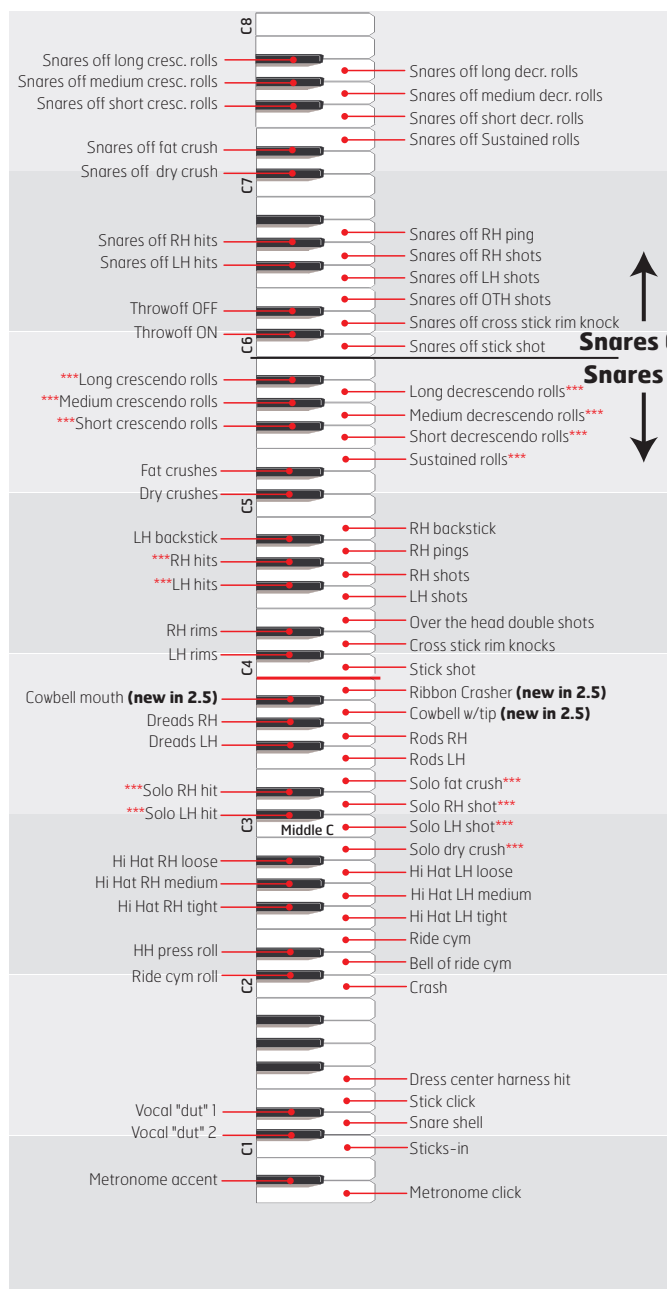


SnareLine Manual (MW)



Note: This keymap is compatible with both the "Manual" snareline instruments.

This snareline keymap illustrates the largest, most complete mapping of the VDL snareline. In addition to a large variety of timbres, zone placement on the head (center, halfway, edge) can be controlled with the mod-wheel (CC1).

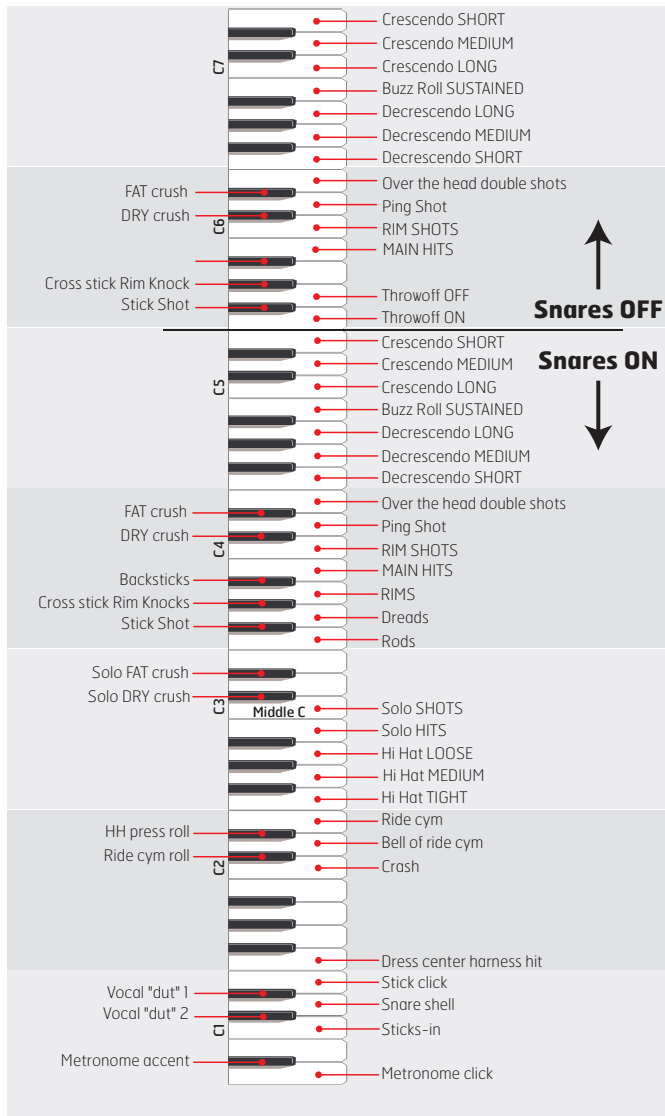
The **Snareline Manual LITE (MW)** instrument uses fewer layers for its sounds. This "lite" instrument will sound just fine in most cases and will load more quickly and use fewer computing resources than the "full" instrument.

Enhanced controls:

*** Three mod-wheel settings control stick placement on head:

00-43 = center of head
44-89 = halfway to edge
90-127 = edge of head

SnareLine (Auto RL)

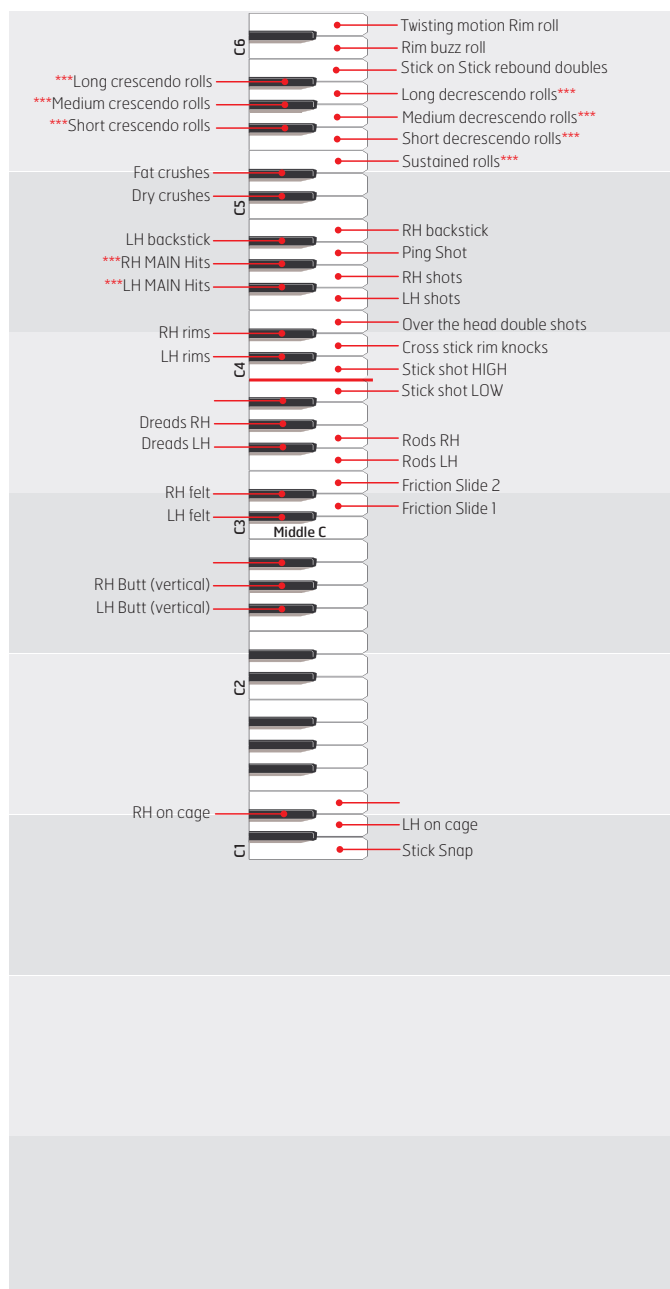


This instrument makes use of VDL's "Auto RH/LH" feature.

It allows you to enter right- and left-hand attacks on one MIDI pitch but will automatically alternate between the two hands soundwise. This instrument may be helpful if you prefer to enter notes without a MIDI keyboard or would rather not use as many different sounds or details available in the "Full" or "Lite" snareline instruments.



Solo Kevlar Snare (MW)



The samples in this instrument were created by recording a solo marching snare drum with a Kevlar top head.

Enhanced controls:

*** Three mod-wheel settings control stick placement on head:

00-43 = center of head

44-89 = halfway to edge

90-127 = edge of head

Solo Mylar Snare (MW)

Long crescendo rolls
Medium crescendo rolls
Short crescendo rolls
Fat crushes
Dry crushes
LH backstick
RH Hits
LH Hits
Throwoff OFF
Throwoff ON
***Medium crescendo rolls
***Short crescendo rolls
Fat crushes
Dry crushes
LH backstick
***RH MAIN Hits
***LH MAIN Hits
RH rims
LH rims
Dreads RH
Dreads LH
RH felt
LH felt
RH Butt (vertical)
LH Butt (vertical)
RH on cage
LH on cage
Stick Snap

Long decrescendo rolls
Medium decrescendo rolls
Short decrescendo rolls
Sustained rolls
RH edge rebound
LH edge rebound
RH backstick
Ping Shot
RH shots
LH shots
Over the head double shots
Cross stick rim knocks
Stick shot HIGH
Stick shot LOW
Medium decrescendo rolls***
Short decrescendo rolls***
Sustained rolls***
RH backstick
Ping Shot
RH shots
LH shots
Over the head double shots
Cross stick rim knocks
Stick shot HIGH
Stick shot LOW
Rods RH
Rods LH
Friction Slide 2
Friction Slide 1

Snare OFF
Snare ON

The samples in this instrument were created by recording a solo marching snare drum with a Mylar (plastic) top head.

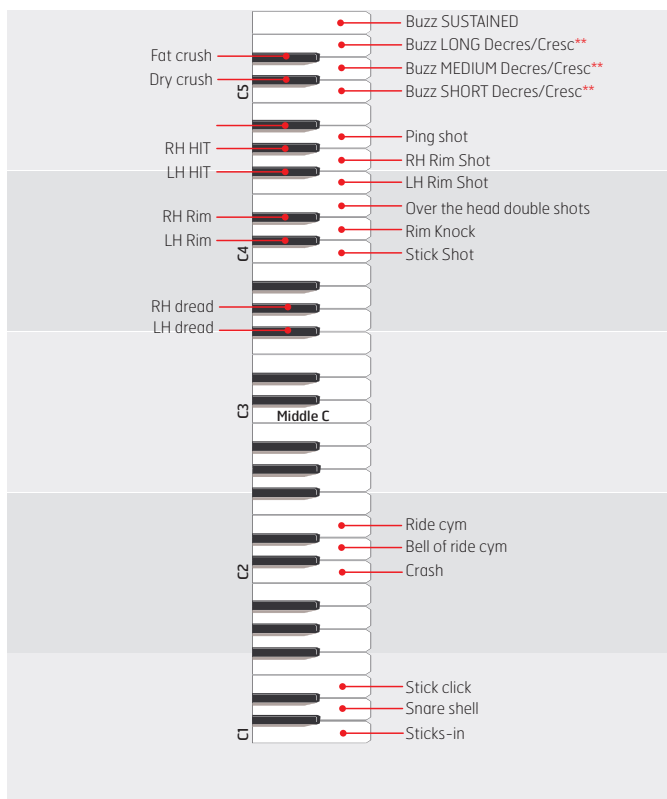
Enhanced controls:

*** Three mod-wheel settings control stick placement on head:

00-43 = center of head
44-89 = halfway to edge
90-127 = edge of head



SnareLine VDL1 (MW)



SnareLine VDL1 (MW) uses VDL:2 recorded sounds but is mapped identically to the snareline instrument from Virtual Drumline 1. This will be handy if you wish to play back older scores that use VDL1 mapping.

Enhanced controls:

** Two mod-wheel settings control whether buzz rolls crescendo or diminuendo:

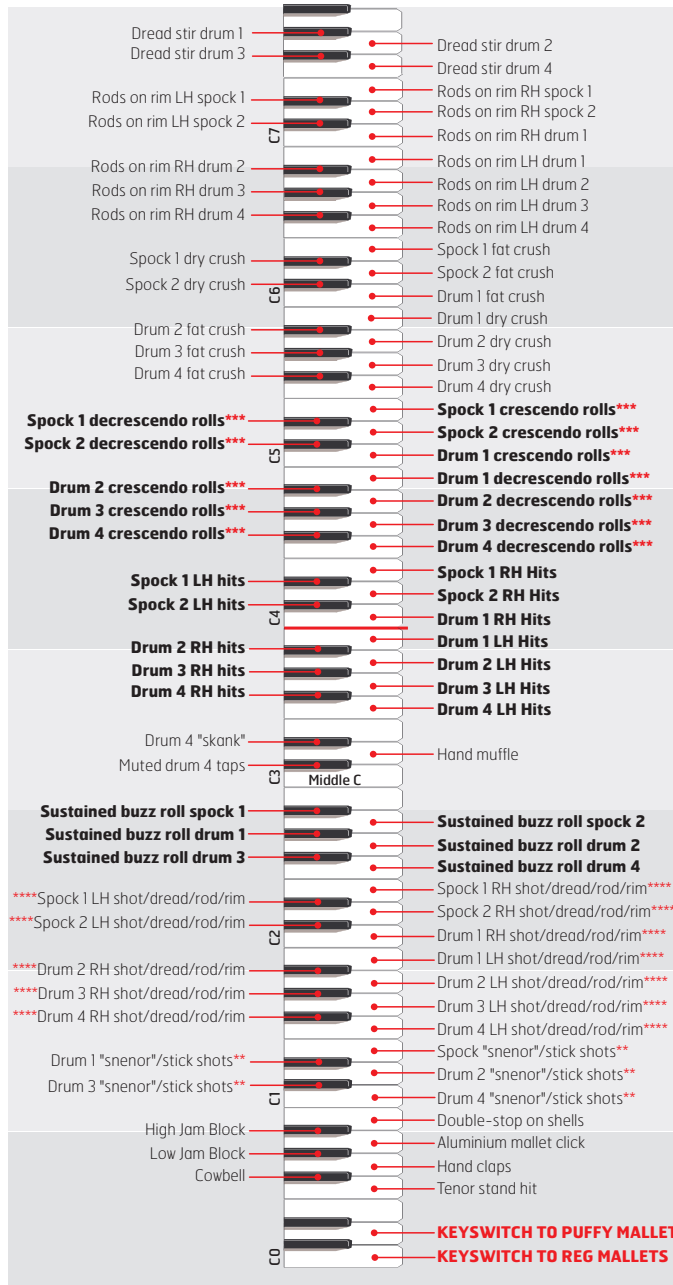
00-64 = Diminuendo

65-127 = Crescendo



Photo: drumhard.com

TenorLine Manual (MW KS)



This Tenor keymap illustrates the largest, most complete mapping of the VDL TenorLine. The **TenorLine Manual (MW KS)** instrument and **TenorLine Manual LITE (MW KS)** use the same exact mapping, so this keymap is compatible with both.

The **Tenors Manual LITE (MW KS)** instrument uses fewer layers for its sounds. This will sound fine for most situations and will load more quickly and place less burden on your computer's resources.

Enhanced controls:

****Two mod-wheel settings for selecting different sounds mapped to the same note:**

0-64 = sound 1
65-127 = sound 2

*****Three mod-wheel settings for controlling length of buzz roll:**

0-42 = short length
43-84 = medium length
85-127 = long length

******Four mod-wheel settings for selecting different sounds mapped to the same note:**

0-31 = sound 1
32-63 = sound 2
64-95 = sound 3
96-127 = sound 4

Listings in BOLD indicate sounds that can be keyswitched between regular and puffy mallets.

TenorLine (Auto RL) (MW KS)

Drum 1 "snenor"
Drum 3 "snenor"
Spock 1 WET Crush
Spock 2 WET crush
Drum 1 WET crush
Drum 2 WET crush
Drum 3 WET crush
Drum 4 WET crush
Muffled drum 4 taps
**Spock 1 SHOTS/RIMS
**Spock 2 SHOTS/RIMS
**Drum 1 SHOTS/RIMS
**Drum 2 SHOTS/RIMS
**Drum 3 SHOTS/RIMS
**Drum 4 SHOTS/RIMS
***Roll Spock 1 CRESCENDO
***Roll Spock 2 CRESCENDO
***Roll Drum 1 CRESCENDO
***Roll Drum 2 CRESCENDO
***Roll Drum 3 CRESCENDO
***Roll Drum 4 CRESCENDO
Drum 1 STIR w/dread
Drum 3 STIR w/dread
High Jam Block
Low Jam Block
Cowbell

Spock "snenor"
Drum 2 "snenor"
Drum 4 "snenor"
Spock 1 DRY Crush
Spock 1 ROD on RIM
Spock 2 DRY Crush
Spock 2 ROD on RIM
Drum 1 DRY crush
Drum 1 ROD on RIM
Drum 2 DRY crush
Drum 2 ROD on RIM
Drum 3 DRY crush
Drum 3 ROD on RIM
Drum 4 DRY crush
Drum 4 ROD on RIM
"Skank"
Hand muffle on drum 4
Spock 1 HITS
Spock 1 dreads/rods
Spock 2 HITS
Spock 2 dreads/rods
Drum 1 HITS
Drum 1 dreads/rods
Drum 2 HITS
Drum 2 dreads/rods
Drum 3 HITS
Drum 3 dreads/rods
Drum 4 HITS
Drum 4 dreads/rods
Middle C
Roll Spock 1 DIMINUENDO
Roll Spock 1 SUSTAINED BUZZ
Roll Spock 2 DIMINUENDO
Roll Spock 2 SUSTAINED BUZZ
Roll Drum 1 DIMINUENDO
Roll Drum 1 SUSTAINED BUZZ
Roll Drum 2 DIMINUENDO
Roll Drum 2 SUSTAINED BUZZ
Roll Drum 3 DIMINUENDO
Roll Drum 3 SUSTAINED BUZZ
Roll Drum 4 DIMINUENDO
Roll Drum 4 SUSTAINED BUZZ
Drum 2 STIR w/dread
Drum 4 STIR w/dread
Double-stop on lower shells
Aluminium mallet clicks
Hand claps
Tenor Stand Click
KEYSWITCH TO PUFFY MALLETS
KEYSWITCH TO REGULAR MALLETS

Enhanced controls:

****Two mod-wheel settings for selecting sounds mapped to the same note:**

0-64 = sound 1

65-127 = sound 2

*****Three mod-wheel settings for controlling length of buzz roll:**

0-42 = short length

43-84 = medium length

85-127 = long length

Listings in BOLD indicate sounds that can be keyswitched between regular and puffy mallets.

Tenor Solo Manual (MW KS)

Left Hand	Right Hand
Rods on rim LH spock 1	Rods on rim RH spock 1
Rods on rim LH spock 2	Rods on rim RH spock 2
	Rods on rim RH drum 1
Rods on rim RH drum 2	Rods on rim LH drum 1
Rods on rim RH drum 3	Rods on rim LH drum 2
Rods on rim RH drum 4	Rods on rim LH drum 3
	Rods on rim LH drum 4
Spock 1 dry LH crush FAT/DRY	Spock 1 RH crush FAT/DRY
Spock 2 LH crush FAT/DRY	Spock 2 RH crush FAT/DRY
	Drum 1 RH crush FAT/DRY**
Drum 2 RH crush FAT/DRY	Drum 1 LH crush FAT/DRY
Drum 3 RH crush FAT/DRY	Drum 2 LH crush FAT/DRY
Drum 4 RH crush FAT/DRY	Drum 3 LH crush FAT/DRY
	Drum 4 LH crush FAT/DRY**
Spock 1 decrescendo rolls***	Spock 1 crescendo rolls***
Spock 2 decrescendo rolls***	Spock 2 crescendo rolls***
	Drum 1 crescendo rolls***
Drum 2 crescendo rolls***	Drum 1 decrescendo rolls***
Drum 3 crescendo rolls***	Drum 2 decrescendo rolls***
Drum 4 crescendo rolls***	Drum 3 decrescendo rolls***
	Drum 4 decrescendo rolls***
Spock 1 LH hits	Spock 1 RH Hits
Spock 2 LH hits	Spock 2 RH Hits
	Drum 1 RH Hits
Drum 2 RH hits	Drum 1 LH Hits
Drum 3 RH hits	Drum 2 LH Hits
Drum 4 RH hits	Drum 3 LH Hits
	Drum 4 LH Hits
Drum 4 "skank" fast muffle	Drum 4 "skank" late muffle
Muted drum 4 taps	Hand muffle
	Middle C
Sustained buzz roll spock 1	Sustained buzz roll spock 2
Sustained buzz roll drum 1	Sustained buzz roll drum 2
Sustained buzz roll drum 3	Sustained buzz roll drum 4
****Spock 1 LH shot/dread/rod/rim	Spock 1 RH shot/dread/rod/rim****
****Spock 2 LH shot/dread/rod/rim	Spock 2 RH shot/dread/rod/rim****
	Drum 1 RH shot/dread/rod/rim****
****Drum 2 RH shot/dread/rod/rim	Drum 1 LH shot/dread/rod/rim****
****Drum 3 RH shot/dread/rod/rim	Drum 2 LH shot/dread/rod/rim****
****Drum 4 RH shot/dread/rod/rim	Drum 3 LH shot/dread/rod/rim****
	Drum 4 LH shot/dread/rod/rim****
Drum 1 "snenor"/stick shots**	Spock "snenor"/stick shots**
Drum 3 "snenor"/stick shots**	Drum 2 "snenor"/stick shots**
	Drum 4 "snenor"/stick shots**
High Jam Block	Double-stop on lower shells
Low Jam Block	Drum 3 shell
Cowbell	Drum 4 shell
	KEYSWITCH TO PUFFY MALLETS
	KEYSWITCH TO REGULAR MALLETS

The samples in this instrument were created by recording a solo marching tenor drum player.

Enhanced controls:

****Two mod-wheel settings for selecting different sounds mapped to the same note:**

0-64 = sound 1
65-127 = sound 2

*****Three mod-wheel settings for controlling length of buzz rolls:**

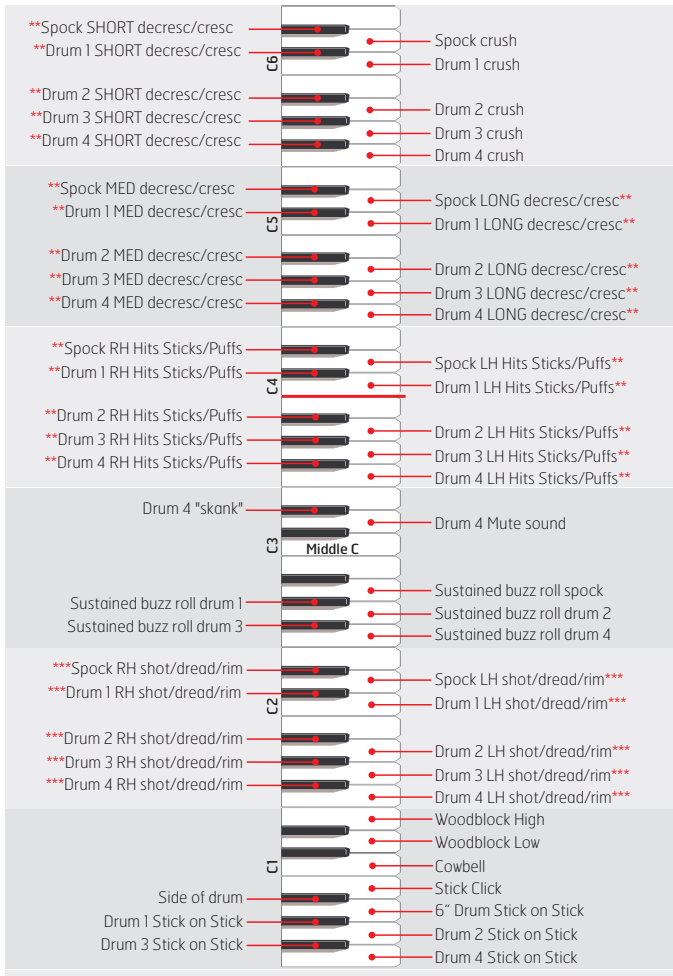
0-42 = short length
43-84 = medium length
85-127 = long length

******Four mod-wheel settings for selecting different sounds mapped to the same note:**

0-31 = sound 1
32-63 = sound 2
64-95 = sound 3
96-127 = sound 4

Listings in BOLD indicate sounds that can be keyswitched between regular and puffy mallets.

TenorLine VDL1 (MW)



Tenors VDL1 (MW) uses VDL:2 recorded sounds but is mapped identically to the TenorLine instrument from Virtual Drumline 1. This will be handy if you wish to play back older scores that use VDL1 mapping.

Enhanced controls:

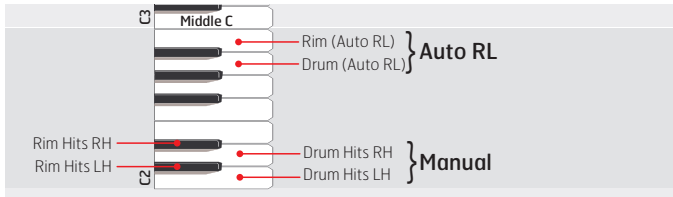
**** Two mod-wheel settings for controlling when two different sounds are mapped to the same pitch:**

00-63 = sound 1
64-127 = sound 2

***** Three mod-wheel settings for controlling when two different sounds are mapped to the same pitch:**

1-31 = sound 1
32-63 = sound 2
64-127 = sound 3

Showstyle Single Tenors



BassLine Manual (MW KS)

****Drum 1 RIM with dread/rod**
****Drum 3 RIM with dread/rod**
****Drum 5 RIM with dread/rod**

Drum 1 MUTED w/LH
Drum 2 MUTED w/LH

Drum 4 ROLL with dread/rod**
 Drum 5 ROLL with dread/rod**
 Drum 6 ROLL with dread/rod**

Drum 1 crush
Drum 2 crush

Drum 4 sustained roll
Drum 5 sustained roll
Drum 6 sustained roll

Drum 1 decrescendo rolls***
Drum 2 decrescendo rolls***

Drum 4 decrescendo rolls***
Drum 5 decrescendo rolls***
Drum 6 decrescendo rolls***

Drum 1 LH HITS
Drum 2 LH HITS

Drum 4 RH HITS
Drum 5 RH HITS
Drum 6 RH HITS

Unison LH hits
Unison LH rims

Unison crescendo rolls***
Unison sustained roll
 Unison dread rolls on rim

Drum 1 LH rim/shot/dread/rod****
 Drum 2 LH rim/shot/dread/rod****

Drum 4 RH rim/shot/dread/rod****
 Drum 5 RH rim/shot/dread/rod****
 Drum 6 RH rim/shot/dread/rod****

Unison LH dread
 Unison stick click

Drum 1 sticks in
 Drum 3 sticks in
 Drum 5 sticks in

Drum 2 RIM with dread/rod**
 Drum 4 RIM with dread/rod**
 Drum 6 RIM with dread/rod**
 Drum 1 ROLL with dread/rod**
 Drum 2 ROLL with dread/rod**
 Drum 3 ROLL with dread/rod**
Drum 3 MUTED w/LH
Drum 4 MUTED w/LH
Drum 5 MUTED w/LH
Drum 6 MUTED w/LH
 Drum 1 sustained roll
 Drum 2 sustained roll
 Drum 3 sustained roll
 Drum 3 crush
 Drum 4 crush
 Drum 5 crush
 Drum 6 crush
 Drum 1 crescendo rolls***
 Drum 2 crescendo rolls***
 Drum 3 crescendo rolls***
 Drum 3 decrescendo rolls***
 Drum 4 decrescendo rolls***
 Drum 5 decrescendo rolls***
 Drum 6 decrescendo rolls***
 Drum 1 RH HITS
 Drum 2 RH HITS
 Drum 3 RH HITS
 Drum 3 LH HITS
 Drum 4 LH HITS
 Drum 5 LH HITS
 Drum 6 LH HITS
 Unison RH hits
 Unison RH rims
 Unison muted w/LH
 Unison crush
 Unison decrescendo rolls***
 Unison dread rolls on drum
 Drum 1 RH rim/shot/dread/rod****
 Drum 2 RH rim/shot/dread/rod****
 Drum 3 RH rim/shot/dread/rod****
 Drum 3 LH rim/shot/dread/rod****
 Drum 4 LH rim/shot/dread/rod****
 Drum 5 LH rim/shot/dread/rod****
 Drum 6 LH rim/shot/dread/rod****
 Unison RH dread
 Unison sticks-in
 Drum 2 sticks in
 Drum 4 sticks in
 Drum 6 sticks in

KEYSWITCH TO PUFFY MALLETS
KEYSWITCH TO REGULAR MALLETS

Note: This keymap is compatible with both “Manual” bassline instruments.

BassLine Manual (MW KS) is the largest, most complete mapping of the VDL basslines. It’s one of the largest VDL instruments and will load a very high number of samples.

BassLine Manual LITE (MW KS) is the same as the full “Manual” instrument except it uses fewer layers for its sounds. For most purposes, this instrument will sound just fine, load more quickly, and use less of your computer’s resources than the regular “Manual” instrument.

Enhanced controls:

** Two mod-wheel settings:

0-64 = implement 1
 65-127 = implement 2

*** Three mod-wheel settings for controlling roll length:

0-42 = short roll
 43-85 = medium roll
 86-127 = long roll

**** Four mod-wheel settings:

0-32 = sound 1
 33-64 = sound 2
 65-95 = sound 3
 96-127 = sound 4

Listings in BOLD indicate sounds that can be keyswitched between regular and puffy mallets.

BassLine (Auto RL) (MW KS)

Drum 1 CRUSH
Drum 2 CRUSH
Drum 3 CRUSH
Drum 4 CRUSH
Drum 5 CRUSH
Drum 6 CRUSH
Drum 1 SUSTAINED roll
Drum 2 SUSTAINED roll
UNISON CRUSH
Drum 3 SUSTAINED roll
UNISON SUSTAINED roll
Drum 4 SUSTAINED roll
Drum 5 SUSTAINED roll
Drum 6 SUSTAINED roll
***Drum 1 rims/rods/dreads
***Drum 2 rims/rods/dreads
***Drum 3 rims/rods/dreads
***Drum 4 rims/rods/dreads
***Drum 5 rims/rods/dreads
***Drum 6 rims/rods/dreads
Drum 1 HITS
Drum 2 HITS
UNISON RIMS
Drum 3 HITS
UNISON HITS
Drum 4 HITS
Drum 5 HITS
Drum 6 HITS
Unison stick click
Unison sticks-in
KEYSWITCH TO PUFFY MALLETS
KEYSWITCH TO REGULAR MALLETS

This instrument makes use of VDL's "Auto RH/LH" feature. It allows you to enter right- and left-hand attacks on one MIDI pitch but will automatically alternate between the two hands sound-wise. This instrument may be helpful if you prefer to enter notes without a MIDI keyboard or would rather not use as many different sounds or details available in the "Manual" bassline instruments.

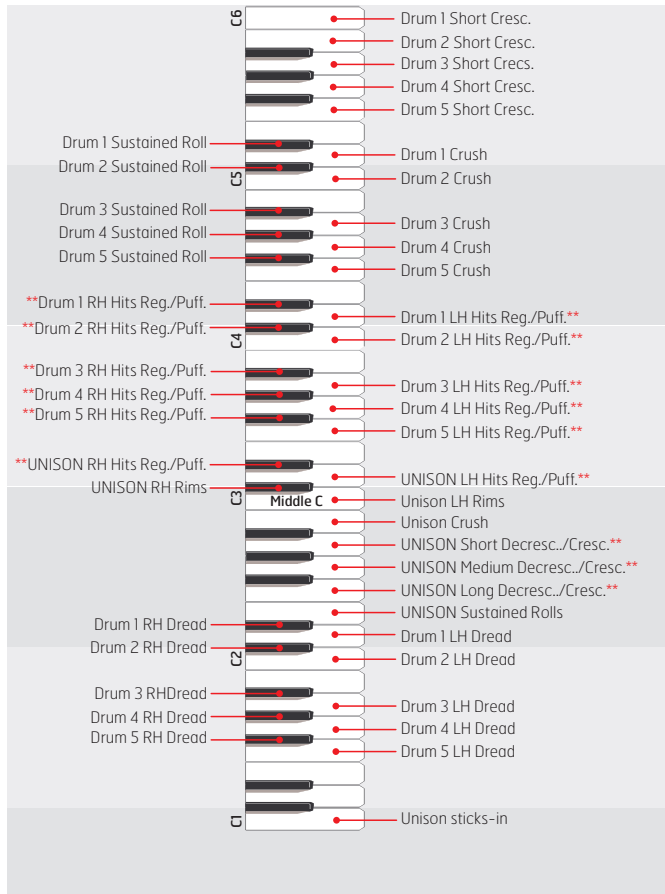
Enhanced controls:

*** Three mod-wheel settings for selecting sounds mapped to the same note:

- 0-42 = sound 1
- 43-85 = sound 2
- 86-127 = sound 3

Listings in **BOLD** indicate sounds that can be keyswitched between regular and puffy mallets.

BassLine VDL1 (MW)



BassLine VDL1 (MW) uses VDL:2 recorded sounds but is mapped identically to the bassline instrument from Virtual Drumline 1. This will be handy if you wish to play back older scores that use VDL1 mapping.

Enhanced controls:

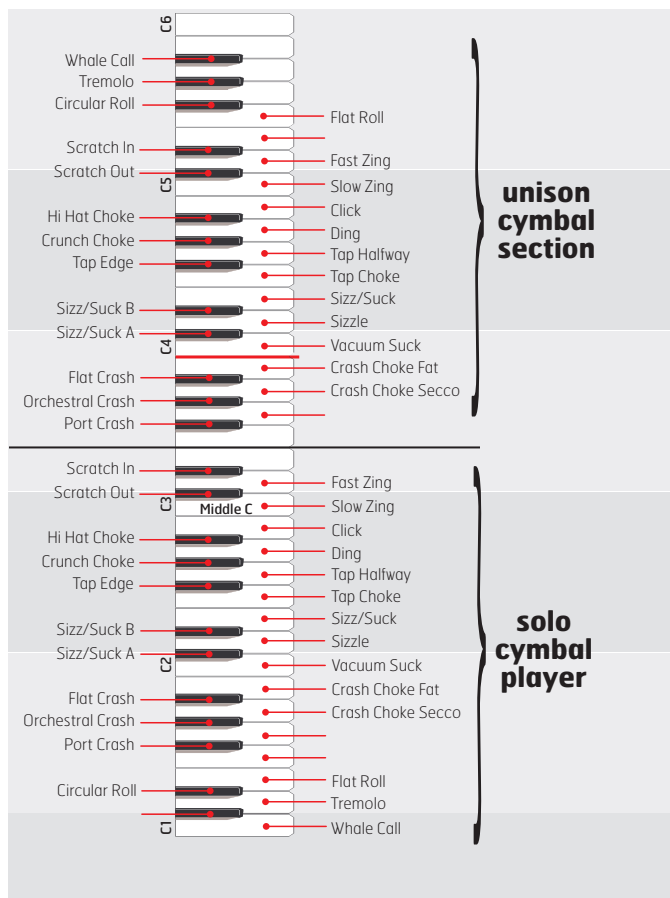
**** Two mod-wheel settings for selecting sounds mapped to the same note:**

0-64 = sound 1
65-127 = sound 2



Photo: Christensen Media

Cymbal Line All (MW)



Note: This keymap is compatible with each of the individual VDL Cymbal Line instruments. The individual versions (20in, 18in, or 16in) will consume far fewer resources than the **Cymbal Line All (MW)** version and won't utilize the enhanced mod-wheel functions (see below) since there's only one size cymbal line in each of those versions. The "All" version can be very handy in cases where you want instant access to different sized cymbals within the same loaded instrument.

*** Enhanced controls:

Mod-wheel controls which size cymbals are being played:

0-40 = 20 inch cymbals
41-80 = 18 inch cymbals
81-127 = 16 inch cymbals

Note: VDL:2 offers some extra sounds than what were offered in VDL1. However, this hasn't affected the mapping. Therefore, there is no separate "VDL1" version of the Cymbal Line as it's already backward compatible.



Photo: drumhard.com