

MATRIX *one*



Characteristics & quick guide for use



ELECTRONIC SOUND SOLUTIONS

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Thanking you for the purchase of MatrixOne and confiding that the unit will fully satisfy your needs giving you also, in the meantime, increasing great satisfactions, ESS invites you to read this quick guide to the principal characteristics and functions. It will be possible to deepen every issue directly by consulting the on-line guide on MatrixOne, with relative films, to which you may accede, with your operative unit, through the pressure of the HELP key, situated in the bottom right of the frontal panel.

MatrixOne is a powerful and versatile MIDI/Audio workstation that integrates:

- MIDI Player with non destructive editing functions. Imports min and kar formats and is compatible with Kar, Tune1000, M-live and Soltron text formats.
- Audio Player/Recorder with editing functions. The formats supported are wav, mpeg 1/2/3, ogg and mod. Mp3 text file format interpreted is "lyr200 tag". Available also Time Stretching/Pitch Shifting of high quality. Possibility to record up to 8 audio traces in synchrony with a MIDI song.
- Mixer 4 input mono XLR/Jack, with auto gain and singularly regulated SFX.
- Loop audio Player, recordable or imported, always accessible through 9 intuitive pads.
- Expander, for keyboard connected via MIDI, independent with possibility to easily create layers (keyboard areas) and assign different instruments to any of the 4 zones available.
- 256 voices sound generator. Supports up to 4 sound fonts (SF2) contemporaneously and individually assignable also on the traces of a single MIDI song.
- Arranger of easy and intuitive use, with support for styles in "sty" format.

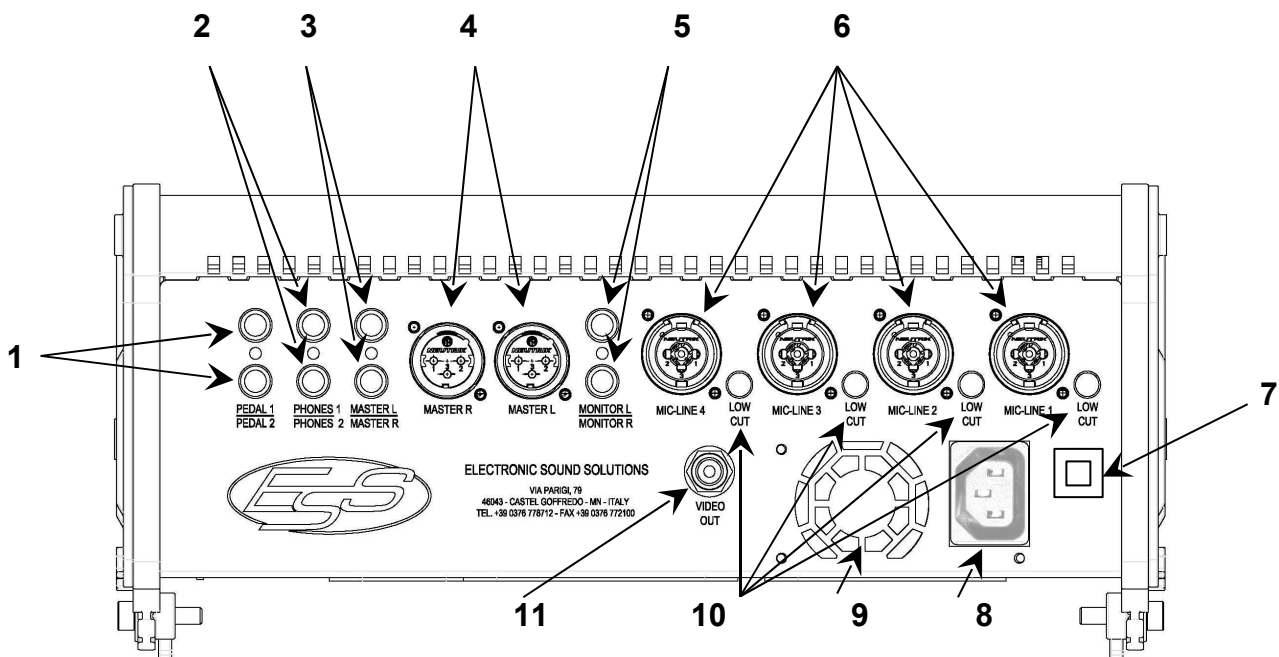
We also underline:

- Colour 10.4" 640x480 display touch screen. It is recommended to apply the usual norms of use for touch screen display (i.e. use of plastic object with smooth rounded point or normal items for this types of display, in alternative to finger pressure, but never use metallic or pointed objects). Proper and due care must be applied, of course, also to the whole unit.
- Presence of available effects for audio entries (Reverb / Chorus / Compressor / Simulator of guitar amplifier including drive regulation / Delay), with possibility of new implementations in following SW versions.
- Audio reproduction through codec 24 bit 44.1 KHz, internal sound elaboration at 32bit.
- Possibility to tilt the unit in 3 positions, in order to optimize the view.
- Operative system written on flash card protected from writing.
- Wide availability of connecting ports (4 USB 2.0 / Lan Ethernet 10/100 / LPT (to import songs from Charlie Lab Megabeat Pro) / Serial Port / VGA video output and Composite Video etc.), due to the use of a Mini ITX motherboard.
- "Real time" performance for almost all functions.
- CD Audio "IMPORT" function (CDA grabbing).

Preliminary operations

At first, connect the cable supplied in the kit with the VDE connector, into the corresponding slot located in the MatrixOne rear panel. Connect the opposite side of the cable to the 220V plug. The damages caused by the use of other cables, eventually damaged or in any case different from the one supplied in MatrixOne packaging, will not be recognized as guarantee. Connect the audio cables (not included) to the output balanced CANNON signal or unbalanced Jack, located in the rear panel of the MatrixOne unit, to the input of your audio unit (amplified speakers, high-end, input mixer line, AUX or TAPE input of your home HI-FI or other). It is warmly recommended to hold the levels of the audio system completely lowered before turning on and off, by means of the button situated in the rear panel of MatrixOne. ESS declines any responsibility for possible damages derived by the non respect of this important instruction of use.

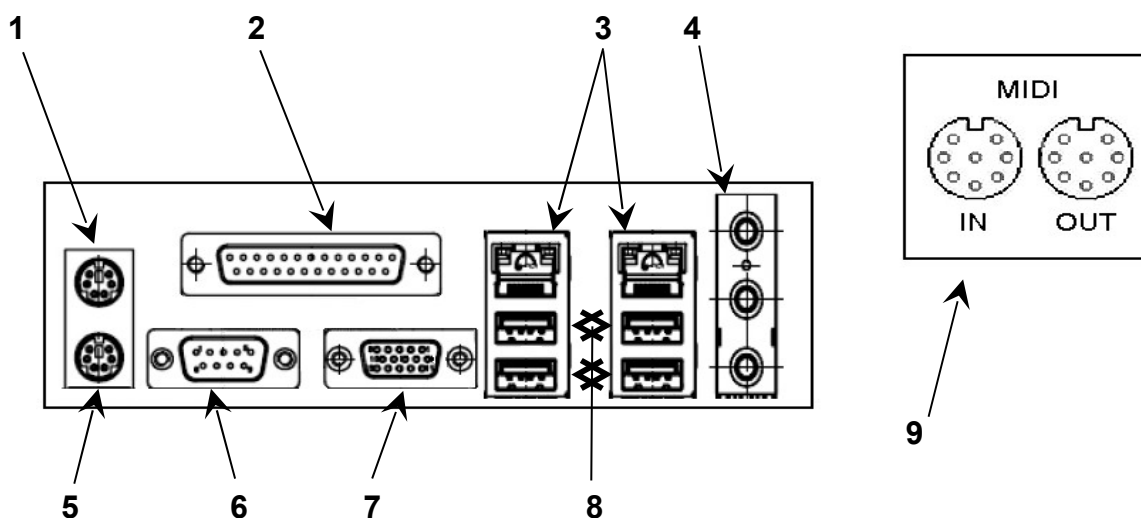
Rear Panel. In/Out audio connections



- 1) Connections for pedal commands. By using the special ESS pedal command (optional) it is possible to determine the assignment of the function choosing among SONG + or - and Play&Stop or patch change for input, or also keyboard performance change. The various options are selectable in CONSOLE→UTILITY→GLOBAL→PEDAL1/2 MODE.
- 2) Preamplified headphones output. If "MAST" MON=LR" is highlighted (by default the background color of the button is red) the signal sent will be equal to the one of "MASTER R/L", while if MAST" MON=LR" is not highlighted (white button background), it will be possible to individually regulate the various sound sources (Song - Samples - In 1/2/3/4 - Keyboard and the reverberation percentage relative to audio input.
- 3) Principal output Left/Right, unbalanced Jack 1/4".
- 4) Principal output Left/Right, balanced XLR Neutrik™ .

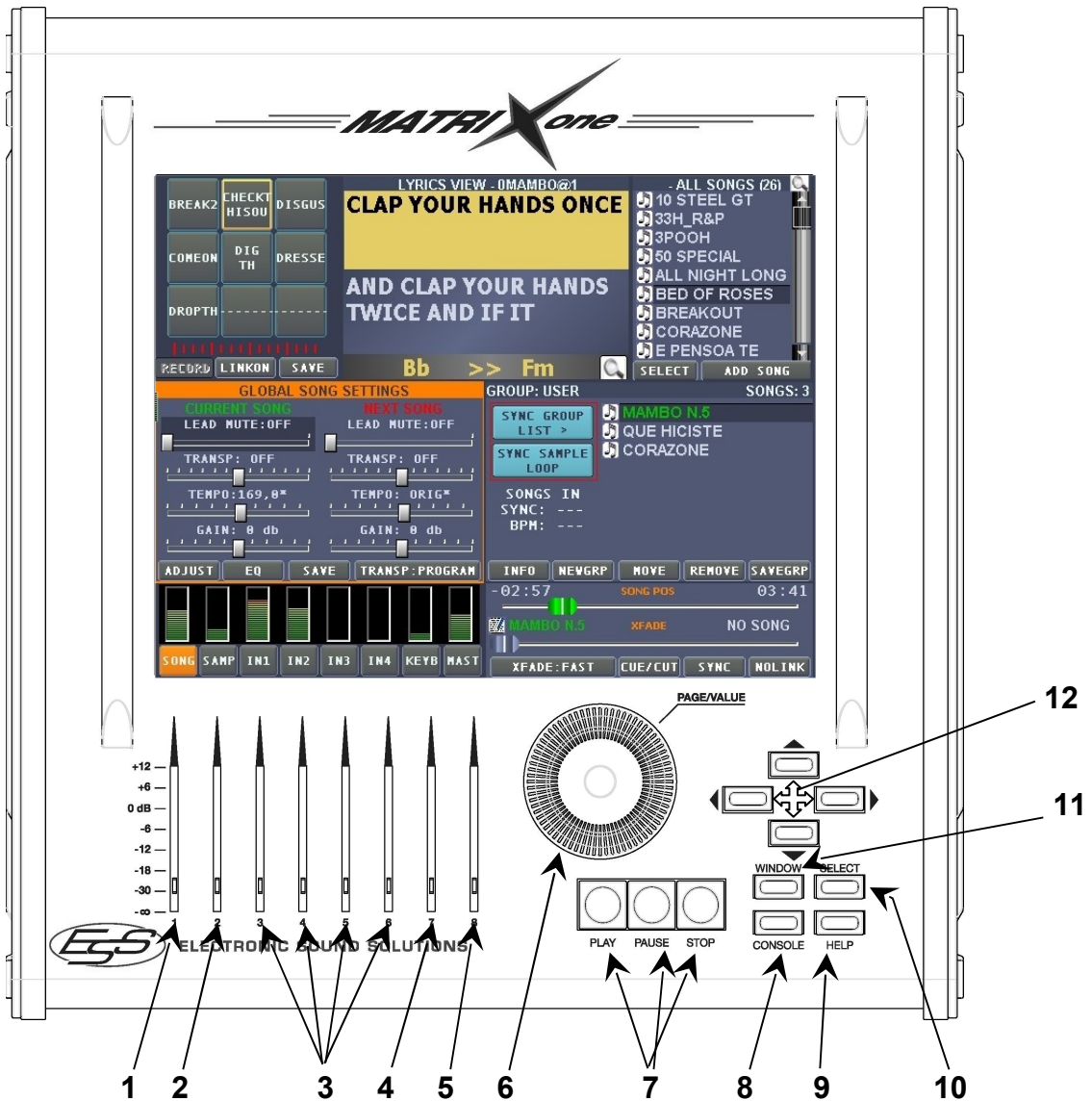
- 5) L+R independent monitor output. The regulation is the same of headphones output.
- 6) 4 audio input, mono XLR/Jack Neutrik™ balanced.
- 7) MatrixOne ON/OFF button.
- 8) VDE connector feeding.
- 9) Cooling fan grate. In order to allow a correct inner ventilation of the unit, it is highly recommended not to obstruct it with objects or others. The same care should be given for the air intake located on the bottom of the unit.
- 10) 4 hardware filters 12 dB/oct. at 100 Hz, that can be singularly activated for each of the 4 analogical audio inputs. May be used, for instance, as "low-cut" filter when using sound sources such as voice.
- 11) RCA output connector, to be connected to a normal TV unit or any other video unit, compatible with the "Composite Video" signal type.

Right side panel. Connections



- 1) PS/2 mouse port, which can be activated by key combination when starting MatrixOne
- 2) Parallel Port (LPT1), to import files, via cable from "Charlie Lab Megabeat Pro"
- 3) 2 RJ45 Ethernet ports.
- 4) Built-in custom audio connections (disabled)
- 5) PS/2 Pc keyboard port always active
- 6) Serial connector (COM1)
- 7) VGA connector, to connect a video monitor
- 8) 4 USB 2.0 Ports
- 9) MIDI Ports – In the current SW version, a single channel is activated for both in and out

Front panel

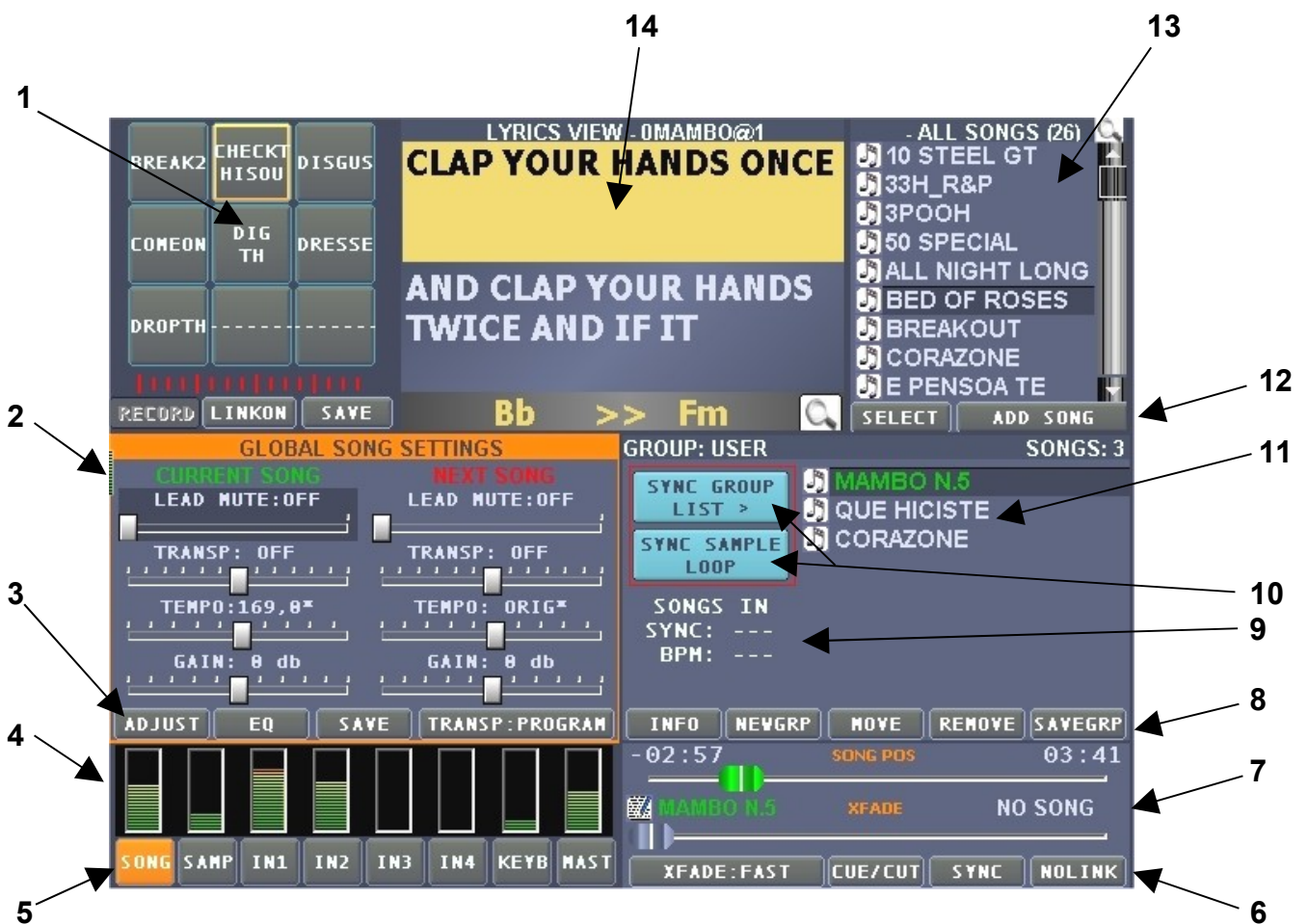


- 1) MIDI player and Audio volume.
- 2) Samples' reproduction volume.
- 3) Independent volumes of 4 audio inputs.
- 4) Keyboard volume connected via MIDI.
- 5) Main volume. Operates on all volume levels 1/2/3/4.
- 6) Knob to modify values and to carry out changes according to the selected window.
- 7) Play/Pause/Stop Keys (by pressing the Stop and successively the Start key, the selected song will be repeated from the beginning).
- 8) Push-button to accede the virtual keyboard and other functions such as Lyrics Editor, to enter text of MIDI songs or Audio.
- 9) Help Push-button. By selecting this mode, a function description of the selected window will be shown, integrated with film shots which may be reproduced by pressing the video camera icon.
- 10) Select Push-button, which may be used in alternative to touch screen.
- 11) Window Push-button to select an available window, may be used in alternative to touch screen.

- 12) Cursor keys to select parameters according to the selected window and to scroll the list of songs without using the touch screen. The keys may be also used to enter (Right) or exit (Left) the various folders available in the "BROWSER" window (up right) and for other functions.

Main Display Description & quick guide for use

Before starting Matrix One, duly verify that no devices are connected to the USB ports. By pressing the ON/OFF button in On position, and after a short time (more or less 30 seconds) the touch screen display will show the main screen of the unit.



- 1) Samples' section, consisting of 9 buttons to which it is possible to assign 9 samples selectable from the homonymous folder in the BROWSER window. It is also possible to create sequential sample loops.
- 2) Section relative to executing song (CURRENT SONG) and to the song which will be played successively (NEXT SONG). It is possible to select "MUTE" the trace of the melody of a MIDI song (ch4)
 * In an audio song it is possible to choose between the options of Lead Mute "MALE", helpful in case of masculine voice, "FEMALE", in case of feminine voice, or "HYBRID",



generic voice canceller. As always, the result in canceling a voice in an audio song depends on the characteristics of the song itself.

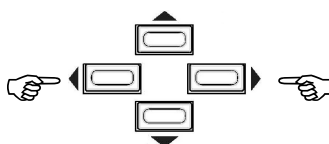
* Function currently not implemented

For both MIDI song or audio it is possible to change tonality, without altering the movement or, modify the movement without altering the tonality. For each song it is also possible to modify and eventually save the GAIN (volume) per single song.

- 3) Group of buttons, including : "ADJUST" (see specific section downwards), "EQ", that allows to apply and save the equalization, even singularly, for each song (SINGLE key), "SAVE" to save the modifications carried out, and finally "TRANSP" where it is possible to choose amongst various presets of tonal transposition in the preloaded song (NEXT SONG).
- 4) Section that, through the pressure on the touch screen allows to alternate the visualization of level indicators for each of the 8 available sound sources, a frequency spectrum analyser or a useful and well visible clock.
- 5) 8 buttons, to access the parameters of each one of the 8 available sound sources. By keeping pressed one the "IN 1/2/3/4" keys, a tuner will activate.
- 6) Group of push-buttons consisting of:
 - "XFADE", to select the cross fader type between a song and another: In "XFADE:OFF" position, the selected song will be instantaneously executed, after which, 3 different cross fade speeds may be selected:
 - "SLOW"=6 sec
 - "MED"=3 sec.
 - "FAST"=0.8 sec.
 - "CUE/CUT" (see short explanation at page 19).
 - "SYNC", to equal the current song time (CURRENT SONG, green) to the song in queue (NEXT SONG, red)
 - "NOLINK", button for various loop modes of a song:
 - "NOLINK", no connection, after finishing a song MatrixOne remains awaiting for the next operation.
 - "LINK", the songs of a group will follow one after the other and at the end of the last song MatrixOne will await for the next operation
 - "LOOPALL", as LINK, but once reaching the last song , the reproduction will begin again starting from the first song of the group.
 - "LOOP1", repeats the same song of both group and browser
 - "RANDOM", plays the songs of a group in random order
- 7) This windows will be divided into two parallel virtual sliders. The upper one "SONG POS" indicated the current point of a song's performance (it is possible to freely drag the green cursor of the slider - back and forth - during song performance) The bottom slide "XFADE" allows to view the selected cross fade or to select it manually. The text symbol appearing on



the right of the title of the song played (green) or on the left of the next song title (red) is very useful, as it allows to be acknowledged before hand if the song (current or next) will contain text information.

- 8) Group of buttons including: "INFO" that shows song information (current/next) and on eventual group of songs selected, "NEW GROUP", to create ex novo a group, "MOVE", to move a song within a group, "REMOVE", to remove a song from a group, and finally "SAVEGRP", to save the group shown.
- 9) Space dedicated to groups' synch information (see next point).
- 10) Two buttons for synch functions: "SYNC GROUP LIST" assign as common medium bpm to the songs with compatible time (+/-15% of difference, max 100 songs), "SYNC SAMPLE LOOPS", samples synch function, currently not implemented.
- 11) List of group's songs.
- 12) "SELECT" to select a song, "ADD SONG" to add the selected song in the group listed below (11). The number of songs per group is theoretically unlimited, still, in order to avoid disordered mixes of songs that be can create management confusions, we suggest not to create groups of +/- 100 songs.
- 13) List "ALL SONGS" includes all the songs (MIDI/Audio) to be imported in MatrixOne. Right besides ALL SONGS the numbers of song are listed. It is possible to scroll the list through lateral scrolling bar or by using the cursor keys "▲▼". By pressing the  icon, the list of songs will be extended, filling the right half of the display. Press the  icon again to return to standard display. Keys (▶ to enter and ◀ to exit the various folders) may be used in alternative to touch screen.



Through the "◀" key it is possible to access the "BROWSER", in order to further access the sub-folders:

- -ALL SONGS (all songs (MIDI+Audio))
- -AUDIO SONGS (only Audio songs)
- -MIDI SONGS (only MIDI songs)
- GROUPS (saved groups of songs)
- INPUT SCENES (4 input saved presets relative to EQ, Rev, and all parameters of single channel effects of input channel)
- LYRICS (.txt files for text digit in MIDI or Audio songs)
- MASTER SCENES (saved presets relative to the "MASTER" window (screen, EQ graphic, etc.))
- PERFORMANCES (saved presets relative to "KEYB" window)
- SAMPLES (6 folders divided by types of audio sampling)
- SOUNDFONTS (sound bank in SF2 format)
- STYLES (styles for the built-in arranger, in ".sty" format)

14) Section dedicated to the view of text eventually included in the songs. By pressing the  icon (below right on the "LYRICS VIEW" window) it will be possible to view the window at full screen. To return normal view, press the  icon again, which is also present in the full screen view. The small "red" dot (bottom left of window) flashes according to the events included in the MIDI 4 trace, usually the one dedicated to melody.

A quick look to the principal functions and screens:

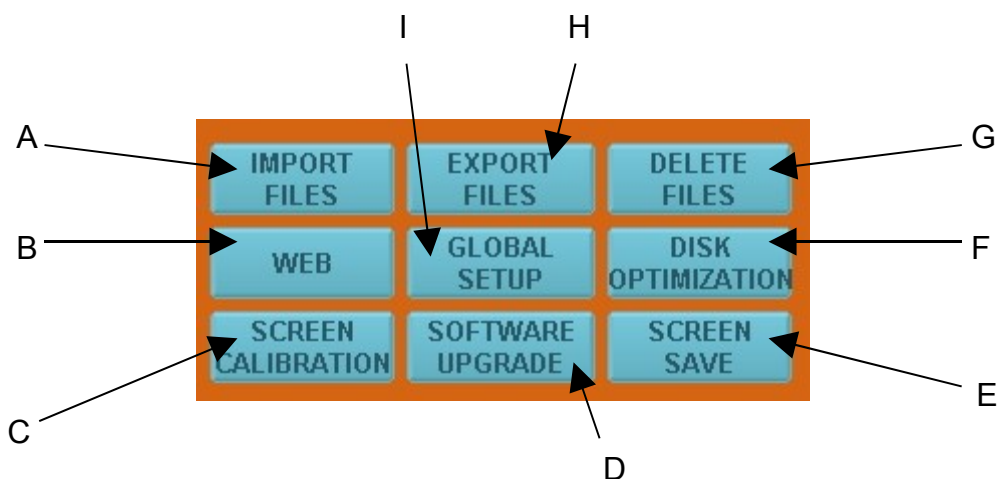
When pressing the "CONSOLE" key (below left), the following window will appear, which will occupy the bottom half of the display.

To exit the CONSOLE, press the same key again or "EXIT" directly from the console.

The keys are the ones of a computer keyboard, excluding some keys which are described below.

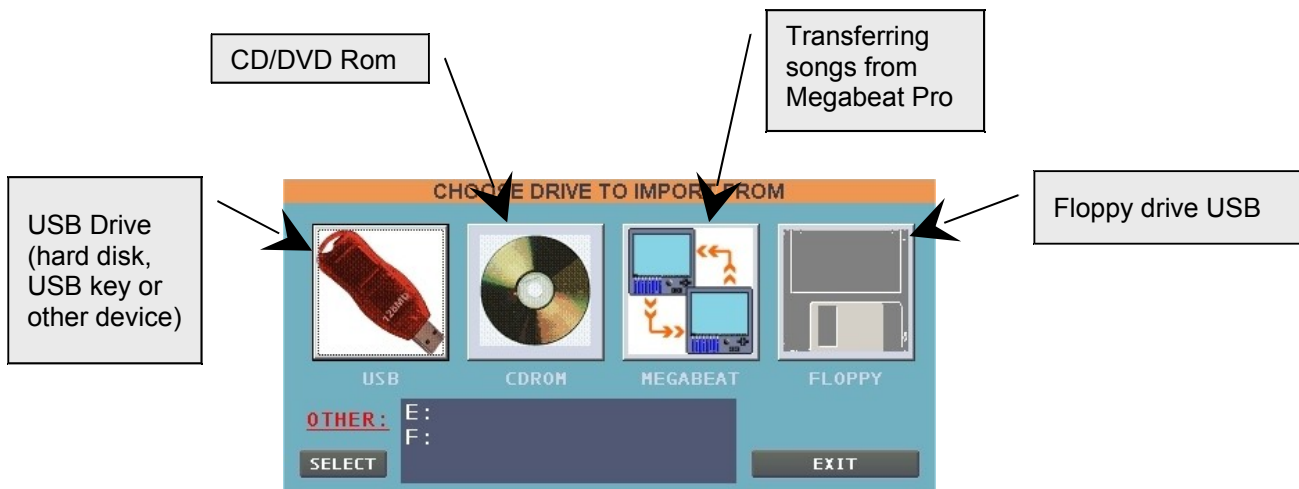


- 1) Space reserved for alphabetical search of a song title, lyrics editor and to rename files.
- 2) "UTILITY" key. After pressing this key, the window below will appear:



- A) To import all types of compatible files.

Choose the type of media you would like to import files from. You may choose from:



Please note that if one of these devices is connected, then its symbol will be duly defined, while on the contrary the symbol will be grey coloured. If a CD/DVD Rom is connected, it will be also possible to import audio traces directly into MatrixOne.

After choosing the driver to import from, it is possible to choose the type of files to be imported.

MatrixOne will analyse the device connected viewing exclusively, in the next window, the type of file previously selected.

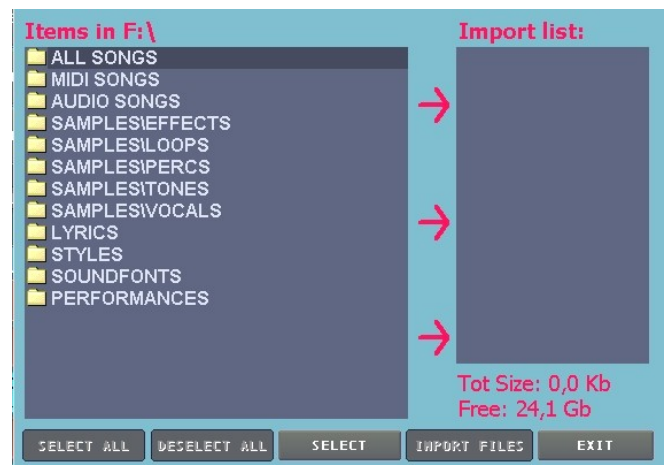
Select the desired files or select them all through the "SELECT ALL" key.

The selected elements will be listed in the "import List" window on the right side of the window.

Press "IMPORT FILES".

The "PRELISTEN" key will allow you to listen to the selected MIDI or Audio song before copying it.

Once the import is finished, press "EXIT" to return to the "CONSOLE".



- B) To connect directly and exclusively to MatrixOne's website, in order to directly download and install eventual available updates.
- C) For display calibration, please note that display is duly calibrated by the manufacturer. Do not carry out this operation if not strictly necessary.
- D) To update the software if available in one of the devices connected.
- E) Screensaver.
- F) Perform this operation periodically, remembering that it may engage the unit for a long time. This operation definitively eliminates the files that have been previously been cancelled, freeing disk space and successively defragmenting the hard disk.

- G) To cancel files. The procedure is similar to the import files one (see A).
- H) To export files on a device unlocked in writing and connected to MatrixOne. The procedure is similar to the import files one (see A).
- I) Screen dedicated to pedal command assignment, display brightness regulation, spelling option (if available in the file text info), and finally by pressing the "NEXT >" key you access the option to view the text on a TV device, by means of RCA connector, or VGA screen, connected to the homonymous connector located in the lateral panel. We recommend to connect the TV device or the monitors before turning MatrixOne ON.

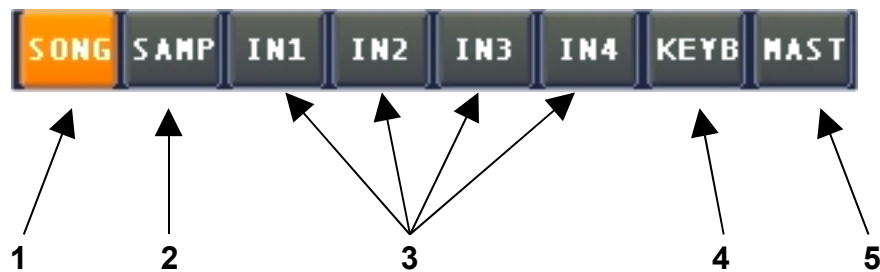
Back to "CONSOLE":

3) To modify or insert text in songs.

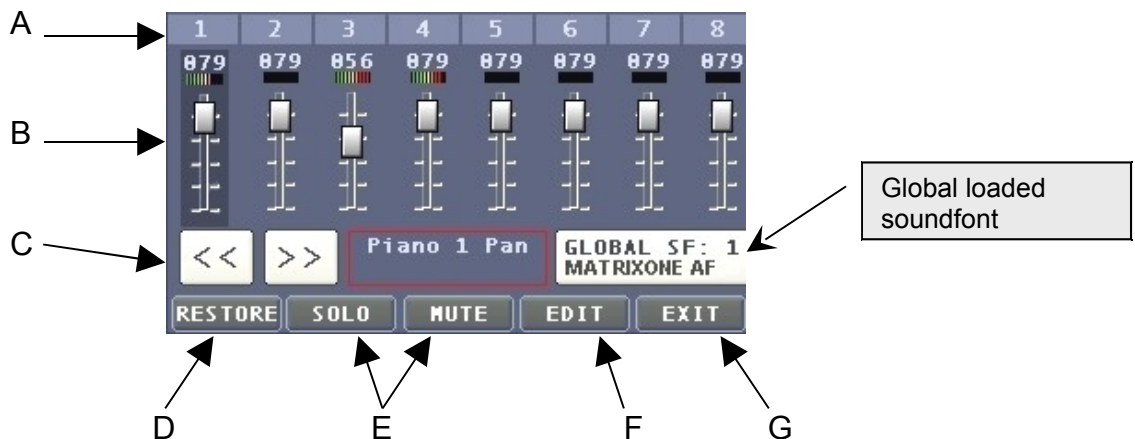
4) To rename songs. After pressing this button select the song to be renamed. In the console's space (1) the name of the song to be changed will appear. Apply the needed changes and press ENTER.

5) To obtain more symbols.

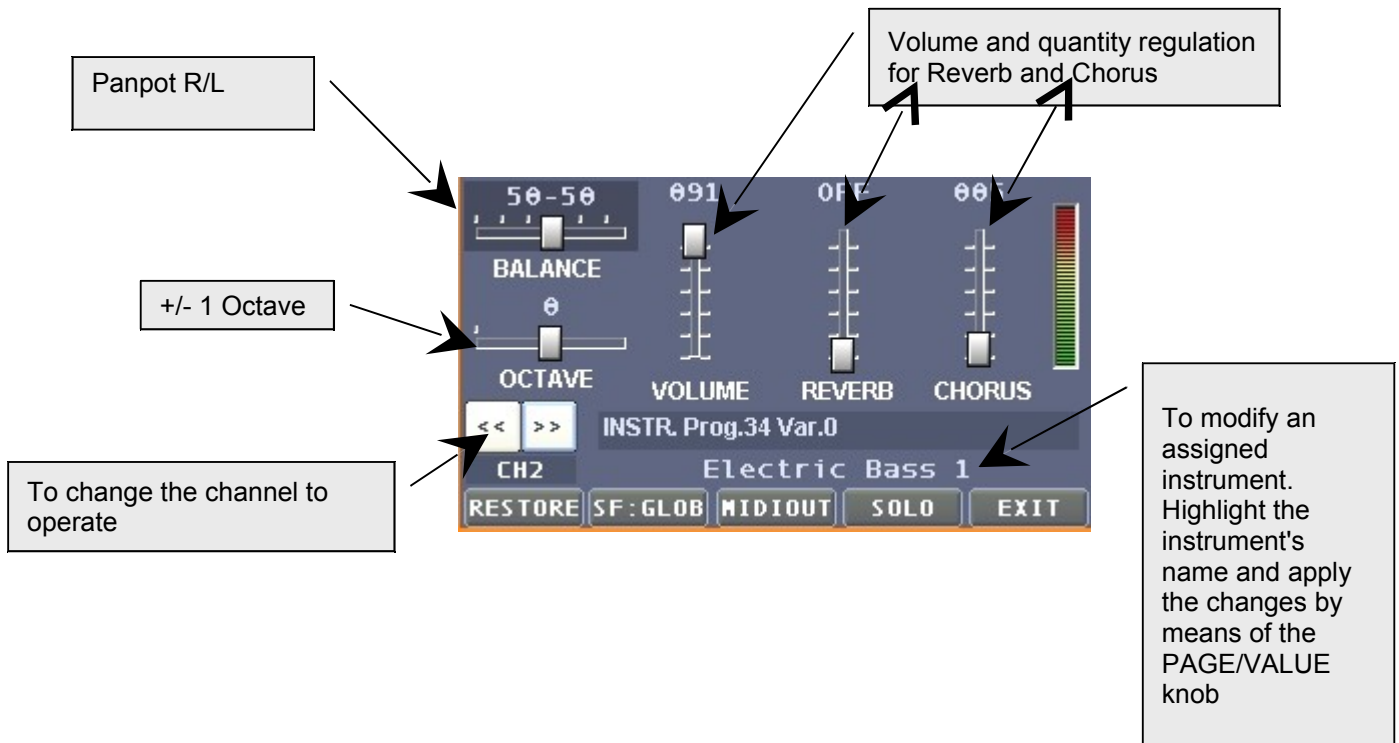
Let us now examine the windows and functions of the 8 button bar available at the bottom left, which correspond to the 8 sliders that regulate output volume. These buttons allow to select the sound source on which you may operate.



1) These functions have already been explained in Section 2 - Main Display. It is, still, necessary to deepen the successive functions after pressing the "ADJUST" button:



- A) MIDI channel number. Under each one, volume value and indicator of activity per single trace.
- B) Volume slider.
- C) Access next channel window.
- D) Reset values to original default.
- E) "SOLO" to exclusively listen to the selected channel; "MUTE" to mute it.
- F) After pressing the "EDIT" button, a window will be shown where it will be possible to apply all the needed changed in the trace selected:

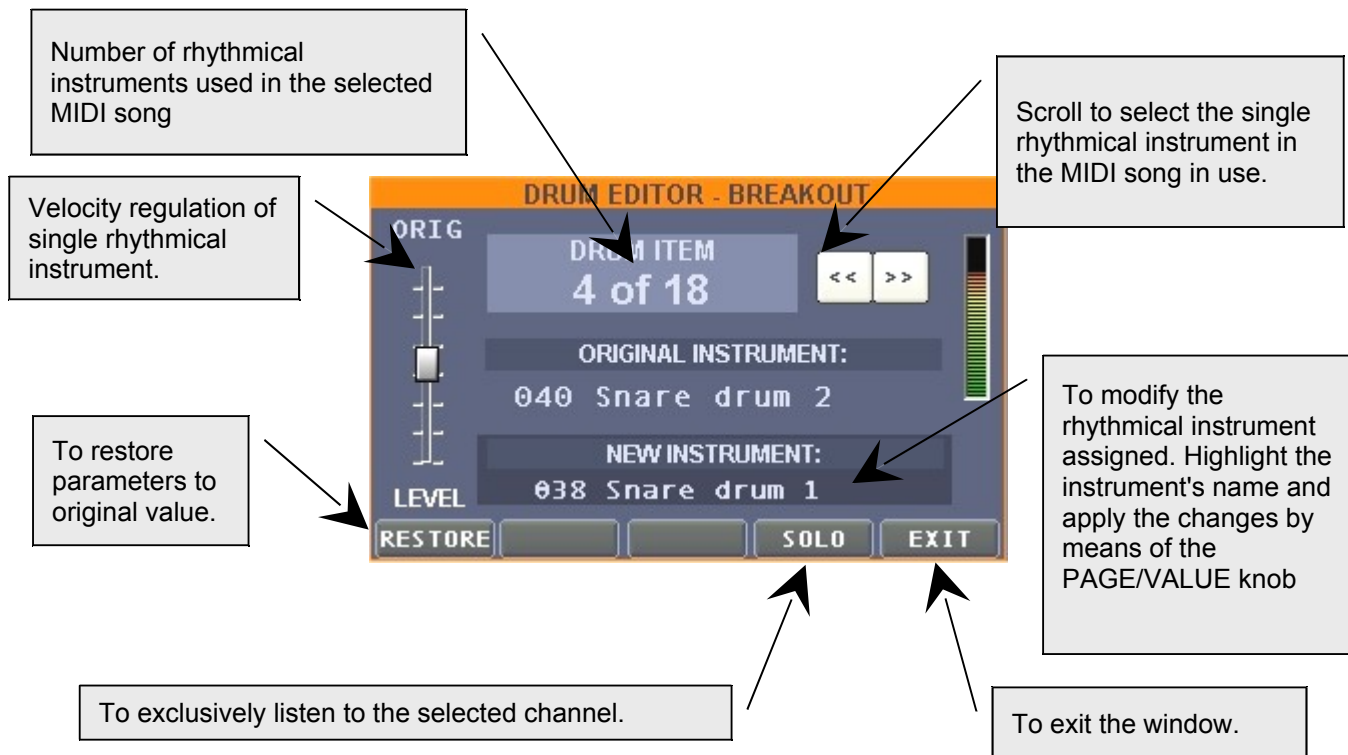


Lower button explanation (from left to right):

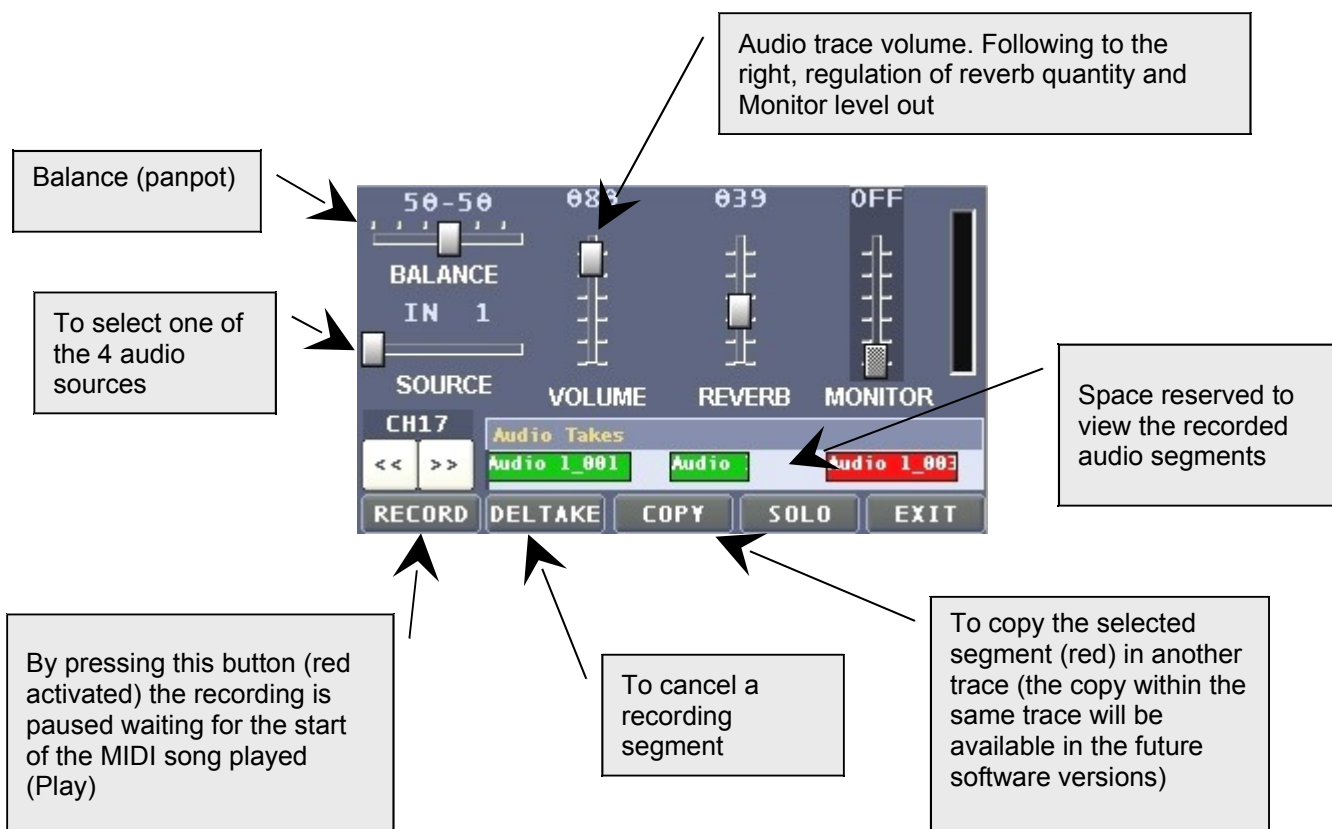
- "RESTORE": Restores values to original default.
- "SF:GLOB": To assign to a single MIDI channel an instrument generated by a soundfont different from the original one.
- "MIDIOUT": To determine if the events of the trace must exit the MIDI OUT port (useful for the eventual use of an external harmoniser).
- "SOLO": to exclusively listen to the selected channel.
- "EXIT": To exit the window. After pressing the "EXIT" button you will be asked by the message `DO YOU WANT TO SAVE CHANGES?`, if you want to save the changes (Yes) or not (NO). Press "YES" to accept the changes or "NO" to return to the previous window WITHOUT saving the changes. Please note that the changes will remain active until you press the "RESTORE" button or successively to the performance of another song.

Important notice: it is possible to individually save different settings of the same song, both in list or group. As a result, the same song may have different characteristics if performed in a group or in the "ALL SONGS" list.

By selecting channel 10 the "MIDIOUT" button becomes "DRMEDIT", where it is possible to modify velocity and replace single battery sounds within the drum kit in use.



Scrolling the channel, after the sixteenth one (the last MIDI) the window shows 8 more slider (from 17 to 24), corresponding to 8 traces, available audio for recording, in synch with a MIDI song



Back to the 8 button bar available at the bottom left.

2) In this window it is possible to singularly modify volume, sample frequency and panpot, for each of the 9 loaded samples.

3) This window proposes individual settings for each of the 4 analogical inputs. By pressing the button corresponding to the input you want to work with (i.e. IN1), it is possible to view the 4 band EQ, parametric on overlapping bands and the reverb volume regulation.

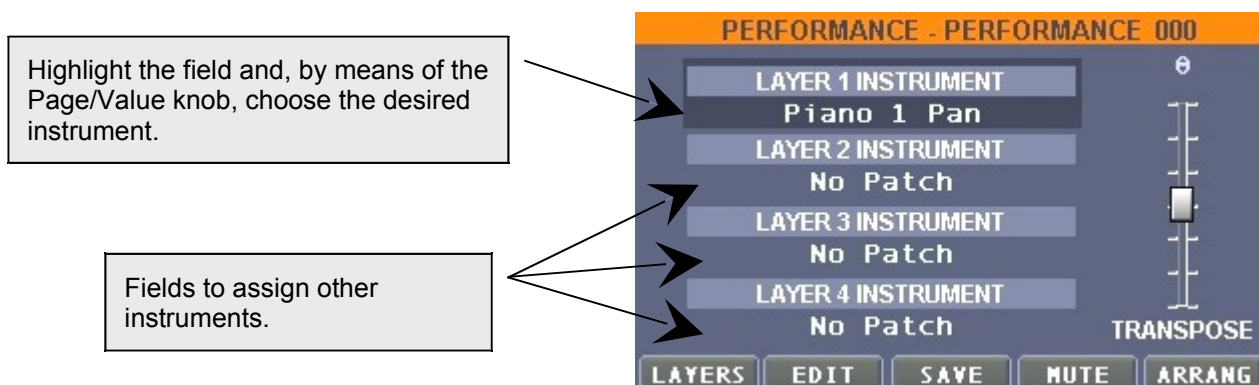
The buttons below allow to:

- "RESTORE", to restore EQ in neutral position and reverb at zero.
- "FREQ", to assign the center frequency of the parametric EQ (active only on medium-low and medium high frequency bands).
- "SAVE", to save all settings, including those of the successive parameters, in "SCENE" to which you may assign a name by means of the CONSOLE that will automatically activate itself by pressing the button.
- "FX", to access the available effects, currently: Compressor, Chorus, Combo (a guitar amplifier simulator), and Delay. Select the desired effect by means of FX – and FX + buttons. The "ACTIVE" button is also present to able (red) or enable (grey) the effect.
- "EXIT" to exit the window

4) The functions activated by pressing this button are relative to a MIDI keyboard (not supplied), eventually connected to the MIDI IN port of MatrixOne (naturally on opposite side of the MIDI cable the MIDI OUT port of the keyboard must be connected) and to the available arranger.

The first window regards the MIDI keyboard connected to MatrixOne.

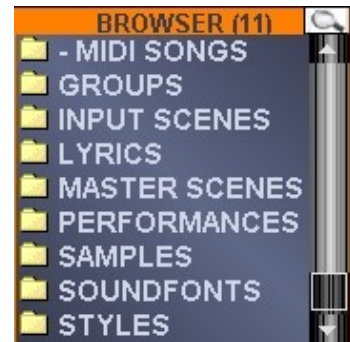
It is possible to assign up to 4 "LAYERS" (that is keyboard zones) 4 different instruments.



The buttons on the bottom part of the window:

- “LAYERS”, to access the window where it is possible to assign the keyboard portion to which assign a particular instrument.
- “EDIT” to access the window where it is possible to regulate volume and balance (panpot), the effects (Reverb/Chorus), and the soundfont to be used for each single layer.
- “SAVE” to save the “PERFORMANCE”. As in similar cases, the CONSOLE will automatically activate itself to allow to record a name, in this case, to the PERFORMANCE created.
- “MUTE” to mute the selected layer.
- “ARRANG” to access arranger functions, for which we will deeply describe the characteristics.

In order to use the MatrixOne built-in arranger, it is necessary to, first, load a STYLE, then position yourself on the ALL SONGS window (top left), and successively press the left cursor button to access the BROWSER window.



Then scroll the various folders and access (by means of right cursor key or touch screen) in the "STYLES" folder and load, by pressing the "LOAD STYLE" button, one of the many preloaded MatrixOne styles. As already previously mentioned the styles supplied are in the widely known Yamaha™ format, and it is possible to free download them from internet.



Once a STYLE has been loaded, the arranger can function: please note that according to the style loaded, more or less variations may be available.

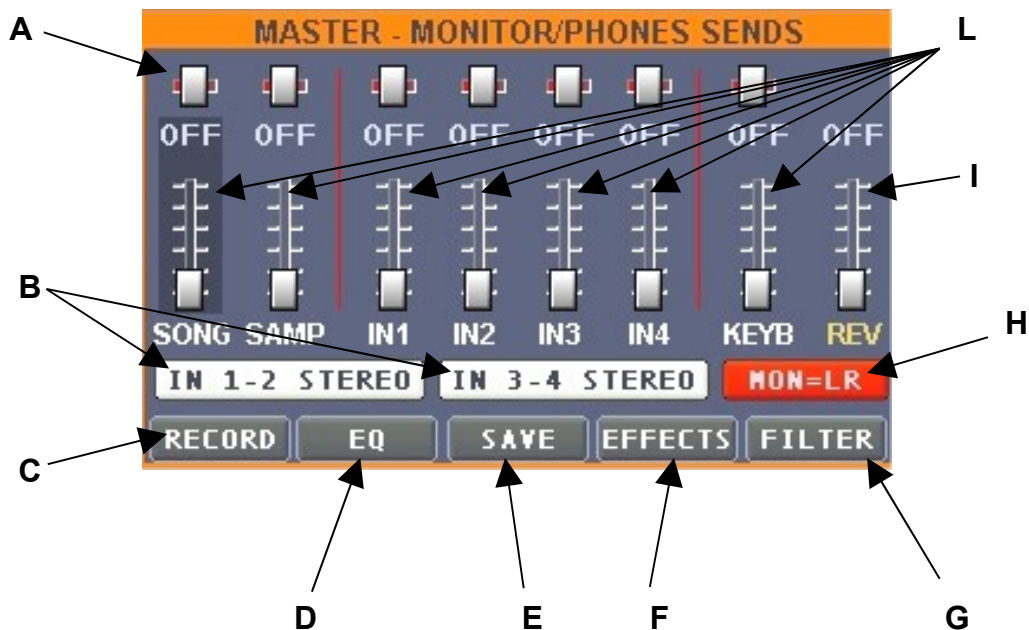
The screenshot shows the ARRANGER interface for the style '8BT_WARM.STY'. It features a grid of buttons for different sections: INTRO (A, B, C), MAIN (A, B, C, D), FILL (A, B, C, D), BREAK (A, B), and END (A, B, C). There are also buttons for 'AUTO PLAY', 'STOP', 'LEVELS', '4/4', 'LAYER1', and 'EXIT'. Two vertical sliders are present, labeled 'LEVEL' and 'TEMPO'. Callouts provide the following information:

- Button to activate the arranger by means of a connected MIDI keyboard (points to the 'AUTO PLAY' button).
- Level regulation of arranger's singular instruments (function currently not implemented) (points to the 'LEVELS' button).
- Rhythmical scan (points to the '4/4' button).
- Layer from which the arranger receives the input (harmonic information) (points to the 'LAYER1' button).
- Arranger's independent volume (points to the 'LEVEL' slider).
- Arranging performance speed (points to the 'TEMPO' slider).
- To exit the arranger window (points to the 'EXIT' button).

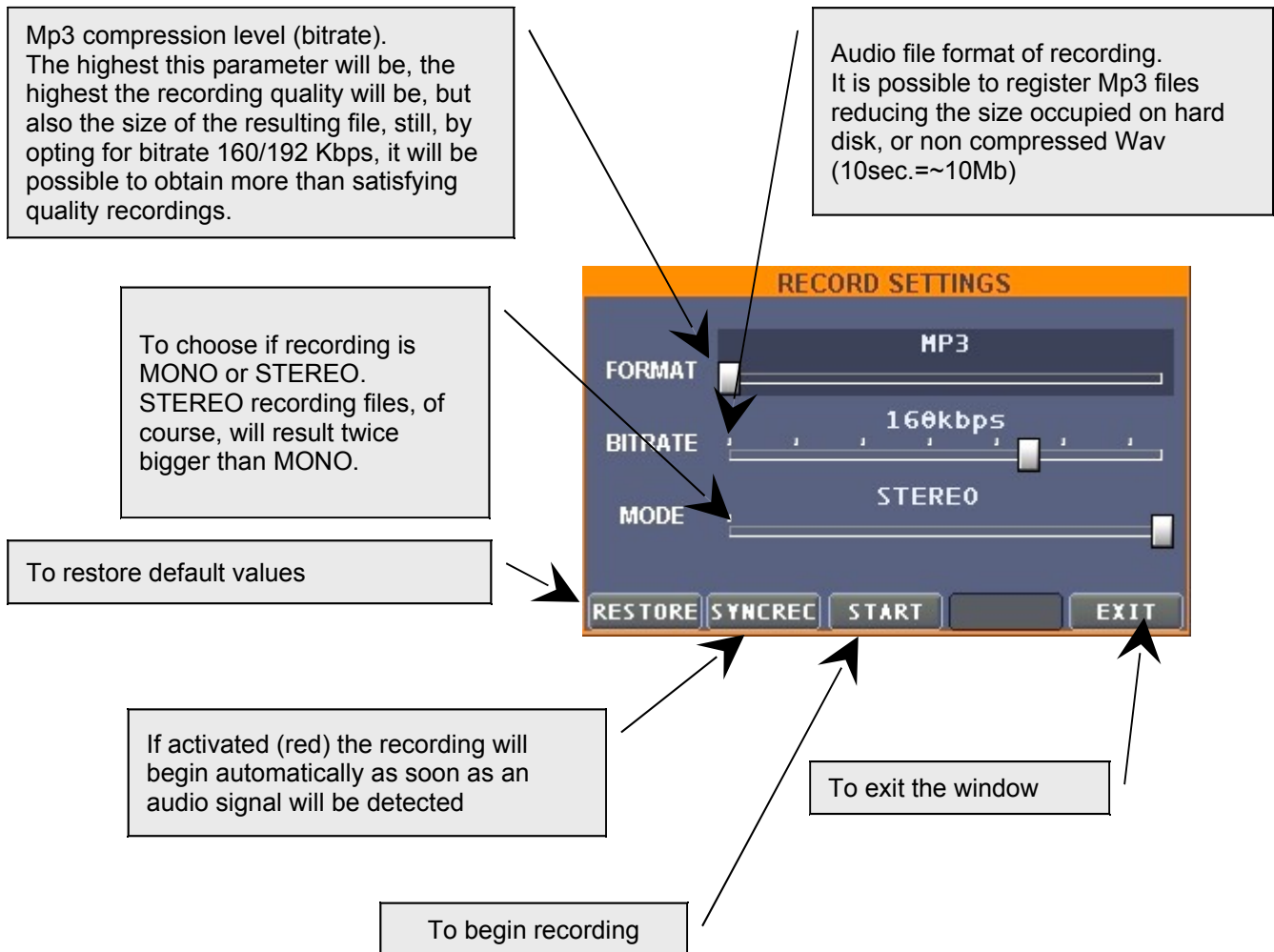
Back to the last of the 8 buttons of the bar, below left:

5) In this window it is possible to regulate the monitor and headphones sends of the 7 available sound sources (the songs MIDI&Audio, the samples, the 4 analogical IN and the keyboard eventually connected via MIDI), as well as the reverb level, allowing thus to difference and adapt to your needs the principal output Left/Right, monitor send, eventually connected and headphones. Other functions bound to this window are audio recording, output global EQ and effects.

The following window will appear after pressing the "MAST" button:



- A. Balance (panpot) individual regulation for each sound source.
- B. Buttons that determine if the input 1-2 are to be considered as 1 stereo channel or 2 mono. The same for inputs 3-4. If the buttons are white, then the channels will be considered singularly, if the buttons are red then the channels will be "linked", becoming 1 stereo channel.
- C. This button heads towards the panel dedicated to the recording of the audio signal on the principal Left/Right outputs, allowing to record in real time your live performances; this is a very requested function, which is seldom found on this type of units. We explain this issue deeply, using the chart below.



D. The dedicated portion of screen proposes an 8 bands graphical equalizer that intervenes on the principal Left/Right outputs. The center frequencies are described under the increase/decrease sliders. Three buttons explanation:

- “Restore” To restore original manufacturer's values
- “PNOISE” utters a test signal.

IMPORTANT NOTICE: be sure to keep the sliders low, and then, increase them little by little before pressing this button (PNOISE). ESS declines any responsibility for eventual damages to audio instrument/device derived by the missed respect of this important notice.

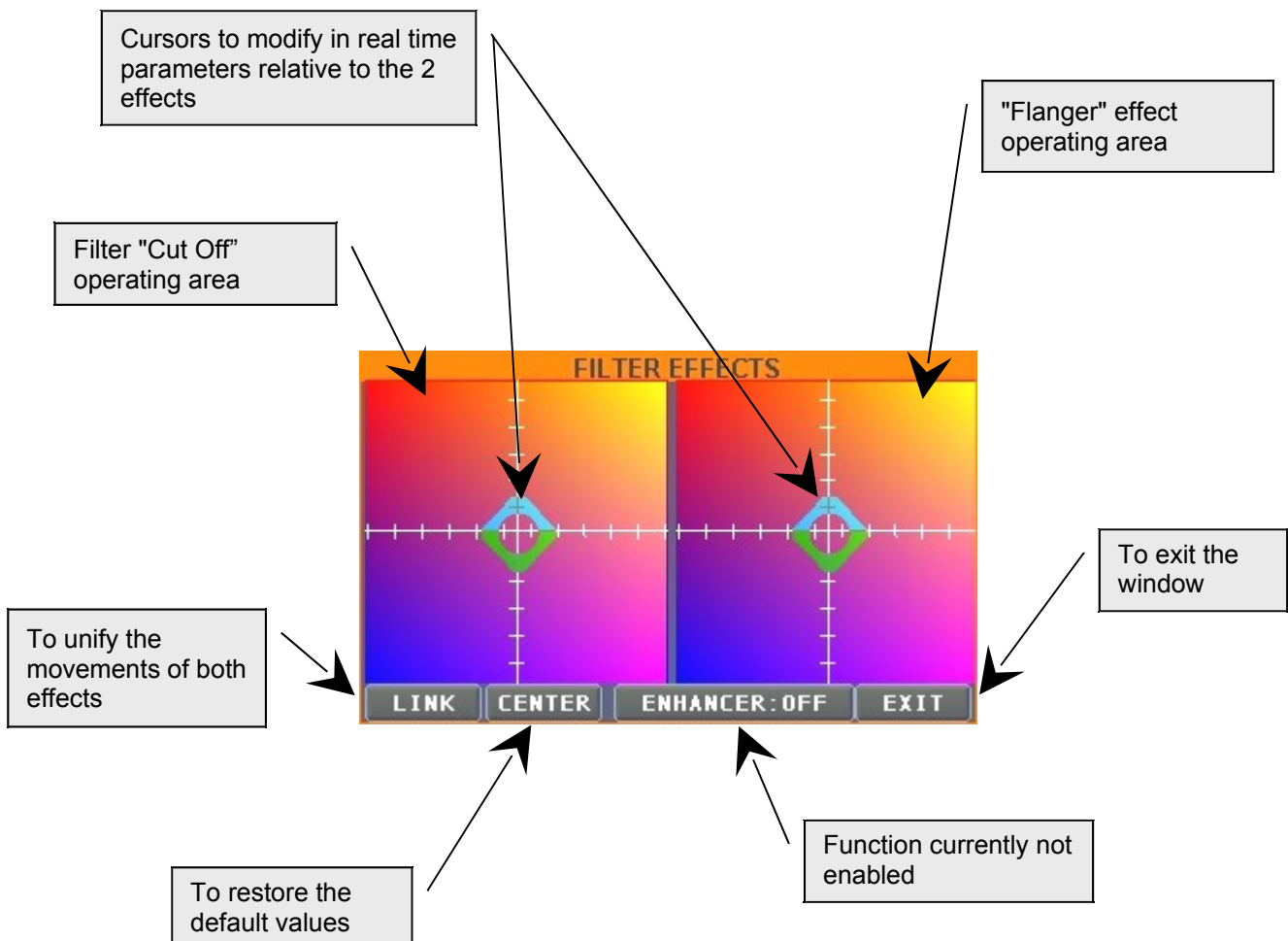
- “EXIT” To exit the window.

E. To save the set mixing in scenes that may be successively loaded, by choosing them in the "BROWSER" window, in the "INPUT SCENES" folder.

F. By pressing "EFFECTS" you reach the window dedicated to settings of:

- “AUDIOREV”, where it is possible to regulate parameters relative to reverb, to be exclusively applied to audio sources.
- “MIDREV”, where it is possible to regulate parameters relative to reverb, to be exclusively applied to MIDI songs.
- “MIDCHOR”, includes parameters relative to chorus which should be exclusively applied to MIDI songs.

G. “FILTER” heads towards the coloured window where it is possible to modify, in real time, the parameters relative to the 2 effects, a powerful Cut Off filter and a rich Flanger, by simply moving with a finger (using the touch screen) the relative cursors.



H. If set on “MON=LR” (red), the signal will be the same of the principal outputs Left/Right, else the parameters set in the window (MASTER - MONITOR/PHONES SEND) will be active.

I. Reverb level in monitor and headphone output

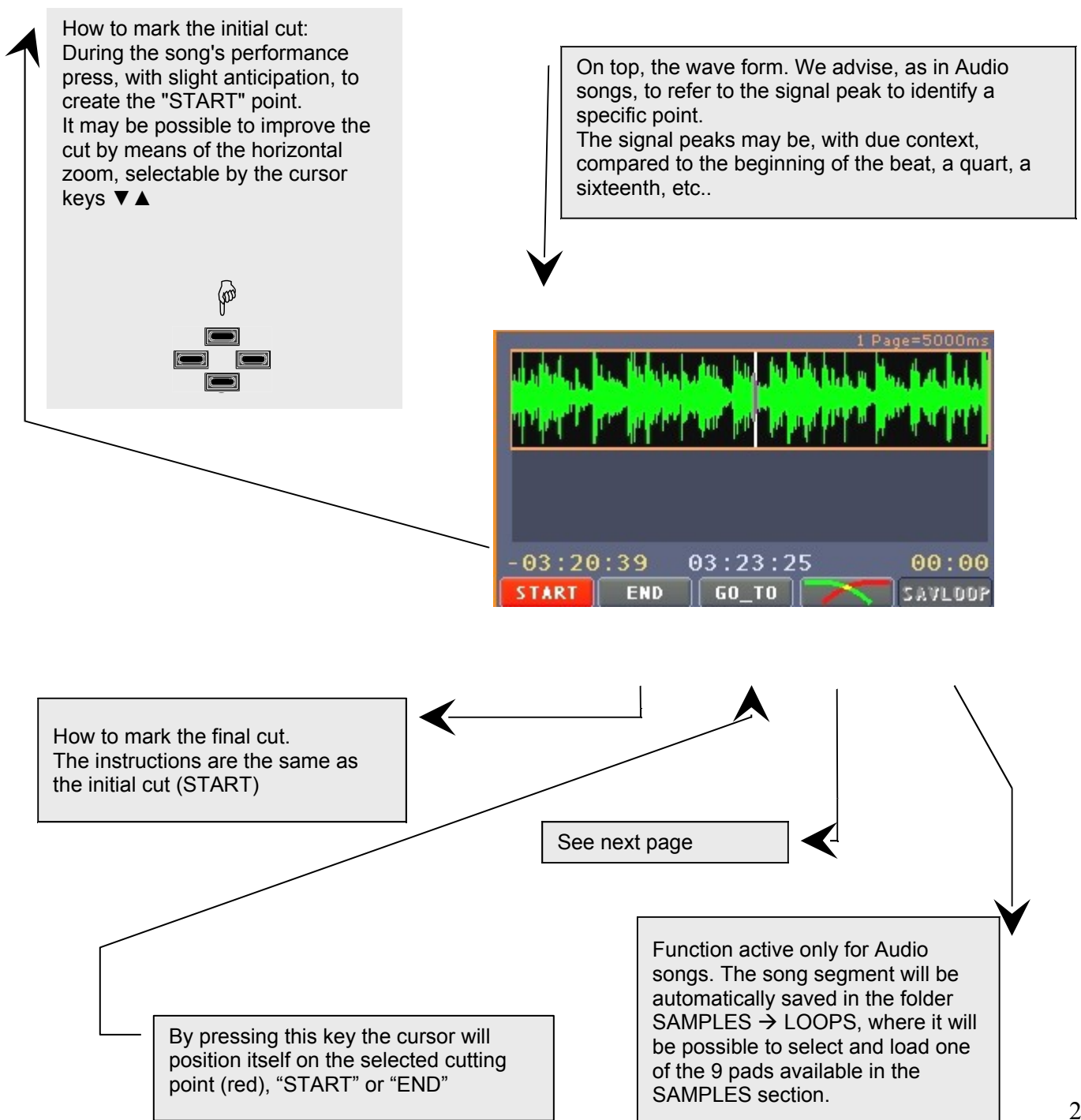
L. Level of the seven sound sources (active if “MON=LR” is grey coloured).

“CUE/CUT”

We would like to underline, beforehand, that within this function addressed to "cut" (and not only) the songs per your needs, the view of both MIDI and Audio songs is represented by a waveform, which is a very common issue for audio files, but represents a new concept for MIDI files.

A specific point within the MIDI file will not be, therefore, located by means of musical measures, but graphically, through this model of waveform.

With a selected song (green), by pressing the "CUE/CUT" button, after the short message "BUILDING WAVEFORM FROM FILE", the window (usually assigned to group management) is being replaced by the following window:




It is important to underline that a customized fade-out effect between two files, whether MIDI or audio, may be applied to songs present in the same group only, and/or next. By selecting a second song, the wave form (red) will be shown in the bottom part of the CUE/CUT window.

Select (by pressing the touch screen) the waveform you would like to operate with (the selected one will be highlighted by a yellow contour) and by means of the keys ◀ and ▶, or the PAGE/VALUE knob, position yourself on the point of the song you wish to operate with, remembering, in this case, to use the "PAUSE" key that flashes, in order to perform the song.

Use the touch screen to select the green song (presumably in play) or the red one, preloaded.



Crossfade option, applicable only if a second song in CUE/CUT has been loaded.

To create a customized fade off effect, mark "END" on the "green" song, then "START" on the "red" song, in the corresponding desired points. Successively press the  key and carry out, by means of the PAGE/VALUE knob, the due corrections at fade off time. Apply the desired modification and changes, press the "EXIT" key (red) to exit the window. It will be successively asked to save the changes. Press "YES" to confirm or "NO" to cancel the operation. It is possible to use the "XFADE" button with its presets, and also the "SYNC" button, if the time values of both songs are compatible.

Technical Specifications

Input channels sensitivity:	Micro -40 dBm	balanced (max 0 dBm).
	Line -10	pseudo (max 0 dBm).
Input Low Cut filter	-12 dB oct. at 100 Hz	
Output Master/Monitor	0 dBm	Pseudo-balanced .
Connections MIDI	IN	Only for MIDI Keyboards
	OUT	One channel at the time (selectable by the user)
Pedal jack	Stereo for 3 button pedal Mono for 1 button pedal	

List of instruments available in the preloaded soundfont **MATRIX ONE (1)**

Pc#:CC0

Pc#:CC0

000:000 Grand Piano
000:001 Bright Piano
000:002 Piano 3
000:003 Honky
000:004 Rhodes Piano
000:005 E. Piano 2
000:006 Harpsichord
000:007 Clavinet
000:008 Celesta
000:009 Glockenspiel
000:010 Music Box
000:011 Vibraphone
000:012 Marimba
000:013 Xylophone
000:014 Tubular Bell
000:015 Dulcimer
000:016 Organ 1
000:017 Organ 2
000:018 Organ 3
000:019 Church Organ
000:020 Reed Organ
000:021 Accordion
000:022 Hamonica
000:023 Bandoneon
000:024 Nylon Guitar
000:025 Steel-str Gt
000:026 Jazz Guitar
000:027 Clean Gtr
000:028 Muted Gtr
000:029 Overdrive Gt.
000:030 Distortion Gt.
000:031 Gtr Harmonics
000:032 Acoustic Bass
000:033 Finger Bass
000:034 Pick bass
000:035 Fretless Bass
000:036 Slap Bass 1
000:037 Slap Bass 2
000:038 Synth Bass 1
000:039 Synth Bass 2
000:040 Violin
000:041 Viola
000:042 Cello
000:043 Contra Bass
000:044 Tremolo Strings
000:045 Pizzicato Strings
000:046 Harp
000:047 Timpani
000:048 String
000:049 Slow Strings

000:050 Synth Strings 1
000:051 Synth Strings 2
000:052 Choir Aahs
000:053 Voice Oohs
000:054 Synth Voice
000:055 Orchestra Hit
000:056 Trumpet
000:057 Trombone
000:058 Tuba
000:059 Mute Trumpet
000:060 French Horn
000:061 Brass 1
000:062 Synth Brass 1
000:063 Synth Brass 2
000:064 Soprano Sax
000:065 Alto Sax
000:066 Tenor Sax
000:067 Bari Sax
000:068 Oboe
000:069 English Horn
000:070 Bassoon
000:071 Clarinet
000:072 Piccolo
000:073 Flute
000:074 Recorder
000:075 Pan Flute
000:076 Bottle Blow
000:077 Shakuhachi
000:078 Whistle
000:079 Ocarina
000:080 Square Wave
000:081 Saw Wave
000:082 Synth Calliope
000:083 Chiffer Lead
000:084 Charang
000:085 Solo vox
000:086 5th Saw Wave
000:087 Bass & Lead
000:088 Fantasia
000:089 Warm Pad
000:090 Polysynth
000:091 Space Voice
000:092 Bowed Glass
000:093 Metal Pad
000:094 Halo Pad
000:095 Sweep Pad
000:096 Ice Rain
000:097 Soundtrack
000:098 Crystal
000:099 Atmosphere

000:100 Brightness
000:101 Goblin
000:102 Echo Drops
000:103 Star Theme
000:104 Sitar
000:105 Banjo
000:106 Shamisen
000:107 Koto
000:108 Kalimba
000:109 Bag Pipe
000:110 Fiddle
000:111 Shenai
000:112 Tinker Bell
000:113 Agogo
000:114 Steel Drums
000:115 Woodblock
000:116 Taiko Drum
000:117 Melodic Tom
000:118 Synth Drum
000:119 Reverse Cymb
000:120 Fret Noise
000:121 Breath Noise
000:122 Seashore
000:123 Bird Tweet
000:124 Telephone
000:125 Helicopter
000:126 Applause
000:127 Gun Shot
128:000 Standard
128:016 Power
128:024 Electronic
128:025 TR 808
128:032 Jazz
128:056 SFX
128:040 Brush
128:048 Orchestra

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