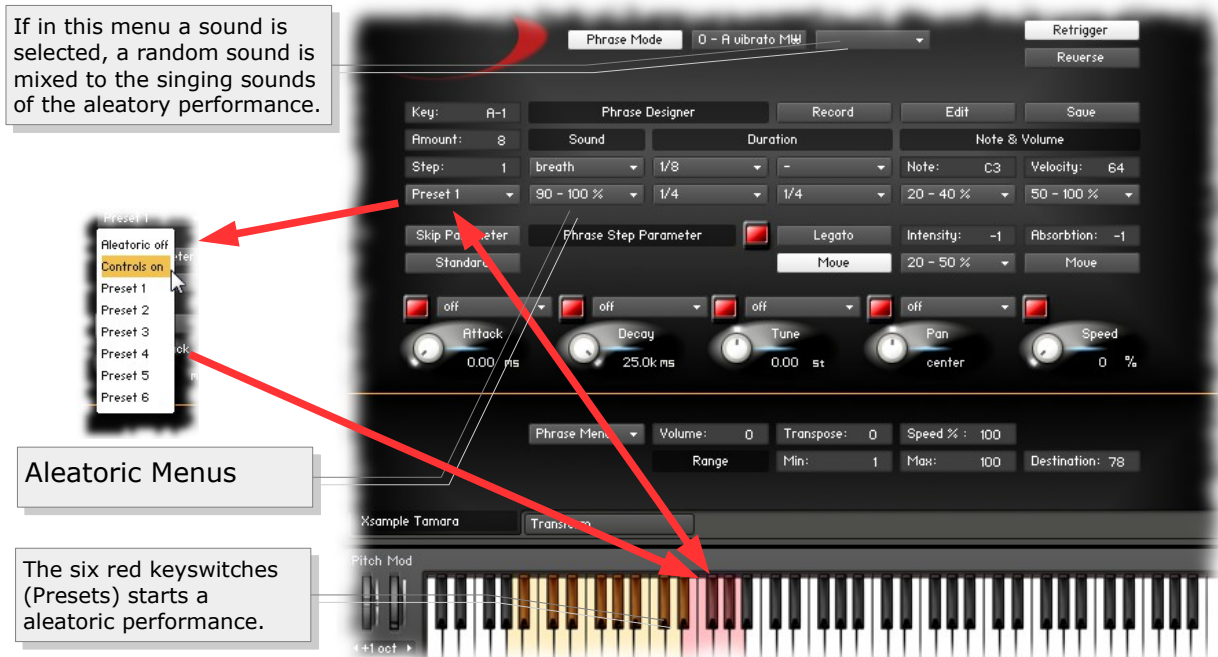
If the aleatory features are enabled (menu item Controls on under Step), appear 10 additional menus and 2 Move buttons. Furthermore, the last six yellow keyswitches are now colored red.
In the additional menus, a percentage value can now be selected. In this percentage area a value per step is rolled.

Example: You want only the vocal sounds are thrown:
Set the menu under the sound menu to 1 - 40%
Or, you want only sixteenth and eighth notes are played: Set the menu under duration 1 to 1/8 - 1/16.
Or, you want that only very short sounds are played:
Set the menu above Decay to 20-40%.
Or, you want the sounds in the panorama appear slightly between left and right:
Set the menu above Pan to 40 – 60%.

For each of the 6 red keyswitches (Preset 1 - 6) a set of aleatory menu settings can be saved. The aleatory functions use the cache. If you want to make the settings permanently a Key must selected. After that, press the save button. The last diced steps will be also stored in the phrase.
For the Legato function and Room Walker absorption, there is one move button. If the move button for Legato is on, Legato will be switched off or on from time to time . If the move button for absorption is on, the sound then travels back and forth in the room. The maximum values can be set via the phrase menu. First, set the adjuster for "Min" to 0 (front) and then the adjuster for "Max" e.g. 80. Select the menu item "Set min and max absorbtion (move)". As of now, the sound moves from the front to the rear or vice versa.

All aleatory menus can be changed live by MIDI controllers (see Controller Overview). The supplied TouchOSC layout has extensive facilities for the aleatory functions. Here's an example:
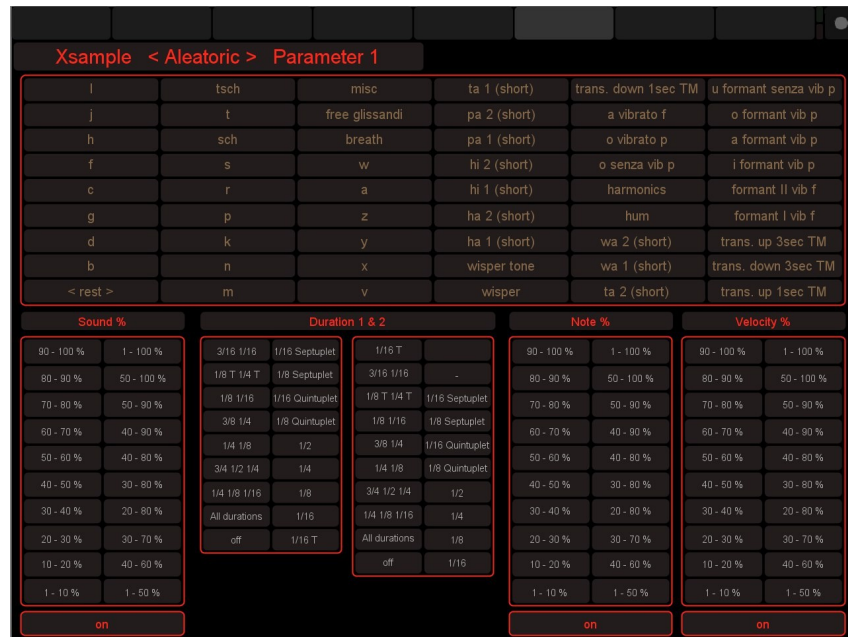
Transform (Room Walker, stereo / mono configuration & effects)

1 A:
„Room Walker" switch
Presets Menu
Presets" List

1 C:
Convolution 1 & 2
with room impuls menu
(IR Combinations)

1 E:
Pitch Control
switch

1 B:
Stereo Modeler
(pan and stereo
width)

1 D:
2 Band EQ

Controller bypass buttons
(total 11)

2:
stereo / mono
buttons

3:
Color - effect

4:
Stretch - effect

Transform - **Room Walker** (**1 A – 1 E**)

In the upper section you find the "Room Walker" controls. As the name suggests, it is for effects within a two-dimensional space or for moves in a virtual room. CC # 11 takes over the room depth and CC # 12 the panorama. Basically the Room Walker consist of four insert effects, which can be switched separately on or off: (**1 B**) Stereo Modeler (pan and stereo width), (**1 C**) Convolution 1 and 2, the (**1 D**) EQ and the (**1 E**) pitch module.
In the "IR Combinations" menu you can choose between 64 room settings based on 61 IR samples (room impulses). In each case, two different spaces are loaded. In addition to this virtual space positioning completely different effects with the Room Walker of course still possible.

Transform - **Room Walker operation**

CC#11 acts as a "Absorbtion - Macro Controller", which controls up to 10 controls on the Room Walker (the white buttons switch the respective controller influencing on or off).
You can set, for example, that the high frequencies decrease as you "go" deeper into the room, at the same time you reduce the stereo width of the instrument and increase the "wet amount" of Convolution 1. The whole is achieved in that a percentage bias value is available for each element.

Example: Gain 2 "cc% min" is set to 50 and "cc% max" to 10. This means that at the zero position of the controller 11 there is no influence (50 = 0 dB). The further the controller 11 is performed, the more attenuated the frequencies.

You can use the Room Walker, as also control all other functions of the Xsample instruments comfortable with the supplied TouchOSC layout.
The Room Walker is operated with an X / Y controller.
To meet „Room Walker" there are some presets in the script: "Moving deep into the room" and "Moving into a tunnel". We hope you enjoy as you travel through space!

Transform - **Room Walker Presets**

You can also create, save and load your own presets. If you load or save complete banks, first the names file is requested, then the data file. It is recommended to set the files to the same name and the names file with the extension "_names" at the end.

If your mouse is over the switches and buttons, you will get additional support for the individual functions in the info pane (i) of Kontakt (Info button must be active).

The following is a list of the individual elements of a preset:

- (1) Stereo Modeller Bypass, Pan and Spread Controller Bypass (white buttons) with respective minimum and maximum values
- (2) Convolution 1 and 2 Bypass, Wet 1 and Wet 2 Controller Bypass (white buttons) with respective minimum and maximum values
- (3) EQ Bypass, Frequency 1-2, Bandwidth 1-2 and Gain 1-2 Controller Bypass (white buttons) with respective minimum and maximum values
- (4) Pitch Control Bypass and Pitch Slider value (Bipolar +/- 1 octave)
- (5) IR Combination (1-64)

Transform - **Room Walker Multi Instruments**

If you are working with many instruments in a project, your computer processor is of course hugely demanded if each instrument required two Convolution effects. For this case, use the included multi instruments. They allow the use of the Room Walker with the external convolution effects of Kontakt. You can then merge in one multi - many (multi-) Instruments ("merge", press "No"). So you use only two Convolution Effects and yet every instrument can be controlled independently.

Then set the desired MIDI channel of each instrument.
If you now move the controler 11, the controlls for Aux 1 and Aux 2 will move with the automation-setting, and of course the internal Room Walker elements.
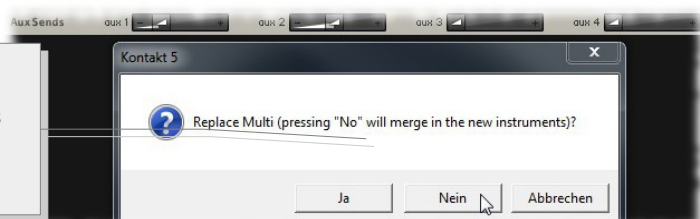
Transform - **Output Mode (2)**

In the lower range (output mode) you can set the instrument to "mono". There are the variant Mono 1 (left) or Mono 2 (right). You can use it to try out a simple way how your mix sound with mono instruments. If you use a lot of instruments you may reach more transparency of the mix.

Transform - **Color (3)** (-12 → +12)

This allows you to play the instrument with a "Re-Pitch" - effect. Negative values produce a dull, soft sound and positive values give a light to biting sound. A value of +12 makes a guitar, for example, a kind of banjo. A value of -12 makes a violin a kind of cello. The effect range can be limited by the adjustable "Range". In position "0" you hear the original instrument (standard, loaded by the instrument).

Color can be operated remotely via CC # 56

Transform - **Stretch effect (4)** (-200 → +200%)

This effect serves only as a small but interesting gimmick: All incoming notes will be compressed or stretched by the base notes around. Play, for example, a broken C minor triad several times in a row while at the same time turning the controller of stretch from 100 to 200%. The effect range can be limited by the adjustable "Range". In position "100%" you can hear the original sound (standard, loaded by the instrument).

Stretch is with CC#57 and Base with CC#55 remote-controllable

Legato
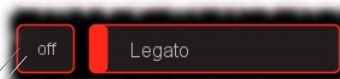
With this function you can achieve a glissando between two notes when you slightly overlap the sounds while playing. In this mode the instrument can play only one voice.
You can activate or deactivate the function using the legato button.
Alternatively, you can control the legato mode with CC#68. CC#24 controls the intensity.

- CC#68: 0 – 63 = Legato off
- CC#68: 64 – 127 = Legato Mode
    - CC#24: 0 = easy effect (slur)
        – 127 = strong glissando

TouchOSC Layout

Appendix - List of the 61 room impulses

IR Sample	Length
Beautyverb	8,255''
Big_Church	4,960''
C_Chamber_Early_1	0,848''
C_Chamber_Early_2	1,393''
C_Club_Medium	2,081''
C_Club_Small	1,608''
C_Concert_Hall_Large	5,144''
C_Concert_Hall_Medium_1	2,345''
C_Concert_Hall_Medium_2	3,061''
C_Concert_Hall_Small	1,457''
C_Large_Church	4,606''
C_Medium_Church	3,048''
C_Room_Medium	1,351''
C_Room_Small	0,850''
C_Wood_Chamber	3,364''
Comb	2,707''
Combed_Cloud	3,912''
Crystals	7,970''
Cyclo	3,925''
Dual_Crystal_1	6,119''
Dual_Crystal_2	5,453''
Flanging	2,011''
Galaxyverb	9,000''
Hall_1	3,417''
Hall_2	2,906''
Hall_Early	0,975''
Hydro_gliss	5,108''
Long_Crisps	6,588''
Long_Distance	3,215''
P3_Auditorium_Large	5,400''
P3_Auditorium_Medium	4,158''
P3_Auditorium_Small	2,926''
P3_Concert_Large	4,396''
P3_Concert_Medium	3,597''
P3_Concert_Small	2,446''
P3_Damped_Hall	2,366''
P3_Early_1	0,620''
P3_Early_2	0,899''
P3_Early_3	0,618''
P3_Echoy	5,038''
P3_Like_Reverse	5,270''
P3_Long_Modulated	6,607''
P3_Nice_Hall	3,901''
P3_Plate_Large	3,839''
P3_Plate_Medium	1,643''
P3_Plate_Small	1,250''
P3_Theatre	3,478''
P3_Warm_Hall_Large	5,858''
P3_Warm_Hall_Medium	3,049''
P3_Warm_Hall_Small	2,210''
P3_Watery_2	4,350''
P3_Watery_Hall	8,378''
P3_Woody	4,440''
Plasma	4,984''
Roll	2,845''
Room_1	1,131''
Room_2	1,310''
Smear	5,337''
Space_Tunnel	7,293''
Tunnel	5,485''
Watery	4,235''

Grey: < 2'' / yellow: > 5''

Appendix - List of the 64 room impuls combinations

Name	Convolution 1	Length	Convolution 2	Length
1 Medium Church	C_Medium_Church	3,048"	C_Chamber_Early_1	0,848"
2 Large Church 1	C_Large_Church	4,606"	C_Chamber_Early_1	0,848"
3 Large Church 2	C_Large_Church	4,606"	C_Wood_Chamber	3,364"
4 Concert Hall	C_Concert_Hall_Large	5,144"	C_Club_Small	1,608"
5 Medium Concert Hall 1	C_Concert_Hall_Medium_2	3,061"	C_Room_Medium	1,351"
6 Medium Concert Hall 2	C_Concert_Hall_Medium_1	2,345"	C_Room_Small	0,850"
7 Small Concert Hall	C_Concert_Hall_Small	1,457"	C_Chamber_Early_1	0,848"
8 Wood Chamber 1	C_Wood_Chamber	3,364"	C_Room_Small	0,850"
9 Wood Chamber 2	C_Wood_Chamber	3,364"	C_Concert_Hall_Large	5,144"
10 Medium Club	C_Club_Medium	2,081"	C_Chamber_Early_2	1,393"
11 Medium Room	C_Room_Medium	1,351"	C_Chamber_Early_2	1,393"
12 Roomy Hall 1	Room_1	1,131"	Hall_1	3,417"
13 Roomy Hall 2	Room_2	1,310"	Hall_2	2,906"
14 Into Church	Big_Church	4,960"	Hall_Early	0,975"
15 Galaxy Church	Big_Church	4,960"	Galaxyverb	9,000"
16 Galaxy Beauty	Beautyverb	8,255"	Galaxyverb	9,000"
17 Big Plasma Verb	Galaxyverb	9,000"	Plasma	4,984"
18 Smear Verb	Smear	5,337"	Roll	2,845"
19 Crystal Flange	Dual_Crystal_2	5,453"	Flanging	2,011"
20 Hydro Distance	Hydro_gliss	5,108"	Long_Distance	3,215"
21 Tunnel Distance	Tunnel	5,485"	Long_Distance	3,215"
22 Smear Tunnel	Space_Tunnel	7,293"	Smear	5,337"
23 Crisps Comb	Comb	2,707"	Long_Crisps	6,588"
24 Crystal Cyclo	Cyclo	3,925"	Dual_Crystal_1	6,119"
25 Beauty Watery	Watery	4,235"	Beautyverb	8,255"
26 Like Reverse	P3_Like_Reverse	5,270"	P3_Early_1	0,620"
27 Echoy	P3_Echoy	5,038"	P3_Early_2	0,899"
28 Long Modulated	P3_Long_Modulated	6,607"	P3_Early_3	0,618"
29 Nice Hall	P3_Nice_Hall	3,901"	P3_Early_2	0,899"
30 Metallic Hall 1	P3_Warm_Hall_Small	2,210"	P3_Plate_Large	3,839"
31 Metallic Hall 2	P3_Plate_Medium	3,049"	P3_Plate_Small	1,250"
32 Theatre	P3_Warm_Hall_Small	2,210"	P3_Theatre	3,478"
33 Watery 1	P3_Watery_2	4,350"	P3_Plate_Medium	1,643"
34 Watery 2	P3_Watery_Hall	8,378"	P3_Plate_Medium	1,643"
35 Warm Hall Medium	P3_Warm_Hall_Medium	3,049"	P3_Early_1	0,620"
36 Warm Hall Large	P3_Warm_Hall_Large	5,858"	P3_Early_1	0,620"
37 Damped Hall	P3_Damped_Hall	2,366"	P3_Early_2	0,899"
38 Auditorium Large	P3_Auditorium_Large	5,400"	P3_Concert_Small	2,446"
39 Auditorium Medium	P3_Auditorium_Medium	4,158"	P3_Concert_Small	2,446"
40 Auditorium Small	P3_Auditorium_Small	2,926"	P3_Concert_Small	2,446"
41 Concert Small	P3_Concert_Small	2,446"	P3_Early_2	0,899"
42 Concert Medium	P3_Concert_Medium	3,597"	P3_Early_2	0,899"
43 Concert Large	P3_Concert_Large	4,396"	P3_Damped_Hall	2,366"
44 Woody	P3_Woody	4,440"	P3_Early_3	0,618"
45 Long dark modulated Hall	P3_Damped_Hall	2,366"	P3_Long_Modulated	6,607"
46 Echoy long modulated	P3_Long_Modulated	6,607"	P3_Echoy	5,038"
47 Metallic Reversy	P3_Plate_Large	3,839"	P3_Like_Reverse	5,270"
48 Early Water 1	P3_Early_1	0,620"	P3_Watery_2	4,350"
49 Early Water 2	P3_Early_1	0,620"	P3_Watery_Hall	8,378"
50 Small Early	P3_Early_3	0,618"	P3_Early_1	0,620"
51 Small Chamber	C_Chamber_Early_1	0,848"	C_Room_Small	0,850"
52 Medium Early	P3_Early_2	0,899"	Hall_Early	0,975"
53 Room Plate	Room_1	1,131"	P3_Plate_Small	1,250"
54 Medium Room 2	Room_2	1,310"	C_Room_Medium	1,351"
55 Small Chamber 2	C_Chamber_Early_2	1,393"	C_Concert_Hall_Small	1,457"
56 Club Plate	C_Club_Small	1,608"	P3_Plate_Medium	1,643"
57 Flanging Club	Flanging	2,011"	C_Club_Medium	2,081"
58 Warm Hall Medium	P3_Warm_Hall_Small	2,210"	C_Concert_Hall_Medium_1	2,345"
59 Damped Concert Hall	P3_Damped_Hall	2,366"	P3_Concert_Small	2,446"
60 Comb Roll	Comb	2,707"	Roll	2,845"
61 Small Auditorium Hall	Hall_2	2,906"	P3_Auditorium_Small	2,926"
62 Warm Church	C_Medium_Church	3,048"	P3_Warm_Hall_Medium	3,049"
63 Medium Distance Hall	C_Concert_Hall_Medium_2	3,061"	Long_Distance	3,215"
64 Wood Hall	C_Wood_Chamber	3,364"	Hall_1	3,417"

Grey: < 2'' / yellow: > 5''

Technical Data

Preset Mixer – combination of singing & vocal sounds
Legato script and real Legato (glissando) transitions
Phrase Designer with 25 phrases (with each up to 100 steps)
Aleatoric functions with live control possibilities

Room Walker for effects within a virtual two-dimensional room
61 IR Samples (room impulses)

1171 Samples
522 MB

TouchOSC Layout (with 8 pages)

Hardware & Software requirements and recommendations

- Full version Native Instruments Kontakt 5.3 or higher
- 88 keys midi-keyboard with Mod Wheel, Pitch Bend and Sustain Pedal
- Recommendation: freely configurable MIDI Controller Box or an iPad/Android Tablet with TouchOSC (Layout in the package)

Controller Overview

Phrase Mode off (Preset Mixer):

CC#0 → preset program change (menu 1 / red keyswitches)

CC#1 → transitions (dynamic / color)
CC#2 → filterfrequency (LP)
CC#4 → filterfrequency (Formant Filter)
CC#16 → Attack
CC#17 → Decay
CC#20 → Transpose (→ +12)
CC#21 → Transpose (→ -12)

CC#32 → preset program change (menu 2 / cyan keyswitches)

CC#25 → Volume
CC#18 → Attack
CC#19 → Decay
CC#22 → Transpose (→ +12)
CC#23 → Transpose (→ -12)

Phrase Mode on:

Play parameters

CC#31 → volume (center = 64)
CC#32 → transpose (center = 63)
CC#33 → speed (center = 43)
CC#34 → Retrigger (on / off)
CC#35 → Reverse (on / off)

CC#100 → Sound selection (menu 2)

Edit or Record switch on:

CC#1 → Sound selection
CC#2 → Duration 2 selection

Aleatoric functions on:

CC#87 → Preset selection & Aleatoric on / off
CC#88 → Sound % menu

> if Sound % Menu off:
> CC#1 → Sound selection

CC#89 → Duration 1 menu

> if duration 1 menu off:
> CC#2 → duration 1 selection

CC#90 → Duration 2 menu
CC#91 → Note % menu
CC#92 → Velocity % menu
CC#93 → Move Legato on / off
CC#94 → Legato Intensity % menu
CC#95 → Move Absorbtion on / off
CC#96 → Attack % menu
CC#97 → Decay % menu
CC#98 → Pan % menu
CC#99 → Tune % menu
CC#100 → Random vocal sounds (mix) on / off

Generally:

CC#7 → Instrument volume
CC#10 → Instrument pan

CC#11 → Room Walker absorbtions macro controller
CC#12 → Room Walker pan controller
CC#67 → Room Walker pitch intensity (-12 → +12 semitones)
CC#69 → Room Walker pitch bypass

CC#68 → Legato mode on (127) or off (0)
CC#24 → Intensity Legato (glissando)

C#56 → Transform Color
CC#57 → Transform Stretch
CC#55 → Transform Base Note

CC#50 → Aux Send 1 (only multis)
CC#51 → Aux Send 2 (only multis)
CC#52 → Aux Send 3 (only multis)
CC#53 → Aux Send 4 (only multis)

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