



# AXiS<sub>64</sub>



## User Manual 4.1

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"WARNING - This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with this instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at their own expense."

The AXiS and its accessories have been tested to exceed the requirements of the above FCC rules, however this does not guarantee that interference will not occur, especially if connected to other devices that do not comply with these rules. If interference is experienced after installation of this equipment turn it off to determine whether it is the source. If interference is still experienced try to correct the situation by one or more of the following measures:

- **Relocate either the AXiS and its associated equipment and cabling or the equipment affected by the interference.**
- **Utilise different mains power outlets. Try installing a filter in the mains of the other equipment.**
- **In the case of radio interference where 300 ohm ribbon antennas are used, try changing to 75 ohm coaxial cable.**

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This product is fully compliant with the European EMC Directive 89/336/EEC which applies to apparatus which is "liable to cause electromagnetic disturbance or is itself liable to be affected by such disturbance".

Test performed and passed are:

EN50082-1 : 2002

EN55022 : 2002 Class B

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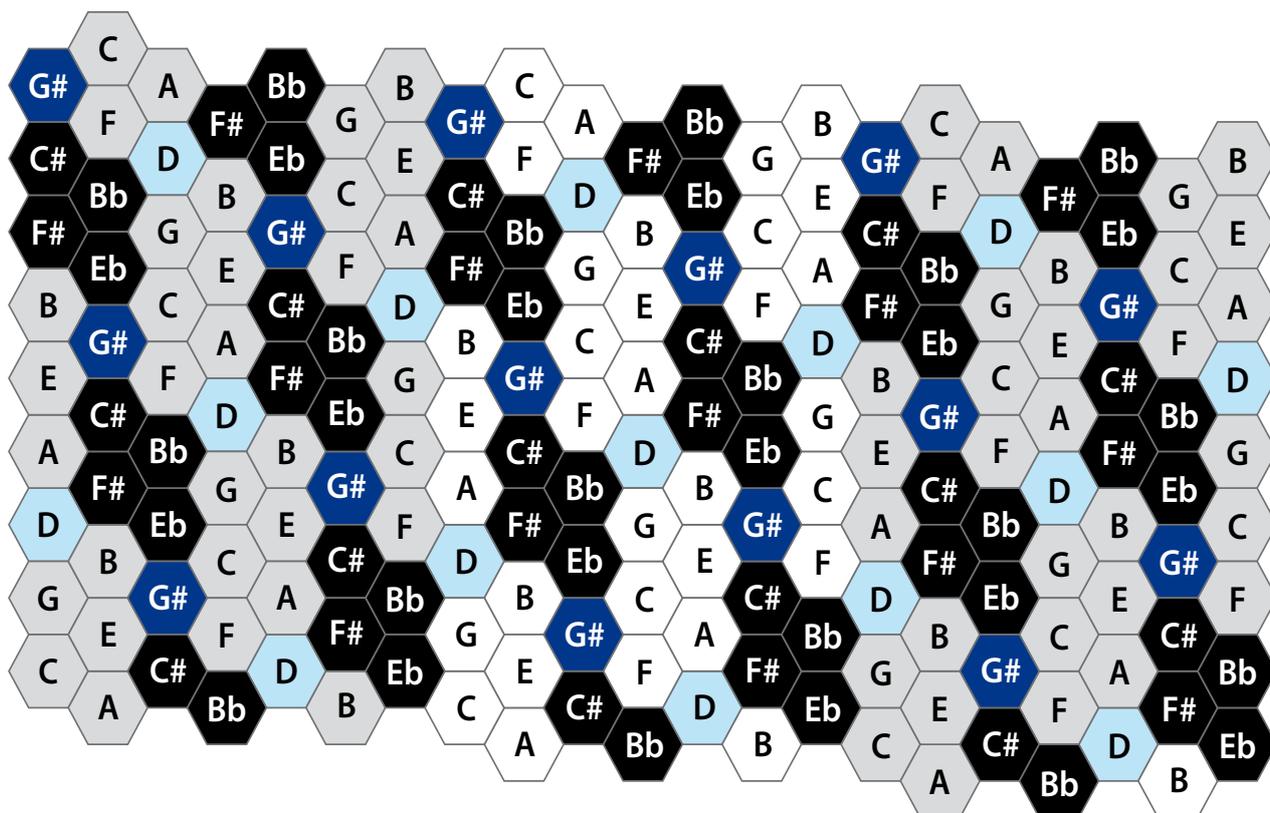
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# Introduction

The AXIS 64 is a MIDI controller Music Interface. It uses the Harmonic Table musical note layout which provides a geometric overview of musical notes and their harmonies. This makes the AXIS easy and fun to use.

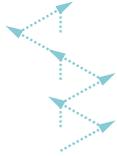
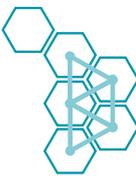
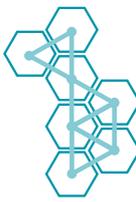
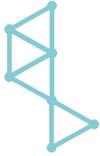
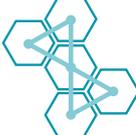
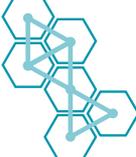
## The Harmonic Table Note Map



Notes on the Harmonic Table increase in pitch going up (5ths) and going to the right (semitones). As you can see there is more than one instance of each note. To clarify, see the octave map on the next page.

Diagonal lines contain either augmented or diminished chords. See chord shapes on page 7.



Shape	Direction	Chord				
		 Major Triad	 Major 7th	 Major 9th	 Major 11th	 Major 13th
		 Minor Triad	 Minor 7th	 Minor 9th	 Minor 11th	 Minor 13th
			 Dominant 7th	 Dominant 9th	 Dominant 11th	 Dominant 13th

The AXIS can help you greatly expand your creativity, control and productivity in your live or studio MIDI set-up. Whether you are using one multi-timbral sound module or a rack full of them, the AXIS's Harmonic Table layout will help you expand your creative abilities.

Aside from its use of the Harmonic Table, the AXIS works in a similar way to other MIDI controllers. It can be used as a MIDI input device, playing notes and chords like a pianoforte style "master keyboard". It can also give you a central point of control over your slave modules in a given MIDI network.

The AXIS has very flexible and simple calibration routines so that a range of external controls can be accommodated.

# Quick Start

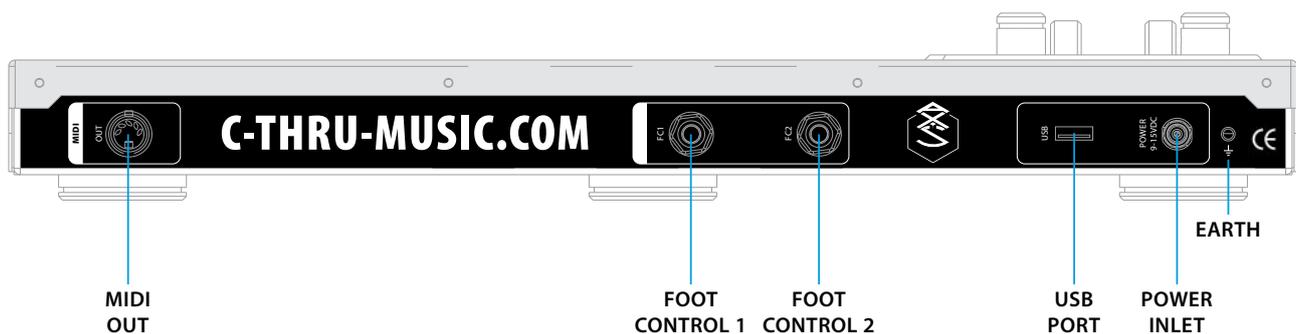
- 1 *Plug the AXiS into the power supply using the Power Adapter provided.*
- 2 *Plug one end of a MIDI cable into the MIDI OUT socket on the AXiS, and the other end into the MIDI IN socket on a synthesizer, sound expander or other MIDI device.*
- 3 *Your AXiS is now ready to play.*

# Installation

## General

Please take the normal precautions for siting an electronic instrument, do not place on a source of direct heat, in direct sunlight or near another instrument that may cause or be subject to interference.

## Connections



<b>MIDI OUT</b>	Connect to a MIDI IN of another device.
<b>USB</b>	May be connected to a computer via USB port for firmware upgrades.
<b>FC1, FC2</b>	Works with most available pedals and foot switches, and possibly some other controls.
<b>Power Inlet</b>	Always use the Power Adapter provided.
<b>Earth Point</b>	Use if required for your live or studio set-up.

## Power

It is always best to use the Power Adapter provided with the original equipment.

The Power Adapter is a simple wall connector, which plugs directly into the power inlet on the back of the AXiS.

The AXiS runs on 9 – 15 VDC and draws a current of 300mA.

## Power Up & Self Test

Plug the Power Adapter into the power inlet of the AXiS. Plug the Power Adapter into the A/C mains supply.

The red PWR light glows reassuringly. If not...

- Check that the light on the provided Power Adapter is on, if not:
- Check mains is switched on and the cable is fully plugged in
- Check the fuse in the mains plug if it has one
- Check the DC cable & connector for damage

On power up, the AXiS goes through the following sequence:

- shows a start-up page on the display with software version number
- self-test
- puts the AXiS in PLAY mode

When this sequence is complete the LCD is lit.

If the red PWR light is on and the LCD is lit but the unit is not working, contact C Thru Music at +44 (0)845 260 5556 or email [support@c-thru-music.com](mailto:support@c-thru-music.com).



**Note:** When the AXiS is sending MIDI data, the green SND light flickers – if you're sending but not receiving MIDI data, check MIDI settings on the receiving device(s) and other related equipment.

## Shutdown

The current state of the AXiS will be retained when powered down, which means it will return to the way it was when last played.

Hold down 'PLAY' and press 'UTIL'.

Press + to confirm, or - to cancel.

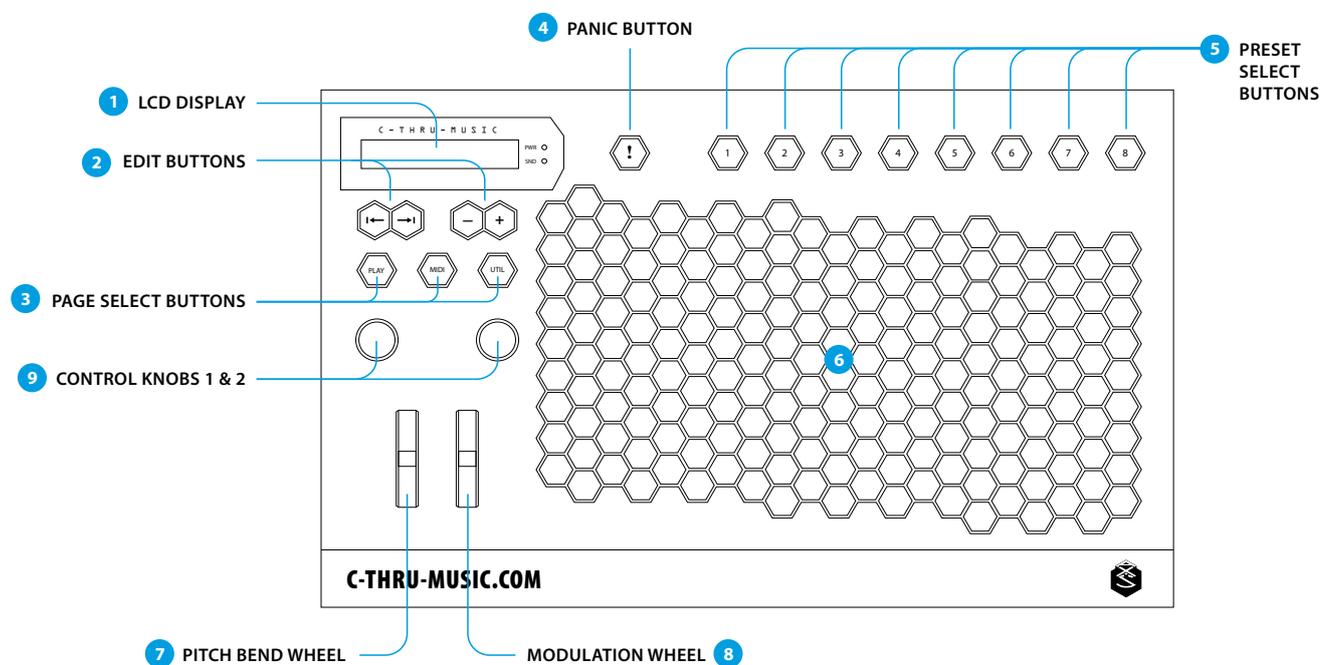
## Memory storage without power

Memory is retained for approx 10 years without power.

If memory is lost,

- *Self test on power up will recognise this and restore the unit to factory settings.*
- *You must re-calibrate all controls. (See Calibrate under UTIL pages).*

# Operation



On the front panel:

- 1 LCD display. Displays a series of pages that can be used to modify settings.
- 2 Edit Buttons. Use these to move the cursor and change values.
- 3 Page Select Buttons. Three buttons used to select the Play, MIDI and Utility pages.
- 4 Panic Button. Sends **'All Notes Off'**, **'Reset All Controllers'**, **'Clear'** or a **'Panic'** MIDI sequence.
- 5 Preset Select Buttons used for storing and recalling the AXiS configurations.
- 6 Main Keyboard. 192 keys divided into 3 repeating sections, each with a range of 64 notes.
- 7 Pitch Bend Wheel. Self-centering wheel normally assigned to the pitch bend control.
- 8 Modulation Wheel. Similar to the pitch bend wheel but not self-centering. The default assignment is MIDI CC 001 (modulation).
- 9 Control Knobs. A pair of rotary control knobs with the default assignments of left knob = Volume and right knob = Aftertouch.

All panel control knobs, wheels and remote analogue inputs (foot controls etc.) may be assigned to any MIDI CC. See MIDI page section for more details.

### Overview

The key surface in the main body of the instrument is set out according to the Harmonic Table note layout, details of which may be found on the Internet. Operating these keys transmits musical note information in the form of MIDI data for playing and controlling a connected MIDI device(s).

Additional on-board MIDI control is provided through two knobs, a pitch bend wheel, and modulation wheel. There are also two external foot control jacks on the back.

Edit Buttons are used to modify settings shown on the Display. These settings determine how the AXIS will behave. Pages shown on the Display are changed with the Page keys.

There is also a Panic button, and eight Preset buttons (1-8).

### Lights

To the right of the Display there are two indicator lights;

<b>PWR light</b>	Red light indicating that the internal microprocessor is running
<b>SND light</b>	Green light indicating that MIDI messages are being sent

### Edit Buttons

There are four Edit Buttons. From left to right:

Button	Name	Action
	Cursor Back/Left	Cursor to previous field
	Cursor Forward/Right	Cursor to next field
	Minus	Decrement
	Plus	Increment / Select

+ and - Buttons will repeat if held down.

- Use the Cursor Buttons to move the flashing cursor between fields.
- Use the - and + Buttons to change a value.

### Page Buttons

The Display shows a single page at any given time, normally with a flashing cursor. There are three buttons to navigate between pages.



**PLAY** puts the AXiS into normal playing mode.

The **MIDI** and **UTIL** buttons open pages for editing local and global AXiS functions.

See MIDI pages and UTIL pages below.

### Preset Buttons

There are eight Preset buttons (1-8) along the top. These are used to store and recall the AXiS configuration parameters including MIDI CC assignments and program changes.

To store the current settings press the UTIL button (see UTIL pages).

To recall a set up press a Preset button (1-8).



### Panic Button

The Panic button can be found to the right of the Display.

The action taken by the Panic button is set in a UTIL page.



## Keyboard Modes

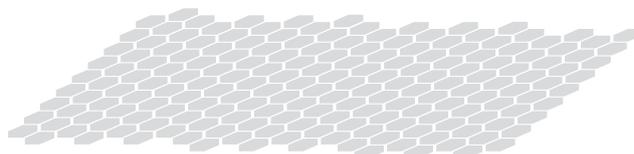
The AXiS can be set to one of 3 keyboard modes: Single, Split, and Layer, with each mode having its own MIDI channel, transposition, program number/s, and hardware control assignments. This mode can be changed in the PLAY page.

**Single mode:** The MIDI stream supplies a single channel and the three instances of the same note on the key surface, each produce the same result.

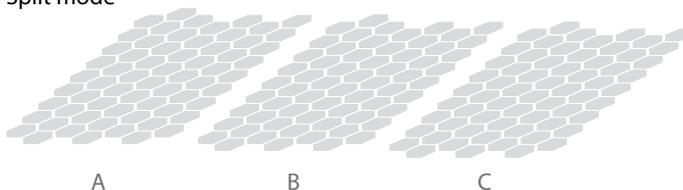
**Split mode:** The key surface is divided into equal thirds called zones. Each zone is seven columns of keys wide and has a total of 64 notes. Each zone has its own MIDI channel, hardware control assignments, transpose and MIDI program number. This allows you to have up to three different sounds (one per zone) mapped across the keyboard.

**Layer mode:** In this mode the AXiS MIDI stream outputs up to 3 individual channels simultaneously, each with its own transpose, hardware control assignments, and MIDI program change number. Pressing any key would send identical note information on all three MIDI channels, allowing up to three different sounds with the same key.

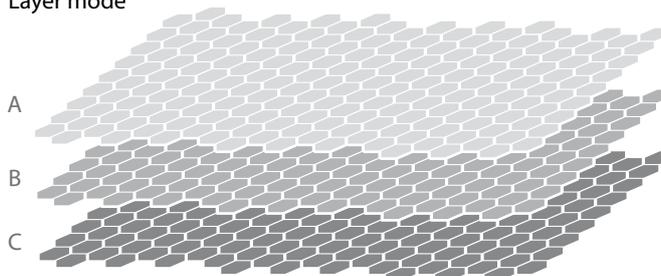
Single mode



Split mode



Layer mode



# Play Page

Press PLAY to start the AXiS.

Pressing PLAY displays the PLAY page and ensures the AXiS is in performance mode and ready for use.

The AXiS does not send MIDI during calibration. Always press PLAY after calibration is complete.

A number (1-8) is displayed to the right of "PLAY" indicating the Preset last stored or recalled.

## Keyboard Mode

Change modes between Single, Split, and Layer.

## Program Changes

Displayed on the lower line, Program changes can be issued from the PLAY page.



*IMPORTANT: Changes made on the PLAY page to the keyboard mode and/or MIDI program changes will not be stored, or overwrite existing stored data. Changes made on the PLAY page are volatile, and will be lost if a different AXiS preset is selected. All volatile PLAY page changes are retained when the AXiS is powered down.*

## Shutdown

Hold down 'PLAY' and press 'UTIL'.

Press + to confirm or – to cancel.

# MIDI pages

A number (1-8) is displayed to the right of "MIDI" indicating the Preset last stored or recalled.

## Channel

Sets MIDI out channel(s).

Range: 1 – 16

**Single Mode:** Set the MIDI channel for the entire keyboard.

**Split Mode:** Set the MIDI channel (or Off) for each of the three Split zones.

**Layer Mode:** Set the MIDI channel (or Off) for each of the three Layer zones.

## Transpose

Sets the number of semitones by which to transpose the keyboard.

Range:  $\pm 36$

**Single Mode:** Set the transpose value for the entire keyboard.

**Split Mode:** Set the transpose value for each of the three Split zones.

**Layer Mode:** Set the transpose value for each of the three Layer zones.

## Program Number

Sends MIDI program/patch number whenever you change Mode or restore a Set Up (1-8). Range: 000 – 127, or Off

**Single Mode:** Set the MIDI program number to be sent for the entire keyboard.

**Split Mode:** Set the MIDI program number to be sent for each of the three Split zones.

**Layer Mode:** Set the MIDI program number to be sent for each of the three Layer zones.



*NOTE: Program Numbers here are not affected by program changes in the Play page. These values are the ones stored in the Presets. When you edit this page, the values are all reflected in the Play page.*

## MIDI Control Assign

Assigns MIDI CC to the AXiS hardware controls.

Values: Off, PitchBend (PB), AfterTouch (AT), or 000 - 127

Control	Default/Factory
PBendWheel	Pitch Bend
Mod Wheel	Modulation
FootCntr 1	Foot Pedal
FootCntr 2	Sustain
KnobCntr 1	Volume
KnobCntr 2	Aftertouch

For a full list of MIDI controllers see Appendix A (page 25).

**Single Mode:** Assign MIDI CC for each AXiS hardware control.

**Split Mode:** Assign MIDI CC for each AXiS hardware control for each Split zone.

**Layer Mode:** Assign MIDI CC for each AXiS hardware control for each Layer zone.

**Inverting controls:** A MIDI CC can be inverted by changing the  $\pm$  sign to the left of the MIDI CC value displayed. Inverted operation may be useful if you have a control that works the opposite way to that which you prefer. Eg Volume controlled by a pedal may be set to be high when the foot is all the way back, or high when the foot is all the way forward.

Another use for inverting a MIDI CC is to crossfade between two sounds while in Layer mode. Using a rotary knob, assign MIDI CC 007 (volume) to two zones, inverting only one of the zones. As the knob is turned, one zone's MIDI volume is increased, while the other zone's volume is decreased.

### Velocity Table

Select a velocity table from five available. These tables determine how velocity information is interpreted. Velocity is a global attribute of all keys. It is not affected by the Mode.

Factory defaults are as follows:

Table	Use for
1	Normal
2	Sensitive
3	Less sensitive
4	Yamaha (always <100/127)
5	Disabled (always = 64/127)



**Notes:**

- *Table 4 is set up to be useful on some equipment which expects the maximum level to be 100 rather than the full 127 possible MIDI values.*
- *Table 5 is set up for velocity insensitive operation and will make all notes have a MIDI value of 64 for velocity.*

### Active Sensing

**On/Off** When set On, a MIDI Active Sensing Clock (FEh) is automatically generated approximately every 90ms whenever no MIDI data is being transmitted.

This feature is essential for some MIDI devices that require Active Sensing and will shut down if not received within 300ms of the last MIDI byte received.

# UTIL pages

Items under the UTIL pages are global and not affected by the Mode or by storing or recalling the Set Up.

## Store Set Up

To store a Set Up, press a Preset Button (1-8).  
Press + to confirm.

The state of the AXiS, including current keyboard mode and all associated parameters (MIDI channel, transposition, program number/s, and hardware control assignments) for all the modes will be stored for later recall.

To recall a Set Up, just press a Preset Button (1-8). When you recall a Set Up, the relevant MIDI Program Changes will be sent, and the PLAY page will be displayed.

## LCD Backlight

The light on the Display is turned off after a period of inactivity. Set the delay between last activity and light off from the following values:

**On, 15secs, 30 secs, 1 min and Off**

## Panic Button assign

The Panic Button may be assigned to transmit one of the following:

- *Clear + Panic!*
- *Clear*
- *Panic!*
- *All Notes Off (on all MIDI channels)*
- *Reset All Controllers (on all MIDI channels)*
- *(Off)*

Details of Events and Clear/Panic sequences can be found in the Reference section.

## Control Resolution

Set the number of bits of noise to ignore.

**Min 4 bits / Max 13 bits**

All the AXiS control inputs have an independent noise filter that defaults to 4 bits wide. Under certain electrically noisy conditions (Eg stage lighting interference being picked up by the foot control leads) it may be necessary to increase this value.

## Calibrate

Choose a control and calibrate its centre, upper and lower limits.

**N.B. The AXiS does NOT send MIDI while in this page.**

Do this when;

- The AXiS has lost its memory through long term disuse, or
- when you add a new external control, or
- when you change an external control for another, or
- a control is not working as you wish.



**NOTE** that for ALL variable controls, including the on-board wheels and knobs, you **MUST** define the centre. This is because with the AXiS it is possible to assign any of these to pitch-bend. It also means you can define MIDI-64 (centre) to be nearer one end of the range of the control than the other if you like.

- 1 Use Cursor Buttons to select the control you want to calibrate
- 2 Move the control to minimum and maximum positions (or operate your plugged in Sustain pedal etc)



**TIP:** Don't force the wheels to the very end of their travel as if you do you may need the same force during operation to get 0 or 127.

### 3. Either

If you are calibrating a Sustain pedal or switch, press - (minus)  
(Pressing - (minus) calculates the center as half way between  
the minimum and maximum).

Or

Move the control to where you want the center to be, then press + (plus)  
(Pressing + sets the center to the current position of the control).



**NOTE:** When calibrating a self-centering control such as the Pitch Bend wheel, let the control self-center, then press + Do NOT use minus.



*TIP: If you want the control to operate evenly throughout the range, make the Ctr:xxx value half way between the Min:xxx and Max:xxx values shown. Unlike the Knobs, the Wheels will not show values from 0 to 127 at this stage since their travel is limited. Eg:*

*Before pressing +*

**UTILITY Mod Wheel**  
**Min:057 Ctr:072 Max:086**

*After pressing +*

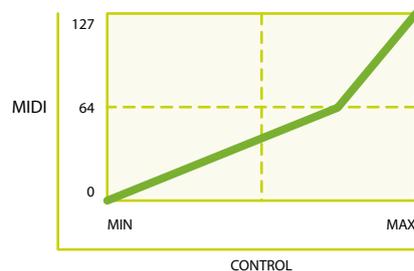
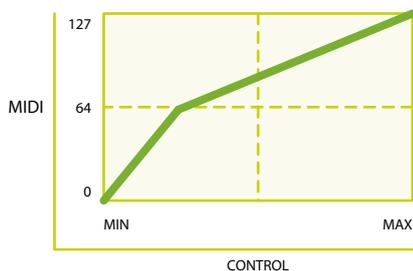
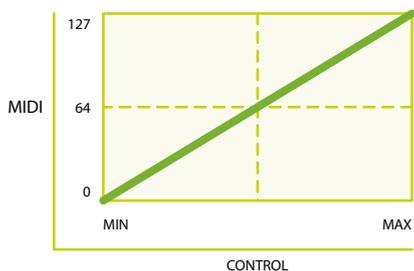
**UTILITY Mod Wheel**  
**Min:000 Ctr:064 Max:127**

*After after you press + to confirm, the Ctr: value shows where you have defined the centre as a value between 000 (minimum) and 127 (maximum).*

### Calibrating Off-Centre

The MIDI-centre of a control can be set to a point off-centre on the physical control.

The diagrams below show how a control will behave when it is calibrated with MIDI-centre at centre, below centre, and above centre.



*NOTE: If you make the centre very near one end, you will get a very steep slope to the graph near that end. If you make the centre **at** the maximum, the control will only give 000-063. If you make the centre **at** the minimum, the control will only give 064-127.*



*Tip: Normally it's a good idea to set the control's centre at, or near, the physical centre to experience normal linear behaviour.*

An off-centre calibration may be particularly useful when using a pedal to control volume. The centre might be set high so that the lower range of the pedal is less sensitive to change, allowing for smoother fade-ins at lower volumes.

**4 Calibration complete. Select another control to calibrate, or press PLAY.**

### Serial Number

This page shows the version number of the firmware in use on the top line, and the unit's serial number on the second line.

### Default all settings?

You should not normally need this page.

If the unit has lost its memory, for whatever reason, self-test on power up will automatically default all settings.



**WARNING:** You **cannot** undo this. When you default all settings, all parameters including the Velocity Tables will be reset to factory defaults, overwriting existing values. All the settings in all eight Presets will be lost.

If you really want to reset all settings to factory defaults, press +

The display changes to “ - to Default”. Press -

The display changes to “ + to Default”. Press +

The unit will then be reset to its factory default settings.

# Reference

## Online Resources

AXIS support page

[www.c-thru-music.com/support](http://www.c-thru-music.com/support)

MIDI Manufacturers Association

[www.midi.org](http://www.midi.org)

## User-Servicable Parts

There are no user-servicable parts. Contact C Thru Music for advice.

## Clear and Panic!

'Clear' and 'Panic!' are sequences of MIDI data which may be sent by using the Panic Button.

<b>Off</b>		Key does nothing
<b>All Notes Off</b>	send	[All Notes Off] for each channel
<b>Reset all Controllers</b>	send	[Reset all Controllers] for each channel
<b>Clear</b>	send	[All Notes Off] and [Reset All Controllers] for each channel
<b>Panic!</b>	send	[All notes off] [Reset All Controllers] [All sound Off] [Centre Pitch Bend] [Zero Modulation] [Sustain Off] [Volume on] [individually turn off each note for each channel] [Active Sensing]



*Note: The Clear and Panic! sequences are sent as a series of blocks, with "Block delays" between them. This is to ensure the MIDI output buffer does not overflow. Since Panic! is very thorough, it takes a noticeable time to complete.*

# Appendix A Controller Numbers

The following MIDI controllers may be assigned to any of the analogue controls in the MIDI assign page.

0-63	High resolution continuous controllers (0-31 = MSB; 32-63 = LSB)	44	Effect Control 1
		45	Effect Control 2
64-69	Switches	48	General Purpose Controller 1
70-119	Low resolution continuous controllers	49	General Purpose Controller 2
		50	General Purpose Controller 3
120-127	Channel Mode messages	51	General Purpose Controller 4

## High resolution continuous controllers (MSB)

0	Bank Select ( Not assignable)
1	Modulation Wheel
2	Breath Controller
4	Foot Controller
5	Portamento Time
6	Data Entry
7	Channel Volume
8	Balance
10	Pan
11	Expression Controller
12	Effect Control 1
13	Effect Control 2
16	General Purpose Controller 1
17	General Purpose Controller 2
18	General Purpose Controller 3
19	General Purpose Controller 4

## Switches

64	Sustain On/Off
65	Portamento On/Off
66	Sostenuto On/Off
67	Soft Pedal On/Off
68	Legato On/Off
69	Hold 2 On/Off

## Low resolution continuous controllers

70	Sound Controller 1
71	Sound Controller 2
72	Sound Controller 3
73	Sound Controller 4
74	Sound Controller 5
75	Sound Controller 6
76	Sound Controller 7
77	Sound Controller 8
78	Sound Controller 9
79	Sound Controller 10
80	General Purpose Controller 5
81	General Purpose Controller 6
82	General Purpose Controller 7
83	General Purpose Controller 8
84	Portamento Control
91	Ext. Effects Depth
92	Tremelo Depth
93	Chorus Depth
94	Celeste Depth
95	Phaser Depth

## High resolution continuous controllers (LSB)

32	Bank Select (Not assignable)
33	Modulation Wheel
34	Breath Controller
36	Foot Controller
37	Portamento Time
38	Data Entry
39	Channel Volume
40	Balance
42	Pan
43	Expression Controller

## Channel Mode messages

120	All Sound Off
121	Reset All Controllers
122	Local Control On/Off
123	All Notes Off
124	Omni Mode Off (also causes ANO)
125	Omni Mode On (also causes ANO)
126	Mono Mode On (Poly Off; also causes ANO)
127	Poly Mode On (Mono Off; also causes ANO)

# Appendix B. Program Change (Instrument) Assignment Bank 1

This chart shows the numbers and names of all 128 General MIDI Instruments which you are likely to find in your MIDI sound equipment. These are arranged into sixteen “families” of eight instruments.

<b>PIANO</b>	<b>CHROMATIC PERCUSSION</b>	<b>ENSEMBLE</b>	<b>BRASS</b>
1 Acoustic Grand	9 Celesta	49 String Ensemble 1	57 Trumpet
2 Bright Acoustic	10 Glockenspiel	50 String Ensemble 2	58 Trombone
3 Electric Grand	11 Music Box	51 SynthStrings 1	59 Tuba
4 Honky-Tonk	12 Vibraphone	52 SynthStrings 2	60 Muted Trumpet
5 Electric Piano 1	13 Marimba	53 Choir Aahs	61 French Horn
6 Electric Piano 2	14 Xylophone	54 Voice Oohs	62 Brass Section
7 Harpsichord	15 Tubular Bells	55 Synth Voice	63 SynthBrass 1
8 Clavinet	16 Dulcimer	56 Orchestra Hit	64 SynthBrass 2
<b>ORGAN</b>	<b>GUITAR</b>	<b>REED</b>	<b>PIPE</b>
17 Drawbar Organ	25 Nylon String Guitar	65 Soprano Sax	73 Piccolo
18 Percussive Organ	26 Steel String Guitar	66 Alto Sax	74 Flute
19 Rock Organ	27 Electric Jazz Guitar	67 Tenor Sax	75 Recorder
20 Church Organ	28 Electric Clean Guitar	68 Baritone Sax	76 Pan Flute
21 Reed Organ	29 Electric Muted Guitar	69 Oboe	77 Blown Bottle
22 Accoridan	30 Overdriven Guitar	70 English Horn	78 Skakahachi
23 Harmonica	31 Distortion Guitar	71 Bassoon	79 Whistle
24 Tango Accordion	32 Guitar Harmonics	72 Clarinet	80 Ocarina
<b>BASS</b>	<b>SOLO STRINGS</b>	<b>SYNTH LEAD</b>	<b>SYNTH PAD</b>
33 Acoustic Bass	41 Violin	81 Lead 1 (square)	89 Pad 1 (new age)
34 Electric Bass(finger)	42 Viola	82 Lead 2 (sawtooth)	90 Pad 2 (warm)
35 Electric Bass(pick)	43 Cello	83 Lead 3 (calliope)	91 Pad 3 (polysynth)
36 Fretless Bass	44 Contrabass	84 Lead 4 (chiff)	92 Pad 4 (choir)
37 Slap Bass 1	45 Tremolo Strings	85 Lead 5 (charang)	93 Pad 5 (bowed)
38 Slap Bass 2	46 Pizzicato Strings	86 Lead 6 (voice)	94 Pad 6 (metallic)
39 Synth Bass 1	47 Orchestral Strings	87 Lead 7 (fifths)	95 Pad 7 (halo)
40 Synth Bass 2	48 Timpani	88 Lead 8 (bass+lead)	96 Pad 8 (sweep)

SYNTH EFFECTS

- 97 FX 1 (rain)
- 98 FX 2 (soundtrack)
- 99 FX 3 (crystal)
- 100 FX 4 (atmosphere)
- 101 FX 5 (brightness)
- 102 FX 6 (goblins)
- 103 FX 7 (echoes)
- 104 FX 8 (sci-fi)

ETHNIC

- 105 Sitar
- 106 Banjo
- 107 Shamisen
- 108 Koto
- 109 Kalimba
- 110 Bagpipe
- 111 Fiddle
- 112 Shanai

PERCUSSIVE

- 113 Tinkle Bell
- 114 Agogo
- 115 Steel Drums
- 116 Woodblock
- 117 Taiko Drum
- 118 Melodic Tom
- 119 Synth Drum
- 120 Reverse Cymbal

SOUND EFFECTS

- 121 Guitar Fret Noise
- 122 Breath Noise
- 123 Seashore
- 124 Bird Tweet
- 125 Telephone Ring
- 126 Helicopter
- 127 Applause
- 128 Gunshot

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