MIXOSAURUS

EXPERT VIRTUAL DRUMS

MIXOSAURUS DAW DRUMS
POWERED BY KONTAKT PLAYER 2

KIT A v1.1 UPDATE

UPDATE MANUAL

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CHAPTER 1
OVERVIEW

1.1 WHAT'S NEW?

This v1.1 update brings three new features to Kit A, significantly expanding its range of possible applications:

The new *eco* instrument patches include less articulations, less mic tracks, or a combination of both, thereby lowering the RAM requirements as well as the loading times – down to as little as 1/7 of the full patches.
The second big improvement is the built-in ability to understand MIDI drum tracks of almost any format you can think of. With Kit A's MIDI Translations you can use MIDI tracks recorded or programmed for other formats without first having to edit the MIDI data (and we mean *without*, not *with less*!).
Lastly, v1.1 includes the option to en-/disable any mic track's playback individually per instrument. Doesn't sound like a big deal? I'll prove you wrong :)

CHAPTER 2
INSTALLATION

IMPORTANT NOTE: READ THESE INSTRUCTIONS CAREFULLY BEFORE MAKING CHANGES TO FILES/FOLDERS ON YOUR MIXOSAURUS DRIVE!

2.1 FILE LOCATIONS

If you have received your MIXOSAURUS drive in 2008 or later, then you already have the full set of v1.1 Instruments and Multis and there is no need to perform additional installations (just continue on the next page if this applies). In case you have an earlier version:

Once you've downloaded and unpacked the archive, you will find the new Instrument and Multi files organized in the same subfolder structure that you already know from the original installation. The new, unpacked **Instruments** and **Multis** folders are meant to replace the old ones (located in the main **MIXOSAURUS Kit A** folder on your MIXOSAURUS drive), HOWEVER be sure to first make a backup of any of your own Instrument and Multi creations you might have saved to the old version! This way, you'll be able to copy your patches (or their parameters) to the new v1.1 version later.
Also, be aware that this update only includes Instrument patches and Multis, thus all other files and folders in the main **MIXOSAURUS Kit A** folder need and should not be touched (except for the Documentation folder which I think would be a good place to move this v1.1 update manual to).

CHAPTER 3
USING THE NEW FEATURES

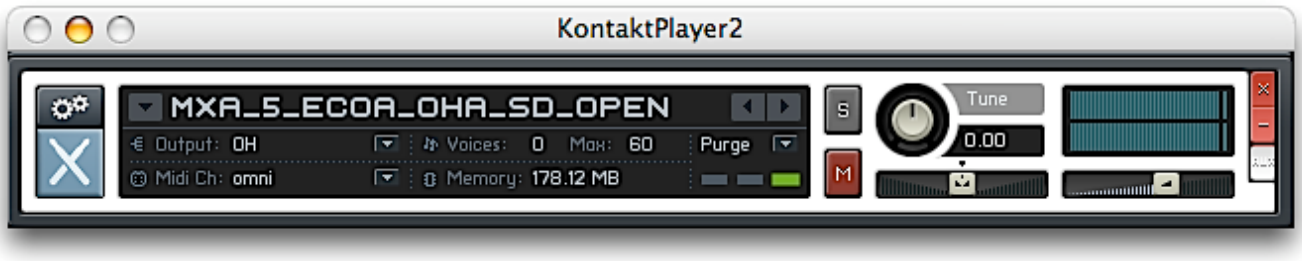
3.1 THE ECO INSTRUMENTS

Smaller instruments have been demanded by a number of users, so here they are. The design of these included a few difficult decisions to make since the very concept of MIXOSAURUS is to be the utmost play-/programmable and mixable drum instrument one can think of. Obviously, cutting articulations and mic tracks doesn't seem to make much sense, so I decided to use data compression/reduction... just kidding :-). Of course, Kit A's great sound has not been touched. Instead, I left part of the decision to you. You choose which of the drumset's qualities shall be limited in a certain situation by loading the appropriate patch(es):

3.1.1 ECO A

These patches are recognized by the **ecoA** infix (*A* as an abbreviation of *Articulation*). Instruments of this category have some of their original articulations removed, thus requiring less sample RAM. Each of Kit A's 14 drums and cymbals was treated individually – only those articulations I figured one *might* be able to live without in this or that production situation were cut. I paid great attention so that no instrument lost too much of its musical expressiveness: Where removing articulations wasn't appropriate, no *ecoA* versions exist.
Note: Although they use less articulations, these instruments use MIXOSAURUS' full dynamic resolution. This way, any programming you create for them can be used 1:1 with the full patches as well. This makes it an option to first work on the basics in ecoA and later change to the full patch(es) to add further articulations.

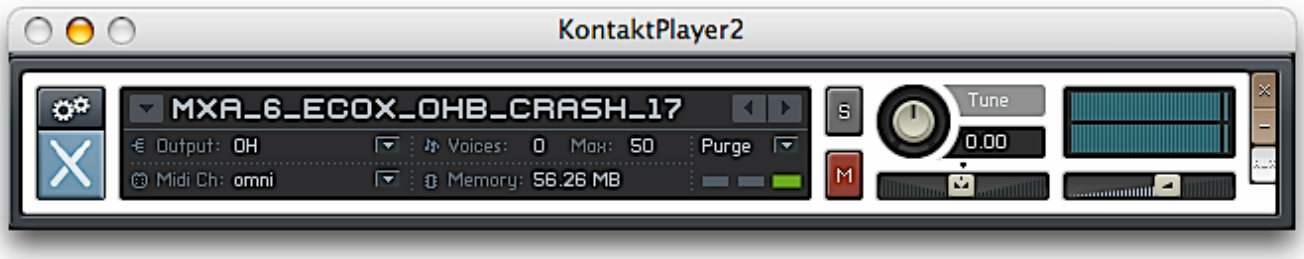
The full list of *ecoA* articulations can be found on page 18.



3.1.2 ECO T

These patches are recognized by the **ecoT** infix (*T* as an abbreviation of *Track*). Instruments of this category have the PZM and TELDEX ROOM samples removed, thus require less sample RAM (they also are less heavy on the CPU during playback – read more on this in Chapter 3). Compared to the full patches, they require only 1/2 (Drums and Hi Hat) or even 1/3 the RAM (Cymbals).
Note: Although they use less mic tracks, these instruments use MIXOSAURUS' full dynamic resolution. This way, any programming you create for them can be used 1:1 with the full patches as well. This makes it an option to first work on the basics in *ecoT* and later change to the full patch(es) for mixdown or (offline) bounce. Reverse example: If you have an arrangement going with the full patches in place and CPU/RAM slowly get tight, change to the *ecoT* versions – fully compatible to your drum programming but offering less mix options.

These patches are recognized by the **ecoX** infix (*X* as no abbreviation of nothing). Instruments of this category are a combination of *ecoA* and *ecoT* – they have articulations removed as well as the PZM and TELDEX ROOM samples. This makes them especially quick-loading and light on RAM; ideal for laying out a drum track or for recording an edrum performance.
Since the *ecoX* instruments are derived from the *ecoA* versions, the articulations available are the same as in *ecoA*.



3.2 MIDI MAPPING TRANSLATIONS

3.2.1 OVERVIEW

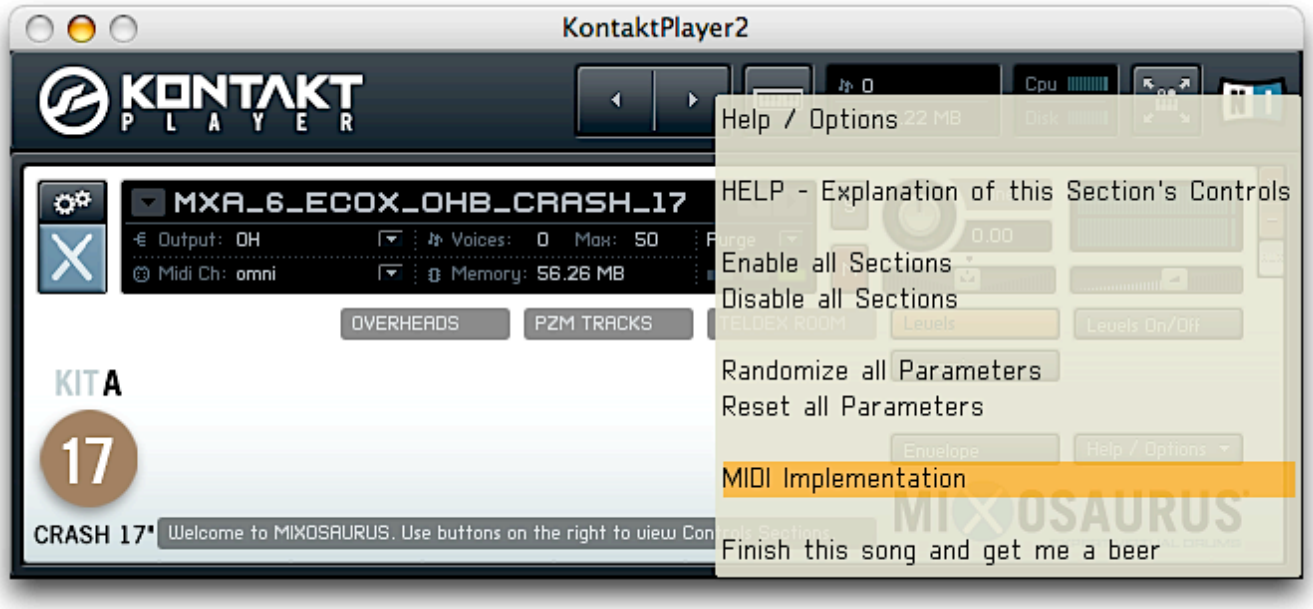
MIXOSAURUS DAW Drums Kit A v1.1 includes “Translation“ algorithms for all major MIDI drum formats. Select a Translation from the plugin's GUI to make MIXOSAURUS play any MIDI track that was recorded or programmed for one of the following formats:

Addictive Drums
BFD
DFH
EZ Drummer
General MIDI
Roland TD-3 *
Roland TD-10 *
Roland TD-20 *
Yamaha DTXpress I *
Yamaha DTXpress IV *
Yamaha DTXplorer *
Yamaha DTXtreme II *

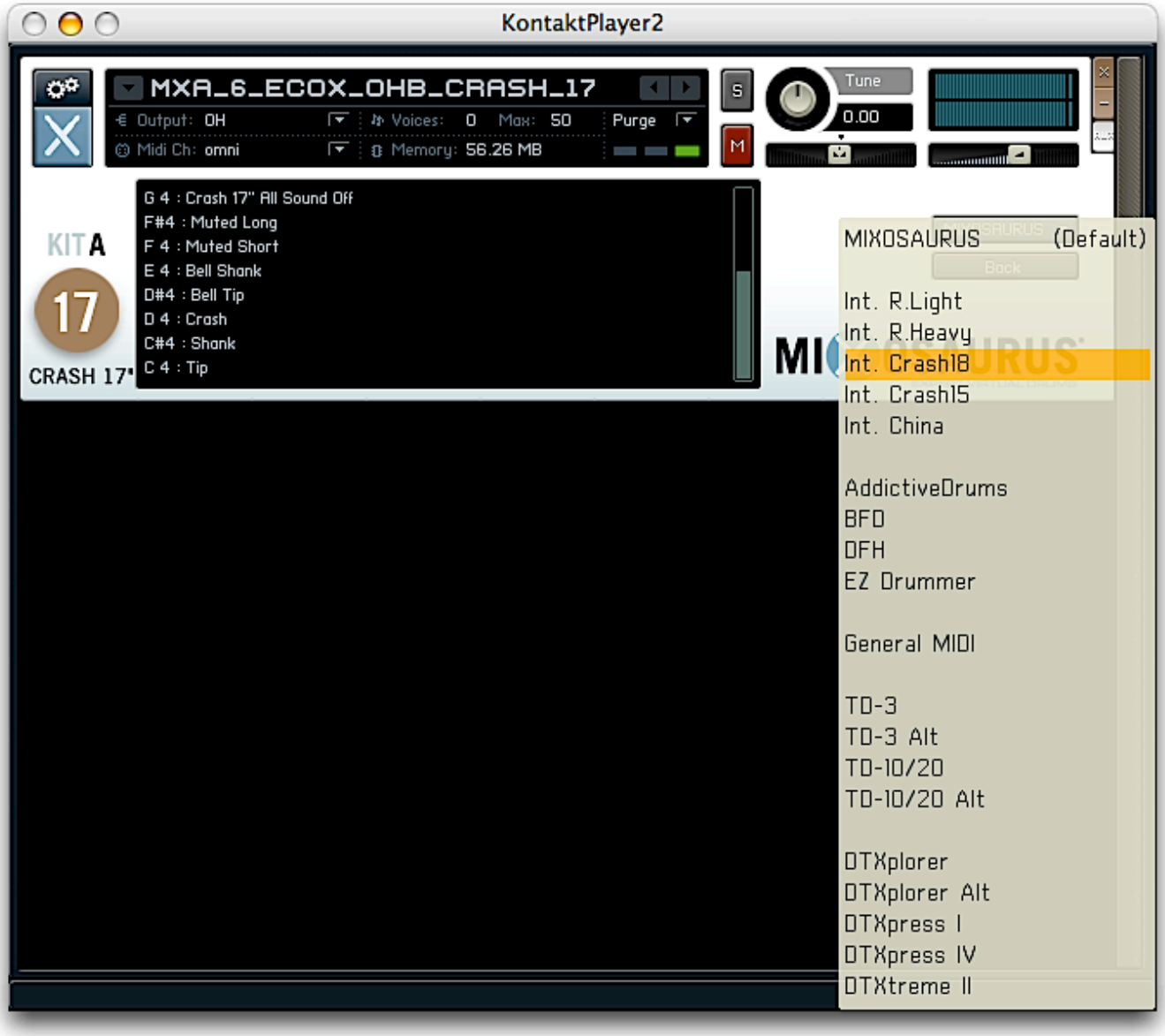
* These are the e-drum models that I specifically designed mappings for. Owners of other Roland and Yamaha e-drums will have no difficulties to adjust their settings so that they work with one of the included Translations, and I'm confident to say that this also applies to owners of most other e-drum brands.

3.2.2 SELECTING A TRANSLATION

In v1.1, the *Help/Options* menu on every instrument's GUI has a new item added called *MIDI Implementation*:



display listing all the MIDI notes used by this instrument. On the right, you'll find the pull-down menu to select your desired MIDI Translation from:



but also let an instrument interpret the MIDI notes of another Kit A instrument. By a simple click, you can have Ride Cymbal patterns be played on the China, swap two Crashes or the Toms, select a different Kit A Snare Drum muffling etc. etc. – all without editing the MIDI track.

3.2.3 HI HAT "OP/CL KNEE" PARAMETER

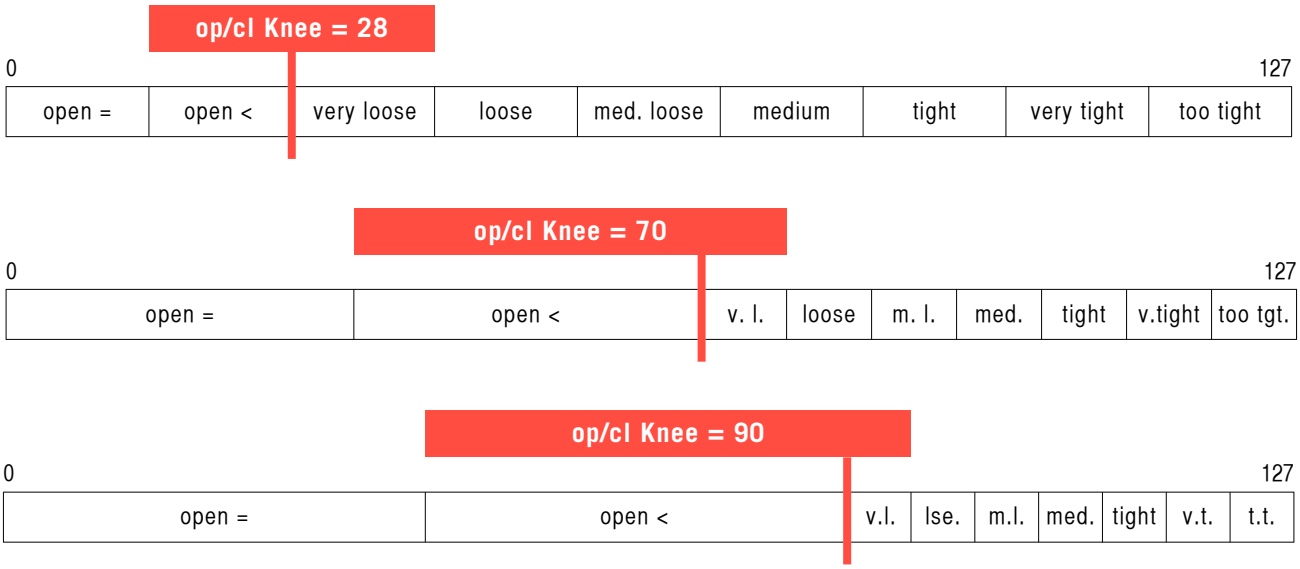
The Hi Hat's MIDI Implementation page has an extra parameter labelled ***op/cl Knee***. To understand this parameter, it is important that you're familiar with the various MIXOSAURUS Hi Hat sounds, especially the ***open <*** and ***open =*** articulations. If you don't know what these are, please refer to page 31 of the Kit A manual (part I).

The *op/cl Knee* value is important when you use an e-drum Translation and control the foot pressure via MIDI CC#4.

The creation of this parameter became necessary because I wanted to give e-drum users the ability to play *open* < as well as *open* = articulations as both are crucial for a living, musical Hi Hat performance. Alas, the rest of the MIDI world doesn't do this great instrument justice and neglects to differentiate between these two sounds (there were more reasons, but no need to bother you with tech talk). Keeping a long story short, I decided that the best way to achieve great sounding results would be to completely ignore the e-drums' poor *open/closed* differentiations and let MIXOSAURUS do its own differentiation – by foot pedal position: In the real world, the drummer‘s Hi Hat foot controls it, so that same foot will control it in MIXOSAURUS, too.

With many of the available e-drum Translations, both closed and open Hi Hat MIDI notes are treated alike. These two notes will address not only the seven closed Hi Hat articulations of MIXOSAURUS (*too tight* -> *very loose*) but also the *open* < and *open* = articulations. The seven *closed* foot pressure levels are divided evenly throughout the CC#4 range ***op/cl Knee to 127***. The range ***0 to op/cl Knee*** is divided evenly and mapped to the two *open* < and *open* = articulations.

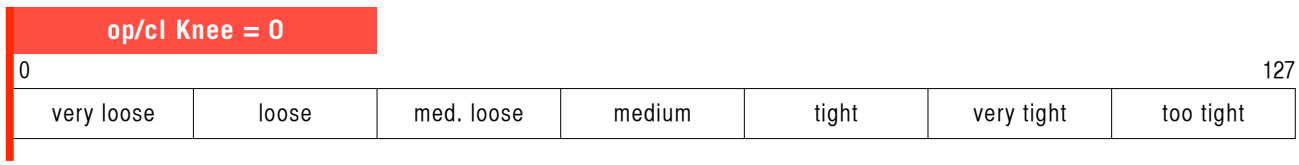
Sounds complicated? Looks much simpler though: Check the next page!



These graphics show how you can use the *op/cl Knee* parameter to tailor the foot pressure resolution to fit your playing style, your e-drum‘s control range, or any MIDI sequence you‘re playing back that uses the MIDI CC#4 to control foot pressure. If you're an e-drummer, the adjustable *op/cl Knee* will enable you to precisely target the *open* Hi Hat articulations, thereby adding a degree of detail to your drumming that wasn't even imaginable before MIXOSAURUS.

However, there is one issue to be aware of when you want to make use of MIXOSAURUS‘ Dynamics controls to modify the track‘s foot pressure (if you're not familiar to the Dynamics page and it's controls, you better check them out fast!): The *FootMod* parameter only affects MIXOSAURUS‘ *closed* Hi Hat sounds; it will not change the *open* ones. This is because in a normal groove, an open Hi Hat hit e.g. on the last 8th note of a bar would be meant to remain open even if the rest of the groove was changed to be played with higher foot pressure. Now, if you have a drum groove where the Hi Hat plays open notes as the basic pattern (e.g. like a Hard Rock wide open 1/4 notes beat), then the *FootMod* knob will have no effect.

The solution to this is to set the *op/cl Knee* parameter to low values, maybe even *0*. Look at the graphic below: Using low *op/cl Knee* values will transform the incoming *open* notes into *closed very loose* notes, on which the *FootMod* parameter will have an effect again.



3.2.4 TRANSLATION ALTERNATIVES

Looking at the screenshot on page 10 you might have noticed that some of the Translations are present twice, with *Alt* added to the copy. *Alt* is short for *Alternative*, and it indicates that this copy of the Translation has some of the notes mapped differently. These alternative mappings were designed for those instruments and Translations where it seemed useful. A few examples:

Ride Cymbals – The *Alt* Translation might swap *Bell* and *Shank* articulations (useful for e-drum users who don't have 3-zone cymbal pads), or it might use *Tip In* instead of *Tip Out*, for a quick sound variation by a mouse click.

Crash Cymbals – The *Alt* Translation might swap *Bow* and *Crash* articulations (useful for e-drum users who don't have multi-zone cymbal pads).

Hi Hat – The *Alt* Translation may use *Closed Shank* hits instead of the *Closed Tip* ones in the original mapping (or vice versa).

Toms – Translations for e-drum models that use only three Toms will have these mapped to MIXOSAURUS' 14", 12" and 10" Toms, whereas the *Alt* versions will map to 12", 10" and 8".

Snare Drums & Sidesticks – The *Alt* Translations swap *RimShot* and *Sidestick* sounds.

You will find the Translations' MIDI note mappings pictured in Chapter 4 (pages 19–52). For the ones with *Alt* mappings there's also a short text summary describing the differences.

3.2.5 SUMMARY: NO MORE EDITING

The combination of MIXOSAURUS' MIDI Translations, their *Alt* versions and the Dynamics controls will allow for impressive results; fast and easily reversible, without making a single change to the MIDI data! Granted, us perfectionists might want to tweak a track until ... well, 'til forever :-) – but you'll be amazed how great the results are even if you don't touch the MIDI track at all. Try it!

3.3 PERFORMANCE TUNING

3.3.1 MIC TRACK DEACTIVATION

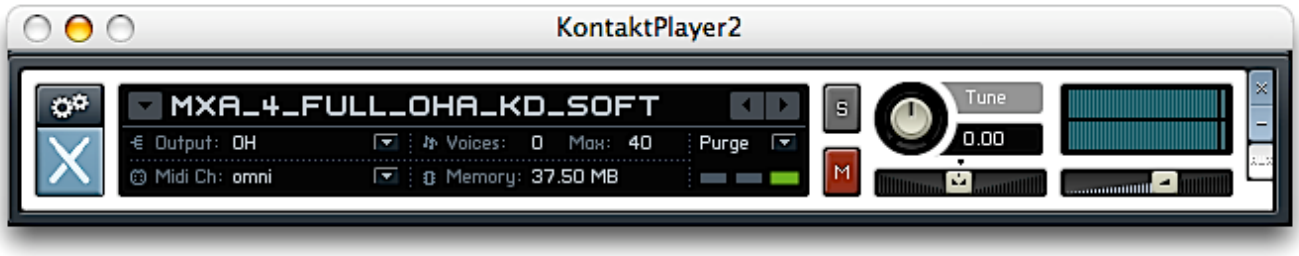
This Kit A update offers yet another improvement that can make all the difference in regards to performance and efficiency: Mic Track Deactivation. The idea is as simple as can be: Setting a mic track's volume fully down to -100 will deactivate the playback of this mic's samples, thus saving sample voices. This feature alone wouldn't necessarily count as ground-breaking – again, it is the combination of the available options and features that makes this most useful.

The screenshot below shows the 10" Tom patch with all tracks except for the Close Mics being deactivated. In this state, the CPU and disk streaming load is reduced by roughly 80% – by a simple turn of the tracks' volume knobs. Pull them up again and you're back to the full sound and mixing options. This gives you instant performance/efficiency control in any production situation. Whenever CPU or disk streaming gets tight, you can immediately free some of it up to continue working. If you really go close to (or beyond) your system's capabilities you might need to think about other solutions like using *eco* patches, less Alternating Samples or even offline bouncing – but with Mic Track Deactivation, you won't have to do that the very second you hit the ceiling for the first time.

3.3.2 1+1+1 = REALTIME DRUMMING

You've learned about the *eco* instrument patches and the deactivation of mic tracks. I'd like to point you to a third element of the performance equation: the instruments' polyphony settings. The maximum polyphony value determines how many sample voices an instrument should be allowed to play simultaneously. More means better sound but higher CPU and streaming demands.

The great thing about MIXOSAURUS is that you can adjust this parameter for each drum and cymbal individually – and a Ride Cymbal indeed needs a completely different polyphony to sound realistic than e.g. a Kick Drum. The polyphony is set in an instrument's control panel (*Max:*, showing *40* in this example):



course the mic tracks' volume settings).

In the above Kick Drum example, a value of 40 would mean a *hit* polyphony of 10 since each hit triggers Close Mics, Overheads, PZMs and TELDEX ROOM samples. Only the 11th Kick Drum hit would cut off samples from the 1st, which is quite a luxurious setting. It will produce an utterly realistic sound, but be unlikely to allow for realtime playing at low latency settings.

Enter the combined powers of ***eco* Instruments**, **Mic Track Deactivation** and **Polyphony**! Using smaller instrument patches and adjusting their parameters, you'll be able to record your MIXOSAURUS tracks via an e-drum or other MIDI drum controller with realtime monitoring of Kit A's sounds (not all of it's tracks obviously, but enough to give you good feedback and precise control over what you're playing):

in realtime at audio buffer settings of 128 samples or less on sensibly powerful systems suitable for professional DAW music production. As an example, an Apple MacBook Pro 2GHz had no difficulties to provide realtime Kit A monitoring for some really wild drumming on a Roland TD-12 V-Drum – at 64 samples audio buffer (Logic 7, 44.1kHz sample rate, Digidesign MBox2 Pro)!

CHAPTER 4
REFERENCE INFORMATION

4.1 LIST OF ECOA ARTICULATIONS

Snare Drum	Tip Halfway Out, Tip Center, RimShot Out, RimShot Center
Toms	Tip, RimShot
Crash 18"	Tip, Crash, Bell Tip, Muted Short
Crash 15"	Crash, Muted Short
Crash 17"	Tip, Crash, Bell Shank, Muted Short
Ride Light	Tip Out, Shank, Bell Shank
Ride Heavy	Tip In, Shank, Bell Shank
China	Crash, Muted Short
Splash	Crash, Muted Short

	Tom 2 RimShot Tom 10 RimShot	70	A# 3	B 3	71	Tom 1 Tip Tom 8 Tip																	
	Tom 3 RimShot Tom 12 RimShot	68	G# 3	A 3	69	Tom 2 Tip Tom 10 Tip																	
	Tom 4 RimShot Tom 14 RimShot	66	F# 3	G 3	67	Tom 3 Tip Tom 12 Tip												G 8	127				
				F 3	65	Tom 4 Tip Tom 14 Tip								126	F# 8			F 8	125				
	Ride Stop Ride All Sound Off	63	D# 3	E 3	64	Ride Tip In												E 8	124				
	Ride Bell Ride Bell Shank	61	C# 3	D 3	62	Ride Shank Ride Shank								123	D# 8			D 8	122				
				C 3	60	Ride Tip Ride Tip Out								121	C# 8			C 8	120				
	Hi Hat Open Bell Hi Hat Shank Very Loose	58	A# 2	B 2	59	Hi Hat Foot Splash Hi Hat Foot ><												B 7	119				
	Hi Hat Open C Hi Hat Open = Shank	56	G# 2	A 2	57	Hi Hat Open D Hi Hat Open = Crash								118	A# 7			A 7	117				
	Hi Hat Open A Hi Hat Crash Loose	54	F# 2	G 2	55	Hi Hat Open B HH Cl. Crash Very Loose								116	G# 7			G 7	115				
				F 2	53	Hi Hat Closed Bell HH Cl. Shank Med. Tight								114	F# 7			F 7	113				
	Hi Hat Closed 2 Tip HH Cl. Tip Med. Tight	51	D# 2	E 2	52	Hi Hat Closed 2 Crash HH Cl. Crash Med. Tight												E 7	112				
	Hi Hat Closed 1 Tip HH Cl. Tip Very Tight	49	C# 2	D 2	50	Hi Hat Closed 1 Crash HH Cl. Crash Very Tight								111	D# 7			D 7	110				
				C 2	48	Hi Hat Foot Hi Hat Foot >								109	C# 7			C 7	108	All Cymbals Off			
	Cymbal 1 (double) Crash 17 Crash	46	A# 1	B 1	47	Cowbell Tom 12 Rim Only												B 6	107	All Cymbals Off			
	Snare Drum Rim Snare Drum Rim Only	44	G# 1	A 1	45	Ride Tip (double) Ride Tip Out								106	A# 6			A 6	105	Cr15/China/Spl Mallet			
	Sidestick Sidestick	42	F# 1	G 1	43	Snare Drum Shallow Tip SD Tip Halfway Out								104	G# 6	Cr15/China/Spl Mallet		G 6	103	Ride Mallet			
				F 1	41	Snare Drum Shallow RS SD RimShot Halfway Out								102	F# 6	Ride Mallet		F 6	101	Crash 18 Mallet			
	Snare Drum RimShot R SD RimShot Center	39	D# 1	E 1	40	Snare Drum Tip R Snare Drum Tip Center												E 6	100	Crash 18 Mallet			
	Snare Drum RimShot L SD RimShot Center	37	C# 1	D 1	38	Snare Drum Tip L Snare Drum Tip Center								99	D# 6	Crash 17 Mallet		D 6	98	Crash 17 Mallet			
				C 1	36	Kick Drum Kick Drum								97	C# 6	Cr15/Ch/Spl Muted Long		C 6	96	Cr15/Ch/Spl Muted Short			
	Hi Hat Foot ><	34	A# 0	B 0	35	Hi Hat All Sound Off												B 5	95	ChinaTip / SplashChoked			
	Hi Hat Open = Crash	32	G# 0	A 0	33	Hi Hat Foot > Hi Hat Foot >								94	A# 5	Crash 18 Muted Long		A 5	93	Crash 18 Muted Short			
	Hi Hat Open = Tip	30	F# 0	G 0	31	Hi Hat Open = Shank								92	G# 5	Crash 18 Bell Shank		G 5	91	Crash 18 Bell Tip			
				F 0	29	Hi Hat Open < Crash								90	F# 5	Crash 18 Shank		F 5	89	Crash 18 Tip			
	Hi Hat < Tip	27	D# 0	E 0	28	Hi Hat Open < Shank												E 5	88	Crash 17 Muted Long			
	Hi Hat Closed Shank	25	C# 0	D 0	26	Hi Hat Closed Crash								87	D# 5	Crash 17 Muted Short		D 5	86	Crash 17 Bell Shank			
				C 0	24	Hi Hat Closed Tip								85	C# 5	Crash 17 Bell Tip		C 5	84	Crash 17 Shank			
				B-1	23													B 4	83	Crash 17 Tip			
	Tom 8 Rim Only	22	A#-1	A-1	21	Tom 10 Rim Only								82	A# 4	Cymbal 3 Stop Cr15/Ch/Spl All Snd Off		A 4	81	Cymbal 3 Cr15/Ch/Spl Crash			
	Tom 12 Rim Only	20	G#-1	G-1	19	Tom 14 Rim Only								80	G# 4	Cymbal 2 Stop Crash 18 All Sound Off		G 4	79	Cymbal 2 Crash 18 Crash			
	Snare Drum Rim Only	18	F#-1	F-1	17	SD RimShot Center								78	F# 4	Cymbal 1 Stop Crash 17 All Sound Off		F 4	77	Cymbal 1 Crash 17 Crash			
				E-1	16	SD RimShot Halfway Out												E 4	76				
	SD RimShot Out	15	D#-1	D-1	14	Snare Drum Tip Center								75	D# 4	Sticks Sticks Click		D 4	74				
	SD Tip Halfway Out	13	C#-1	C-1	12	Snare Drum Tip Out								73	C# 4	Ride Bell Tip Ride Bell Tip		C 4	72	Tom 1 RimShot Tom 8 RimShot			

	Tom 2 RimShot Tom 10 RimShot	70	A# 3	B 3	71	Tom 1 Tip Tom 8 Tip									
	Tom 3 RimShot Tom 12 RimShot	68	G# 3	A 3	69	Tom 2 Tip Tom 10 Tip									
	Tom 4 RimShot Tom 14 RimShot	66	F# 3	G 3	67	Tom 3 Tip Tom 12 Tip								G 8	127
				F 3	65	Tom 4 Tip Tom 14 Tip			126	F# 8				F 8	125
	Ride Stop Ride All Sound Off	63	D# 3	E 3	64	Ride Tip In								E 8	124
	Ride Bell Ride Bell Shank	61	C# 3	D 3	62	Ride Shank Ride Shank			123	D# 8				D 8	122
				C 3	60	Ride Tip Ride Tip Out			121	C# 8				C 8	120
	Hi Hat Open Bell Hi Hat Shank Very Loose	58	A# 2	B 2	59	Hi Hat Foot Splash Hi Hat Foot ><								B 7	119
	Hi Hat Open C Hi Hat Open = Shank	56	G# 2	A 2	57	Hi Hat Open D Hi Hat Open = Crash			118	A# 7				A 7	117
	Hi Hat Open A Hi Hat Crash Loose	54	F# 2	G 2	55	Hi Hat Open B HH Cl. Crash Very Loose			116	G# 7				G 7	115
				F 2	53	Hi Hat Closed Bell HH Cl. Shank Med. Tight			114	F# 7				F 7	113
	Hi Hat Closed 2 Tip HH Cl. Shank Med. Tight	51	D# 2	E 2	52	Hi Hat Closed 2 Crash HH Cl. Crash Med. Tight								E 7	112
	Hi Hat Closed 1 Tip HH Cl. Shank Very Tight	49	C# 2	D 2	50	Hi Hat Closed 1 Crash HH Cl. Crash Very Tight			111	D# 7				D 7	110
				C 2	48	Hi Hat Foot Hi Hat Foot >			109	C# 7				C 7	108
	Cymbal 1 (double) Crash 17 Crash	46	A# 1	B 1	47	Cowbell Tom 12 Rim Only								B 6	107
	Snare Drum Rim Snare Drum Rim Only	44	G# 1	A 1	45	Ride Tip (double) Ride Tip Out			106	A# 6			All Cymbals Off	A 6	105
	Sidestick Sidestick	42	F# 1	G 1	43	Snare Drum Shallow Tip SD Tip Halfway Out			104	G# 6	Cr15/China/Spl Mallet		Cr15/China/Spl Mallet	G 6	103
				F 1	41	Snare Drum Shallow RS SD RimShot Halfway Out			102	F# 6	Ride Mallet		Ride Mallet	F 6	101
	Snare Drum RimShot R SD RimShot Center	39	D# 1	E 1	40	Snare Drum Tip R Snare Drum Tip Center								E 6	100
	Snare Drum RimShot L SD RimShot Center	37	C# 1	D 1	38	Snare Drum Tip L Snare Drum Tip Center			99	D# 6	Crash 17 Mallet		Crash 17 Mallet	D 6	98
				C 1	36	Kick Drum Kick Drum			97	C# 6	Cr15/Ch/Spl Muted Long		Cr15/Ch/Spl Muted Short	C 6	96
	Hi Hat Foot > 	34	A# 0	B 0	35	Hi Hat All Sound Off							ChinaTip / SplashChoked	B 5	95
	Hi Hat Open = Crash 	32	G# 0	A 0	33	Hi Hat Foot > 			94	A# 5	Crash 18 Muted Long		Crash 18 Muted Short	A 5	93
	Hi Hat Open = Tip 	30	F# 0	G 0	31	Hi Hat Open = Shank 			92	G# 5	Crash 18 Bell Shank		Crash 18 Bell Tip	G 5	91
				F 0	29	Hi Hat Open < Crash 			90	F# 5	Crash 18 Shank		Crash 18 Tip	F 5	89
	Hi Hat < Tip 	27	D# 0	E 0	28	Hi Hat Open < Shank 							Crash 17 Muted Long	E 5	88
	Hi Hat Closed Shank 	25	C# 0	D 0	26	Hi Hat Closed Crash 			87	D# 5	Crash 17 Muted Short		Crash 17 Bell Shank	D 5	86
				C 0	24	Hi Hat Closed Tip 			85	C# 5	Crash 17 Bell Tip		Crash 17 Shank	C 5	84
	Tom 8 Rim Only 	22	A#-1	B-1	23								Crash 17 Tip	B 4	83
	Tom 12 Rim Only 	20	G#-1	A-1	21	Tom 10 Rim Only 			82	A# 4	Cymbal 3 Stop Cr15/Ch/Spl All Snd Off		Cymbal 3 Cr15/Ch/Spl Crash	A 4	81
	Snare Drum Rim Only 	18	F#-1	G-1	19	Tom 14 Rim Only 			80	G# 4	Cymbal 2 Stop Crash 18 All Sound Off		Cymbal 2 Crash 18 Crash	G 4	79
				F-1	17	SD RimShot Center 			78	F# 4	Cymbal 1 Stop Crash 17 All Sound Off		Cymbal 1 Crash 17 Crash	F 4	77
	SD RimShot Out 	15	D#-1	E-1	16	SD RimShot Halfway Out 								E 4	76
	SD Tip Halfway Out 	13	C#-1	D-1	14	Snare Drum Tip Center 			75	D# 4	Sticks Sticks Click			D 4	74
				C-1	12	Snare Drum Tip Out 			73	C# 4	Ride Bell Tip Ride Bell Tip		Tom 1 RimShot Tom 8 RimShot	C 4	72

ADDICTIVE DRUMS / ALT MAPPING

(grey words = original Addictive Drums sound, black words = mapped MIXOSAURUS sound)

Hi Hat:
When Keys C2 to B2 are used, Foot Pressure is controlled by the Addictive Drums Key Mapping (MIXOSAURUS' *FootMod* control on the Dynamics page has no effect).
When Keys C0 to B0 are used, Foot Pressure is controlled by the MIXOSAURUS default (and the Dynamics' *FootMod* control is active):
CC #1 (ModWheel), 0 = too tight ... 127 = very loose
CC #4 (FootCtrl), 0 = very loose ... 127 = too tight
CC #64 (Sustain Pedal), 0–63 = medium, 64–127 = too tight

The Hi Hat is the only instrument with an *Addictive Drums Alt* Translation.

The differences: The standard version uses Tip hits on C#2 (very tight) and D#2 (medium tight), whereas the *Alt* version uses Shank hits there.

Cymbal Slots:
Since Addictive Drums only allows four Cymbals to be used at the same time, I decided to assign the cymbals as follows:
Slot 1: Crash 17"
Slot 2: Crash 18"
Slot 3: Crash 15" or China or Splash
Ride: Guess!

Cymbal Stops:
Addictive Drums' *Cymbal Stop* keys will trigger MIXOSAURUS' *All Sound Off* function of each cymbal. You might want to replace the track's muted cymbal notes with MIXOSAURUS' real *Muted Short* or *Muted Long* articulations.

BFD MAPPING

Cymbal 2 Stop	Ride All Sound Off	58	A# 2	B 2	59	Cymbal 6/3 Stop	Crash 18 All Sound Off		118	A# 7	B 7	119	
Cymbal 2 Bell	Ride Bell Shank	56	G# 2	A 2	57	Cymbal 1 Stop	Crash 17 All Sound Off		116	G# 7	A 7	117	
Cymbal 1 Bell	Crash 17 Bell Shank	54	F# 2	G 2	55	Cymbal 2 Hit	Ride Tip Out		114	F# 7	G 7	115	
				F 2	53	Cymbal 3 Bell	Crash 18 Bell Shank				F 7	113	
Cymbal 3 Hit	Crash 18 Crash	51	D# 2	E 2	52	Hi Hat 1/2 Open Shank	HH Cl. Shank Med. Loose		111	D# 7	E 7	112	
Cymbal 1 Hit	Crash 17 Crash	49	C# 2	D 2	50	Hi Hat 1/2 Open Tip	HH Cl. Tip Med. Loose		109	C# 7	D 7	110	
				C 2	48	Hi Hat Closed Shank	HH Cl. Shank Very Tight				C 7	108	
Hi Hat Open Tip	Hi Hat Open < Shank	46	A# 1	B 1	47	Hi Tom	Tom 10 Tip	Splash Mallet	106	A# 6	B 6	107	Splash Mallet
Hi Hat Foot	Hi Hat Foot >	44	G# 1	A 1	45	Mid Tom	Tom 12 Tip	China Mallet	104	G# 6	A 6	105	China Mallet
Hi Hat Closed Tip	HH Closed Tip Very Tight	42	F# 1	G 1	43	Lo Tom	Tom 14 Tip	Ride Mallet	102	F# 6	G 6	103	Ride Mallet
				F 1	41	Snare Drum Flam	SD RimShot Halfway Out				F 6	101	Crash 15 Mallet
Snare Drum Drag	SD Tip Halfway Out	39	D# 1	E 1	40	Snare Drum Rim Shot	SD RimShot Center				E 6	100	Crash 15 Mallet
Sidestick	Sidestick	37	C# 1	D 1	38	Snare Drum Tip	Snare Drum Tip Center	Crash 18 Mallet	99	D# 6	D 6	98	Crash 18 Mallet
				C 1	36	Kick Drum	Kick Drum	Crash 17 Mallet	97	C# 6	C 6	96	Crash 17 Mallet
	Hi Hat Open = Shank	34	A# 0	B 0	35	Kick Drum (no Snare)					B 5	95	Tom 8 Rim Only
Hi Hat 3/4 Open Shank	HH Closed Shank Loose	32	G# 0	A 0	33	Hi Hat 3/4 Open Tip	HH Closed Tip Loose	Tom 8 RimShot	94	A# 5	A 5	93	Tom 10 Rim Only
Hi Hat 1/4 Open Shank	HH Cl. Shank Med. Tight	30	F# 0	G 0	31	Hi Hat 1/4 Open Tip	HH Closed Tip Med. Tight	Tom 10 RimShot	92	G# 5	G 5	91	Tom 12 Rim Only
				F 0	29	Snare Drum 2 Flam	Snare Drum Rim Only	Tom 12 RimShot	90	F# 5	F 5	89	Tom 14 Rim Only
Snare Drum 2 Drag		27	D# 0	E 0	28	Snare Drum 2 RimShot	Snare Drum RimShot Out				E 5	88	Tom 14 RimShot
Snare Drum 2 Sidestick	Sticks Click	25	C# 0	D 0	26	Snare Drum 2 Hit Tip	Snare Drum Tip Out	All Cymbals Off	87	D# 5	D 5	86	Splash All Sound Off
				C 0	24	Kick Drum 2 (no Snare)	Tom 8 Tip	Splash Muted Long	85	C# 5	C 5	84	Splash Muted Short
	Hi Hat Foot ><	22	A#-1	B-1	23		Hi Hat All Sound Off				B 4	83	Splash Choked
	Hi Hat Open = Crash	20	G#-1	A-1	21		Hi Hat Foot >	Splash Crash	82	A# 4	A 4	81	China All Sound Off
	Hi Hat Open = Tip	18	F#-1	G-1	19		Hi Hat Open = Shank	China Muted Long	80	G# 4	G 4	79	China Muted Short
				F-1	17		Hi Hat Open < Crash	China Crash	78	F# 4	F 4	77	China Tip
Cymbal 5 Stop	Hi Hat Open < Tip	15	D#-1	E-1	16	Cymbal 6 Hit	Hi Hat Open < Shank				E 4	76	Crash 15 All Sound Off
Cymbal 6 Bell	Hi Hat Closed Shank	13	C#-1	D-1	14	Cymbal 4 Stop	Hi Hat Closed Crash	Crash 15 Muted Long	75	D# 4	D 4	74	Crash 15 Muted Short
				C-1	12		Hi Hat Closed Tip	Crash 15 Crash	73	C# 4	C 4	72	Crash 18 Muted Long
Cymbal 5 Hit		10	A#-2	B-2	11	Cymbal 5 Bell					B 3	71	Crash 18 Muted Short
Cymbal 4 Hit		8	G#-2	A-2	9	Cymbal 4 Bell		Crash 18 Bell Tip	70	A# 3	A 3	69	Crash 18 Shank
Cymbal 6 Hit		6	F#-2	G-2	7	Tom 6 Alt.		Crash 18 Tip	68	G# 3	G 3	67	Ride Bell Tip
				F-2	5	Tom 5 Alt.		Ride Shank	66	F# 3	F 3	65	Ride Tip In
Tom 4 Alt.		3	D#-2	E-2	4	Tom 5 Hit					E 3	64	Crash 17 Muted Long
Percussion Alt.		1	C#-2	D-2	2	Tom 4 Hit		Crash 17 Muted Short	63	D# 3	D 3	62	Crash 17 Bell Tip
				C-2	0	Percussion	Tom 12 Rim Only	Crash 17 Shank	61	C# 3	C 3	60	Crash 17 Tip

BFD ALT MAPPING

	Cymbal 2 Stop Ride All Sound Off	58	A# 2	B 2	59	Cymbal 6/3 Stop Crash 18 All Sound Off			118	A# 7	B 7	119		
	Cymbal 2 Bell Ride Bell Shank	56	G# 2	A 2	57	Cymbal 1 Stop Crash 17 All Sound Off			116	G# 7	A 7	117		
	Cymbal 1 Bell Crash 17 Bell Shank	54	F# 2	G 2	55	Cymbal 2 Hit Ride Tip Out			114	F# 7	G 7	115		
				F 2	53	Cymbal 3 Bell Crash 18 Bell Shank					F 7	113		
	Cymbal 3 Hit Crash 18 Crash	51	D# 2	E 2	52	Hi Hat 1/2 Open Shank HH Cl. Crash Med. Loose			111	D# 7	E 7	112		
	Cymbal 1 Hit Crash 17 Crash	49	C# 2	D 2	50	Hi Hat 1/2 Open Tip HH Cl. Shank Med. Loose			109	C# 7	D 7	110		
				C 2	48	Hi Hat Closed Shank HH Cl. Crash Very Tight					C 7	108		
	Hi Hat Open Tip Hi Hat Open = Crash	46	A# 1	B 1	47	Hi Tom Tom 10 Tip		Splash Mallet	106	A# 6	B 6	107	Splash Mallet	
	Hi Hat Foot Hi Hat Foot >	44	G# 1	A 1	45	Mid Tom Tom 12 Tip		China Mallet	104	G# 6	A 6	105	China Mallet	
	Hi Hat Closed Tip HH Cl. Shank Very Tight	42	F# 1	G 1	43	Lo Tom Tom 14 Tip		Ride Mallet	102	F# 6	G 6	103	Ride Mallet	
				F 1	41	Snare Drum Flam SD RimShot Halfway Out					F 6	101	Crash 15 Mallet	
	Snare Drum Drag SD Tip Halfway Out	39	D# 1	E 1	40	Snare Drum Rim Shot SD RimShot Center		Crash 18 Mallet	99	D# 6	E 6	100	Crash 15 Mallet	
	Sidestick Sidestick	37	C# 1	D 1	38	Snare Drum Tip Snare Drum Tip Center		Crash 17 Mallet	97	C# 6	D 6	98	Crash 18 Mallet	
				C 1	36	Kick Drum Kick Drum					C 6	96	Crash 17 Mallet	
				B 0	35	Kick Drum (no Snare)		Tom 8 RimShot	94	A# 5	B 5	95	Tom 8 Rim Only	
	Hi Hat Open < Crash	34	A# 0	A 0	33	Hi Hat 3/4 Open Tip HH Closed Shank Loose		Tom 10 RimShot	92	G# 5	A 5	93	Tom 10 Rim Only	
	Hi Hat 3/4 Open Shank HH Closed Crash Loose	32	G# 0	G 0	31	Hi Hat 1/4 Open Tip HH Cl. Shank Med. Tight		Tom 12 RimShot	90	F# 5	G 5	91	Tom 12 Rim Only	
	Hi Hat 1/4 Open Shank HH Cl. Crash Med. Tight	30	F# 0	F 0	29	Snare Drum 2 Flam Snare Drum Rim Only					F 5	89	Tom 14 Rim Only	
				E 0	28	Snare Drum 2 RimShot Snare Drum RimShot Out		All Cymbals Off	87	D# 5	E 5	88	Tom 14 RimShot	
	Snare Drum 2 Drag	27	D# 0	D 0	26	Snare Drum 2 Hit Tip Snare Drum Tip Out		Splash Muted Long	85	C# 5	D 5	86	Splash All Sound Off	
	Snare Drum 2 Sidestick Sticks Click	25	C# 0	C 0	24	Kick Drum 2 (no Snare) Tom 8 Tip					C 5	84	Splash Muted Short	
				B-1	23	Hi Hat All Sound Off		Splash Crash	82	A# 4	B 4	83	Splash Choked	
	Hi Hat Foot ><	22	A#-1	A-1	21	Hi Hat Foot >		China Muted Long	80	G# 4	A 4	81	China All Sound Off	
	Hi Hat Open = Crash	20	G#-1	G-1	19	Hi Hat Open = Shank		China Crash	78	F# 4	G 4	79	China Muted Short	
	Hi Hat Open = Tip	18	F#-1	F-1	17	Hi Hat Open < Crash					F 4	77	China Tip	
	Cymbal 5 Stop Hi Hat Open < Tip	15	D#-1	E-1	16	Cymbal 6 Hit Hi Hat Open < Shank		Crash 15 Muted Long	75	D# 4	E 4	76	Crash 15 All Sound Off	
	Cymbal 6 Bell Hi Hat Closed Shank	13	C#-1	D-1	14	Cymbal 4 Stop Hi Hat Closed Crash		Crash 15 Crash	73	C# 4	D 4	74	Crash 15 Muted Short	
				C-1	12	Hi Hat Closed Tip					C 4	72	Crash 18 Muted Long	
	Cymbal 5 Hit	10	A#-2	B-2	11	Cymbal 5 Bell		Crash 18 Bell Tip	70	A# 3	B 3	71	Crash 18 Muted Short	
	Cymbal 4 Hit	8	G#-2	A-2	9	Cymbal 4 Bell		Crash 18 Tip	68	G# 3	A 3	69	Crash 18 Shank	
	Cymbal 6 Hit	6	F#-2	G-2	7	Tom 6 Alt.		Ride Shank	66	F# 3	G 3	67	Ride Bell Tip	
				F-2	5	Tom 5 Alt.					F 3	65	Ride Tip In	
	Tom 4 Alt.	3	D#-2	E-2	4	Tom 5 Hit		Crash 17 Muted Short	63	D# 3	E 3	64	Crash 17 Muted Long	
	Percussion Alt.	1	C#-2	D-2	2	Tom 4 Hit		Crash 17 Shank	61	C# 3	D 3	62	Crash 17 Bell Tip	
				C-2	0	Percussion Tom 12 Rim Only					C 3	60	Crash 17 Tip	

BFD / ALT MAPPING

(grey words = original BFD sound, black words = mapped MIXOSAURUS sound)

Hi Hat:
When Keys F#0 to E2 are used, Foot Pressure is controlled by the BFD Key Mapping (MIXOSAURUS' *FootMod* control on the Dynamics page has no effect).
When Keys C -1 to B -1 are used, Foot Pressure is controlled by the MIXOSAURUS default (and the Dynamics' *FootMod* control is active):
CC #1 (ModWheel), 0 = too tight ... 127 = very loose
CC #4 (FootCtrl), 0 = very loose ... 127 = too tight
CC #64 (Sustain Pedal), 0–63 = medium, 64–127 = too tight

The Hi Hat is the only instrument with a *BFD Alt* Translation.

The differences: The standard version uses MIXOSAURUS' Tip and Shank articulations for BFD's Tip and Shank sounds, whereas the *Alt* version uses MIXOSAURUS' Shank and Crash articulations respectively. Thus, the standard Translation would be your first choice for finer or softer tracks, while the *Alt* version will suit heavy stuff better.

Cymbal Stops:
BFD's *Cymbal Stop* keys will trigger MIXOSAURUS' *All Sound Off* function of each cymbal. You might want to replace the track's muted cymbal notes with MIXOSAURUS' real *Muted Short* or *Muted Long* articulations.

DFH MAPPING

										G 8	127	
								126	F# 8	F 8	125	
										E 8	124	
								123	D# 8	D 8	122	
								121	C# 8	C 8	120	
										B 7	119	Ride Mallet
								Ride Mallet	118 A# 7	A 7	117	Ride 6 FX Splash Mallet
								Ride 6 Crescendo Splash Mallet	116 G# 7	G 7	115	Ride 6 Punch China Mallet
								Ride 6 Bell China Mallet	114 F# 7	F 7	113	Ride 6 Ride Crash 15 Mallet
										E 7	112	Ride 5 FX Crash 15 Mallet
								Ride 5 Crescendo Crash 18 Mallet	111 D# 7	D 7	110	Ride 5 Punch Crash 18 Mallet
								Ride 5 Bell Crash 17 Mallet	109 C# 7	C 7	108	Ride 5 Ride Crash 17 Mallet
										B 6	107	All Cymbals Off
								All Cymbals Off	106 A# 6	A 6	105	Ride 4 FX All Cymbals Off
								Ride 4 Crescendo Splash All Sound Off	104 G# 6	G 6	103	Ride 4 Punch Splash Muted Long
								Ride 4 Bell Splash Muted Short	102 F# 6	F 6	101	Ride 4 Ride Splash Choked
										E 6	100	Ride 3 FX China All Sound Off
								Ride 3 Crescendo China Muted Long	99 D# 6	D 6	98	Ride 3 Punch China Muted Short
								Ride 3 Bell China Tip	97 C# 6	C 6	96	Ride 3 Ride Crash 15 Muted Long
										B 5	95	Crash 15 Muted Short
								Crash 18 Muted Long	94 A# 5	A 5	93	Ride 2 FX Crash 18 Muted Short
								Ride 2 Crescendo Crash 18 Bell Tip	92 G# 5	G 5	91	Ride 2 Punch Crash 18 Shank
								Ride 2 Bell Crash 18 Bell Shank	90 F# 5	F 5	89	Ride 2 Ride Crash 18 Tip
										E 5	88	Ride 1 FX Ride Bell Tip
								Ride 1 Crescendo Ride Tip Out	87 D# 5	D 5	86	Ride 1 Punch Ride Shank
								Ride 1 Bell Ride Bell Shank	85 C# 5	C 5	84	Ride 1 Ride Ride Tip In
										B 4	83	Ride All Sound Off
								Cymbal 6 Mute Crash 17 Muted Long	82 A# 4	A 4	81	Cymbal 6 Crash Crash 17 Muted Short
								Cymbal 5 Mute Crash 17 Bell Shank	80 G# 4	G 4	79	Cymbal 5 Crash Crash 17 Bell Tip
								Cymbal 4 Mute Crash 17 Shank	78 F# 4	F 4	77	Cymbal 4 Crash Crash 17 Tip
										E 4	76	Spock Crash China Crash
								Cymbal 3 Mute Crash 15 All Sound Off	75 D# 4	D 4	74	Cymbal 3 Crash Crash 15 Crash
								Cymbal 2 Mute Crash 18 All Sound Off	73 C# 4	C 4	72	Cymbal 2 Crash Crash 18 Crash
				B 3	71	Splash Crash Splash Crash						
				A 3	69	Cymbal 1 Crash Crash 17 Crash						
				G 3	67	Hi Hat Open 3 Hi Hat Open = Crash						
				F 3	65	Hi Hat Open 1 HH Cl. Crash Med. Tight						
				E 3	64	Hi Hat Seq Hard HH Closed Crash Tight						
				D 3	62	Hi Hat Closed HH Closed Shank Tight						
				C 3	60	Hi Hat Seq Soft HH Closed Tip Very Tight						
				B 2	59	Hi Hat Closed Tip Tight						
				A 2	57	HH Cl. Tip Med. Loose						
				G 2	55	HH Cl. Shank Med. Tight						
				F 2	53	Tom 14 Rim Only						
				E 2	52	Tom 12 Rim Only						
				D 2	50	Tom 8 Rim Only						
				C 2	48	Special Tom 12 RimShot						
				B 1	47	Floortom 2 Right Tom 10 RimShot						
				A 1	45	Floortom 1 Right Tom 14 Tip						
				G 1	43	Racktom 3 Right Tom 12 Tip						
				F 1	41	Sticks						
				E 1	40	Racktom 2 Right Tom 10 Tip						
				D 1	38	Racktom 1 Right Tom 8 Tip						
				C 1	36	Kick Drum Right Kick Drum						
				B 0	35	Kick Drum Left Kick Drum						
				A 0	33	Sidestick Right Sidestick						
				G 0	31	Sidestick Left Sidestick						
				F 0	29	SD Flam SD RimShot Center						
				E 0	28	SD Right SD Tip Center						
				D 0	26	SD Brushed (Brushes) SD RimShot Halfway Out						
				C 0	24	SD Left SD Tip Center						
				B-1	23	SD Rough SD Tip Halfway Out						
				A-1	21	Hi Hat Foot >						
				G-1	19	Hi Hat Open = Shank						
				F-1	17	Hi Hat Open < Crash						
				E-1	16	Hi Hat Open < Shank						
				D-1	14	Hi Hat Closed Crash						
				C-1	12	Hi Hat Closed Tip						
				B-2	11	Hi Hat All Sound Off						

DFH MAPPING

(grey words = original DFH sound, black words = mapped MIXOSAURUS sound)

Hi Hat:
When Keys F#2 to G#3 are used, Foot Pressure is controlled by the DFH Key Mapping (MIXOSAURUS' *FootMod* control on the Dynamics page has no effect).
When Keys B -2 to A# -1 are used, Foot Pressure is controlled by the MIXOSAURUS default (and the Dynamics' *FootMod* control is active):
CC #1 (ModWheel), 0 = too tight ... 127 = very loose
CC #4 (FootCtrl), 0 = very loose ... 127 = too tight
CC #64 (Sustain Pedal), 0–63 = medium, 64–127 = too tight

Ride Bell Shank 70 A# 3
Ride Shank 68 G# 3
Ride Tip Out 66 F# 3
Hi Hat Tight Tip HH Cl. Shank Very Tight 63 D# 3
Hi Hat Closed Tip HH Closed Shank Tight 61 C# 3
Crash B Muted Crash 17 Muted Long 58 A# 2
Cowbell Crash 17 Bell Shank 56 G# 2
Crash A Muted Crash 18 Muted Long 54 F# 2
Ride Tip Ride Tip Out 51 D# 2
Crash A Crash 18 Crash 49 C# 2
Hi Hat Open HH Cl. Crash Med.Loose 46 A# 1
Hi Hat Pedal Hi Hat Foot > 44 G# 1
Hi Hat Closed Tip HH Closed Shank Tight 42 F# 1
Snare Drum Tip Snare Drum Tip Center 39 D# 1
Sidestick Sidestick 37 C# 1
Kick Drum Kick Drum 34 A# 0
Crash B Crash 17 Mallet 32 G# 0
Crash B Crash 17 Mallet 30 F# 0
Crash A Crash 18 Mallet 27 D# 0
Hi Hat Open 2 Edge HH Cl. Crash Med.Loose 25 C# 0
Hi Hat Closed Edge HH Closed Crash Tight 22 A#-1
Sticks 20 G#-1
Snare Drum Rim Only 18 F#-1
Snare Drum RimShot Out 15 D#-1
Snare Drum Tip Half Out 13 C#-1
B 3 71 Ride All Sound Off
A 3 69 Ride Bell Tip
G 3 67 Ride Tip In
F 3 65 Hi Hat Tight Seq Soft HH Closed Tip Very Tight
E 3 64 Hi Hat Closed Seq Hard HH Closed Crash Tight
D 3 62 Hi Hat Tight HH Cl. Crash Very Tight
C 3 60 Hi Hat Open Max HH Cl. Crash Very Loose
B 2 59 Ride Edge Ride Shank
A 2 57 Crash B Crash 17 Crash
G 2 55 Crash A Crash 18 Crash
F 2 53 Ride Bell Ride Bell Shank
E 2 52 Crash B Crash 17 Crash
D 2 50 Tom 1 Tip Tom 8 Tip
C 2 48 Tom 1 Tip Tom 10 Tip
B 1 47 Tom 2 Tip Tom 12 Tip
A 1 45 Tom 2 Tip Tom 12 Tip
G 1 43 Floor Tom Tip Tom 14 Tip
F 1 41 Floor Tom Tip Tom 14 Tip
E 1 40 Snare Drum Rim Shot Snare Drum RS Center
D 1 38 Snare Drum Tip Snare Drum Tip Center
C 1 36 Kick Drum Kick Drum
B 0 35 Kick Drum Kick Drum
A 0 33 Snare Drum Left Tip Snare Drum Tip Center
G 0 31 Crash B Crash 17 Crash
F 0 29 Crash A Crash 18 Crash
E 0 28 Crash A Crash 18 Mallet
D 0 26 Hi Hat Open 3 Edge HH Closed Crash Loose
C 0 24 Hi Hat Open 1 Edge HH Cl. Crash Med. Tight
B-1 23 Hi Hat Foot Splash Hi Hat Foot ><
A-1 21 Hi Hat Pedal Chick Hi Hat Foot >
G-1 19 Sticks
F-1 17 Snare Drum RS Center
E-1 16 Snare Drum RS Half Out
D-1 14 Snare Drum Tip Center
C-1 12 Snare Drum Tip Out
Ride Mallet 126 F# 8
China Mallet 123 D# 8
Crash 15 Mallet 121 C# 8
All Cymbals Off 118 A# 7
Splash All Sound Off 116 G# 7
Splash Muted Short 114 F# 7
China All Sound Off 111 D# 7
China Muted Short 109 C# 7
Crash 17 All Sound Off 106 A# 6
Crash 17 Muted Short 104 G# 6
Crash 17 Bell Tip 102 F# 6
Crash 17 Tip 99 D# 6
Crash 15 Muted Long 97 C# 6
Crash 18 All Sound Off 94 A# 5
Crash 18 Muted Short 92 G# 5
Crash 18 Bell Tip 90 F# 5
Crash 18 Tip 87 D# 5
Tom 10 Rim Only 85 C# 5
Tom 1 Rim Shot Tom 8 Rim Shot 82 A# 4
Tom 2 Rim Shot Tom 10 Rim Shot 80 G# 4
Tom 2 Rim Shot Tom 12 Rim Shot 78 F# 4
Floor Tom Rim Shot Tom 14 Rim Shot 75 D# 4
Floor Tom Rim Shot Tom 14 Rim Shot 73 C# 4
G 8 127 Ride Mallet
F 8 125 Splash Mallet
E 8 124 Splash Mallet
D 8 122 China Mallet
C 8 120 Crash 15 Mallet
B 7 119 All Cymbals Off
A 7 117 All Cymbals Off
G 7 115 Splash Muted Long
F 7 113 Splash Choked
E 7 112 Splash Crash
D 7 110 China Muted Long
C 7 108 China Crash
B 6 107 China Tip
A 6 105 Crash 17 Muted Long
G 6 103 Crash 17 Bell Shank
F 6 101 Crash 17 Crash
E 6 100 Crash 17 Shank
D 6 98 Crash 15 All Sound Off
C 6 96 Crash 15 Muted Short
B 5 95 Crash 15 Crash
A 5 93 Crash 18 Muted Long
G 5 91 Crash 18 Bell Shank
F 5 89 Crash 18 Crash
E 5 88 Crash 18 Shank
D 5 86 Tom 8 Rim Only
C 5 84 Tom 12 Rim Only
B 4 83 Tom 14 Rim Only
A 4 81 Tom 1 Tip Tom 8 Tip
G 4 79 Tom 2 Tip Tom 10 Tip
F 4 77 Tom 2 Tip Tom 12 Tip
E 4 76 Cowbell Crash 17 Bell Shank
D 4 74 Floor Tom Tip Tom 14 Tip
C 4 72 Floor Tom Tip Tom 14 Tip

EZ DRUMMER MAPPING

(grey words = original EZ Drummer sound, black words = mapped MIXOSAURUS sound)

Note: The original MIXOSAURUS Hi Hat mapping is present on keys C -2 to B -2 (not displayed in the above graphic).

Hi Hat:
When Keys A -1 to F3 are used, Foot Pressure is controlled by the EZ Drummer Key Mapping (MIXOSAURUS' *FootMod* control on the Dynamics page has no effect).
When Keys C -2 to B -2 are used, Foot Pressure is controlled by the MIXOSAURUS default (and the Dynamics' *FootMod* control is active):
CC #1 (ModWheel), 0 = too tight ... 127 = very loose
CC #4 (FootCtrl), 0 = very loose ... 127 = too tight
CC #64 (Sustain Pedal), 0–63 = medium, 64–127 = too tight

GENERAL MIDI

	Maracas	70	A# 3	B 3	71	Short Whistle																	
				A 3	69	Cabasa																	
	Low Agogo Crash 18 Bell Tip	68	G# 3	G 3	67	High Agogo Crash 17 Bell Tip																	
	Low Timbale Tom 12 RimShot	66	F# 3	F 3	65	High Timbale Tom 8 RimShot																	
				E 3	64	Low Conga																	
	Open Hi Conga	63	D# 3																				
				D 3	62	Muted Hi Conga																	
	Low Bongo	61	C# 3	C 3	60	High Bongo																	
				B 2	59	Ride Cymbal 2 Ride Tip In																	
	Vibra Slap Crash 18 Bell Shank	58	A# 2																				
				A 2	57	Crash Cymbal 2 Crash 18 Crash																	
	Cowbell Crash 17 Bell Shank	56	G# 2	G 2	55	Splash Cymbal Splash Crash																	
	Tambourine China Tip	54	F# 2	F 2	53	Ride Bell Ride Bell Shank																	
				E 2	52	China Cymbal China Crash																	
	Ride Cymbal 1 Ride Tip Out	51	D# 2																				
				D 2	50	High Tom 1 Tom 8 Tip																	
	Crash Cymbal 1 Crash 17 Crash	49	C# 2	C 2	48	High Tom 2 Tom 10 Tip																	
				B 1	47	Mid Tom 1 Tom 10 RimShot																	
	Hi Hat Open Hi Hat Open < Tip	46	A# 1																				
				A 1	45	Mid Tom 2 Tom 12 Tip																	
	Hi Hat Foot Hi Hat Foot >	44	G# 1	G 1	43	Low Tom 1 Tom 14 Tip																	
	Hi Hat Closed Hi Hat Closed Tip	42	F# 1	F 1	41	Low Tom 2 Tom 14 RimShot																	
				E 1	40	Snare Drum 2 SD RimShot Center																	
	Handclap	39	D# 1																				
				D 1	38	Snare Drum 1 Snare Drum Tip Center																	
	Sidestick Sidestick	37	C# 1	C 1	36	Kick Drum 1 Kick Drum																	
				B 0	35	Kick Drum 2																	
	Sticks Click	34	A# 0																				
				A 0	33	Crash 15 All Sound Off																	
	Crash 15 Muted Long	32	G# 0	G 0	31	Crash 15 Muted Short																	
	Crash 15 Crash	30	F# 0	F 0	29	Crash 18 All Sound Off																	
				E 0	28	Crash 18 Muted Long																	
	Crash 18 Muted Short	27	D# 0																				
				D 0	26	Crash 18 Shank																	
	Crash 18 Tip	25	C# 0	C 0	24	Crash 17 All Sound Off																	
				B-1	23	Crash 17 Muted Long																	
	Crash 17 Muted Short	22	A#-1																				
				A-1	21	Crash 17 Shank																	
	Crash 17 Tip	20	G#-1	G-1	19	SD RimShot Halfway Out																	
	SD RlimShot Out	18	F#-1	F-1	17	SD Tip Halfway Out																	
				E-1	16	Snare Drum Tip Out																	
	Tom 8 Rim Only	15	D#-1																				
				D-1	14	Tom 10 Rim Only																	
	Tom 12 Rim Only	13	C#-1	C-1	12	Tom 14 Rim Only																	

		126	F# 8	G 8	127																		
				F 8	125																		
				E 8	124																		
		123	D# 8																				
				D 8	122																		
		121	C# 8	C 8	120																		
				B 7	119																		
		118	A# 7																				
				A 7	117																		
		116	G# 7	G 7	115																		
		114	F# 7	F 7	113																		
				E 7	112	All Cymbals Off																	
	All Cymbals Off	111	D# 7																				
				D 7	110	Splash Mallet																	
	Splash Mallet	109	C# 7	C 7	108	China Mallet																	
				B 6	107	China Mallet																	
	Ride Mallet	106	A# 6																				
				A 6	105	Ride Mallet																	
	Crash 15 Mallet	104	G# 6	G 6	103	Crash 15 Mallet																	
	Crash 18 Mallet	102	F# 6	F 6	101	Crash 18 Mallet																	
				E 6	100	Crash 17 Mallet																	
	Crash 17 Mallet	99	D# 6																				
				D 6	98	Ride All Sound Off																	
	Ride Bell Tip	97	C# 6	C 6	96	Ride Shank																	
				B 5	95	Splash All Sound Off																	
	Splash Muted Long	94	A# 5																				
				A 5	93	Splash Muted Short																	
	Splash Choked	92	G# 5	G 5	91	China All Sound Off																	
	China Muted Long	90	F# 5	F 5	89	China Muted Short																	
				E 5	88	Hi Hat All Sound Off																	
	Hi Hat Foot ><	87	D# 5																				
				D 5	86	Hi Hat Open = Crash																	
	Hi Hat Open = Shank	85	C# 5	C 5	84	Hi Hat Open = Tip																	
				B 4	83	Hi Hat Open < Crash																	
	Hi Hat Closed Crash	82	A# 4																				
				A 4	81	Open Triangle Hi Hat Open < Shank																	
	Muted Triangle Hi Hat Closed Shank	80	G# 4	G 4	79	Open Cuica																	
	Muted Cuica	78	F# 4	F 4	77	Low Wood Block																	
				E 4	76	High Woodblock																	
	Claves Snare Drum Rim Only	75	D# 4																				
				D 4	74	Long Guiro																	
	Short Guiro	73	C# 4	C 4	72	Long Whistle																	

GENERAL MIDI ALT

	Maracas	70	A# 3	B 3	71	Short Whistle					
				A 3	69	Cabasa					
	Low Agogo Crash 18 Bell Tip	68	G# 3	G 3	67	High Agogo Crash 17 Bell Tip					
	Low Timbale Tom 12 RimShot	66	F# 3	F 3	65	High Timbale Tom 8 RimShot					
	Open Hi Conga	63	D# 3	E 3	64	Low Conga					
	Low Bongo	61	C# 3	D 3	62	Muted Hi Conga					
				C 3	60	High Bongo					
	Vibra Slap Crash 18 Bell Shank	58	A# 2	B 2	59	Ride Cymbal 2 Ride Tip Out					
	Cowbell Crash 17 Bell Shank	56	G# 2	A 2	57	Crash Cymbal 2 Crash 18 Crash					
	Tambourine China Tip	54	F# 2	G 2	55	Splash Cymbal Splash Crash					
				F 2	53	Ride Bell Ride Bell Shank					
	Ride Cymbal 1 Ride Tip In	51	D# 2	E 2	52	China Cymbal China Crash					
	Crash Cymbal 1 Crash 17 Crash	49	C# 2	D 2	50	High Tom 1 Tom 8 Tip					
				C 2	48	High Tom 2 Tom 10 Tip					
	Hi Hat Open Hi Hat Open = Shank	46	A# 1	B 1	47	Mid Tom 1 Tom 10 RimShot					
	Hi Hat Foot Hi Hat Foot >	44	G# 1	A 1	45	Mid Tom 2 Tom 12 Tip					
	Hi Hat Closed Hi Hat Closed Shank	42	F# 1	G 1	43	Low Tom 1 Tom 14 Tip					
				F 1	41	Low Tom 2 Tom 14 RimShot					
	Handclap	39	D# 1	E 1	40	Snare Drum 2 SD RimShot Center					
	Sidestick Sidestick	37	C# 1	D 1	38	Snare Drum 1 Snare Drum Tip Center					
				C 1	36	Kick Drum 1 Kick Drum					
				B 0	35	Kick Drum 2					
	Sticks Click	34	A# 0	A 0	33	Crash 15 All Sound Off					
	Crash 15 Muted Long	32	G# 0	G 0	31	Crash 15 Muted Short					
	Crash 15 Crash	30	F# 0	F 0	29	Crash 18 All Sound Off					
	Crash 18 Muted Short	27	D# 0	E 0	28	Crash 18 Muted Long					
	Crash 18 Tip	25	C# 0	D 0	26	Crash 18 Shank					
				C 0	24	Crash 17 All Sound Off					
	Crash 17 Muted Short	22	A#-1	B-1	23	Crash 17 Muted Long					
	Crash 17 Tip	20	G#-1	A-1	21	Crash 17 Shank					
	SD RlimShot Out	18	F#-1	G-1	19	SD RimShot Halfway Out					
				F-1	17	SD Tip Halfway Out					
	Tom 8 Rim Only	15	D#-1	E-1	16	Snare Drum Tip Out					
	Tom 12 Rim Only	13	C#-1	D-1	14	Tom 10 Rim Only					
				C-1	12	Tom 14 Rim Only					

		126	F# 8	G 8	127						
				F 8	125						
		123	D# 8	E 8	124						
		121	C# 8	D 8	122						
				C 8	120						
		118	A# 7	B 7	119						
		116	G# 7	A 7	117						
		114	F# 7	G 7	115						
				F 7	113						
	All Cymbals Off	111	D# 7	E 7	112	All Cymbals Off					
	Splash Mallet	109	C# 7	D 7	110	Splash Mallet					
				C 7	108	China Mallet					
	Ride Mallet	106	A# 6	B 6	107	China Mallet					
	Crash 15 Mallet	104	G# 6	A 6	105	Ride Mallet					
	Crash 18 Mallet	102	F# 6	G 6	103	Crash 15 Mallet					
				F 6	101	Crash 18 Mallet					
	Crash 17 Mallet	99	D# 6	E 6	100	Crash 17 Mallet					
	Ride Bell Tip	97	C# 6	D 6	98	Ride All Sound Off					
				C 6	96	Ride Shank					
	Splash Muted Long	94	A# 5	B 5	95	Splash All Sound Off					
	Splash Choked	92	G# 5	A 5	93	Splash Muted Short					
	China Muted Long	90	F# 5	G 5	91	China All Sound Off					
				F 5	89	China Muted Short					
	Hi Hat Foot ><	87	D# 5	E 5	88	Hi Hat All Sound Off					
	Hi Hat Open < Tip	85	C# 5	D 5	86	Hi Hat Open = Crash					
				C 5	84	Hi Hat Open = Tip					
	Hi Hat Closed Crash	82	A# 4	B 4	83	Hi Hat Open < Crash					
	Muted Triangle Hi Hat Closed Tip	80	G# 4	A 4	81	Open Triangle Hi Hat Open < Shank					
	Muted Cuica	78	F# 4	G 4	79	Open Cuica					
				F 4	77	Low Wood Block					
	Claves Snare Drum Rim Only	75	D# 4	E 4	76	High Woodblock					
	Short Guiro	73	C# 4	D 4	74	Long Guiro					
				C 4	72	Long Whistle					

GENERAL MIDI / ALT

(grey words = original General MIDI sound, black words = mapped MIXOSAURUS sound)

Foot Pressure for the closed Hi Hat articulations is controlled by the MIXOSAURUS default:
CC #1 (ModWheel), 0 = too tight ... 127 = very loose
CC #4 (FootCtrl), 0 = very loose ... 127 = too tight
CC #64 (Sustain Pedal), 0–63 = medium, 64–127 = too tight

Hi Hat and Ride Cymbals are the only instruments with *General MIDI Alt* Translations.

The differences: The standard version uses MIXOSAURUS' *Closed Tip* articulation for the closed Hi Hat key (F#1) and *Open < Tip* for the open Hi Hat key (A#1), whereas the *Alt* version uses MIXOSAURUS' *Closed Shank* and *Open = Shank* articulations respectively. Thus, the standard Translation would be your first choice for finer or softer tracks and for those where open Hi Hats are played occasionally, while the *Alt* version will suit heavy stuff better and should definitely be used for tracks where the basic Hi Hat pattern plays open hits all the time.

The standard version uses MIXOSAURUS' *Tip Out* articulation for the Ride Cymbal 1 key (D#2) and *Tip In* for the Ride Cymbal 2 key (B2), whereas the *Alt* version has these two articulations swapped.

		58	A# 2	B 2	59									B 7	119	Splash Mallet			
		56	G# 2	A 2	57	Crash Right Bow Crash 17 Tip								A 7	117	China Mallet			
		54	F# 2	G 2	55	Crash Left Edge Crash 18 Crash								G 7	115				
				F 2	53	Ride Edge Ride Bell Shank								F 7	113	Ride Mallet			
Ride Bow Ride Tip Out		51	D# 2	E 2	52	Crash Right Edge Crash 17 Crash								E 7	112	Ride Mallet			
Crash Left Bow Crash 18 Tip		49	C# 2	D 2	50	Ride Tip In								D 7	110	Crash 17 Mallet			
				C 2	48	Tom 1 Tom 10 Tip								C 7	108	Crash 15 Mallet			
HH Open Bow HH Open < Tip		46	A# 1	B 1	47	Tom 8 Tip								B 6	107	Crash 18 Mallet			
HH Foot > HH Foot >		44	G# 1	A 1	45	Tom 2 Tom 12 Tip								A 6	105	Splash All Sound Off			
HH Closed Bow HH Closed Tip		42	F# 1	G 1	43									G 6	103	Splash muted short			
				F 1	41	Tom 3 Tom 14 Tip								F 6	101	Splash Crash			
SD RimShot Halfway Out		39	D# 1	E 1	40	SD Rim Shot SD RimShot Center								E 6	100	China All Sound Off			
				D 1	38	SD Tip SD Tip Center								D 6	98	China muted short			
SD Tip Halfway Out		37	C# 1	C 1	36	Kick Drum Kick Drum								C 6	96	China Tip			
				B 0	35	Sidestick								B 5	95				
Sticks Click		34	A# 0	A 0	33	Tom 8 Rim Only								A 5	93				
		32	G# 0	G 0	31	Tom 8 RimShot								G 5	91				
Tom 8 Tip		30	F# 0	F 0	29	Tom 10 Rim Only								F 5	89	Ride All Sound Off			
				E 0	28	Tom 10 RimShot								E 5	88	Ride Bell Shank			
Tom 10 Tip		27	D# 0	D 0	26	HH Open Edge HH Open = Crash								D 5	86	Ride Shank			
Tom 12 Rim Only		25	C# 0	C 0	24	Tom 12 RimShot								C 5	84	Ride Tip Out			
				B-1	23	Tom 12 Tip								B 4	83				
HH Closed Edge HH Closed Crash		22	A#-1	A-1	21	Tom 14 Rim Only								A 4	81	All Cymbals Off			
Tom 14 RimShot		20	G#-1	G-1	19	Tom 14 Tip								G 4	79	Crash 17 All Sound Off			
SD Rim Only		18	F#-1	F-1	17	SD RimShot Center								F 4	77	Crash 17 muted short			
				E-1	16	SD RimShot Halfway Out								E 4	76	Crash 17 Bell Shank			
SD RimShot Out		15	D#-1	D-1	14	SD Tip Center								D 4	74	Crash 17 Crash			
SD Tip Halfway Out		13	C#-1	C-1	12	SD Tip Out								C 4	72	Crash 17 Tip			
				B-2	11	HH All Sound Off								B 3	71	Crash 15 All Sound Off			
HH Foot ><		10	A#-2	A-2	9	HH Foot >								A 3	69	Crash 15 muted short			
HH Open = Crash		8	G#-2	G-2	7	HH Open = Shank								G 3	67	Crash 18 All Sound Off			
HH Open = Tip		6	F#-2	F-2	5	HH Open < Crash								F 3	65	Crash 18 muted short			
				E-2	4	HH Open < Shank								E 3	64	Crash 18 Bell Shank			
HH Open < Tip		3	D#-2	D-2	2	HH Closed Crash								D 3	62	Crash 18 Crash			
HH Closed Shank		1	C#-2	C-2	0	HH Closed Tip								C 3	60	Crash 18 Tip			

Splash Mallet		118	A# 7																
China Mallet		116	G# 7																
		114	F# 7																
Crash 17 Mallet		111	D# 7																
Crash 15 Mallet		109	C# 7																
Crash 18 Mallet		106	A# 6																
Splash muted long		104	G# 6																
Splash Choked		102	F# 6																
China muted long		99	D# 6																
China Crash		97	C# 6																
		94	A# 5																
		92	G# 5																
		90	F# 5																
Ride Bell Tip		87	D# 5																
Ride Tip In		85	C# 5																
All Cymbals Off		82	A# 4																
		80	G# 4																
Crash 17 muted long		78	F# 4																
Crash 17 Bell Tip		75	D# 4																
Crash 17 Shank		73	C# 4																
Crash 15 muted long		70	A# 3																
Crash 15 Crash		68	G# 3																
Crash 18 muted long		66	F# 3																
Crash 18 Bell Tip		63	D# 3																
Crash 18 Shank		61	C# 3																

58 A# 2
56 G# 2
54 F# 2
Ride Bow
Ride Tip In
51 D# 2
Crash Left Bow
Crash 18 Crash
49 C# 2
HH Open Bow
HH Open < Tip
46 A# 1
HH Foot >
HH Foot >
44 G# 1
HH Closed Bow
HH Closed Tip
42 F# 1
SD RimShot Halfway Out
39 D# 1
SD Tip Halfway Out
37 C# 1
Sticks Click
34 A# 0
32 G# 0
Tom 8 Tip
30 F# 0
Tom 10 Tip
27 D# 0
Tom 12 Rim Only
25 C# 0
HH Closed Edge
HH Closed Crash
22 A#-1
Tom 14 RimShot
20 G#-1
SD Rim Only
18 F#-1
SD RimShot Out
15 D#-1
SD Tip Halfway Out
13 C#-1
HH Foot ><
10 A#-2
HH Open = Crash
8 G#-2
HH Open = Tip
6 F#-2
HH Open < Tip
3 D#-2
HH Closed Shank
1 C#-2
B 2 59
A 2 57
Crash Right Bow
Crash 17 Crash
G 2 55
Crash Left Edge
Crash 18 Tip
F 2 53
Ride Edge
Ride Bell Tip
E 2 52
Crash Right Edge
Crash 17 Tip
D 2 50
Ride Tip Out
C 2 48
Tom 1
Tom 8 Tip
B 1 47
A 1 45
Tom 2
Tom 10 Tip
G 1 43
Tom 14 Tip
F 1 41
Tom 3
Tom 12 Tip
E 1 40
SD Rim Shot
Sidestick
D 1 38
SD Tip
SD Tip Center
C 1 36
Kick Drum
Kick Drum
B 0 35
SD RimShot Center
A 0 33
Tom 8 Rim Only
G 0 31
Tom 8 RimShot
F 0 29
Tom 10 Rim Only
E 0 28
Tom 10 RimShot
D 0 26
HH Open Edge
HH Open = Crash
C 0 24
Tom 12 RimShot
B-1 23
Tom 12 Tip
A-1 21
Tom 14 Rim Only
G-1 19
Tom 14 Tip
F-1 17
SD RimShot Center
E-1 16
SD RimShot Halfway Out
D-1 14
SD Tip Center
C-1 12
SD Tip Out
B-2 11
HH All Sound Off
A-2 9
HH Foot >
G-2 7
HH Open = Shank
F-2 5
HH Open < Crash
E-2 4
HH Open < Shank
D-2 2
HH Closed Crash
C-2 0
HH Closed Tip
Splash Mallet
118 A# 7
China Mallet
116 G# 7
114 F# 7
Crash 17 Mallet
111 D# 7
Crash 15 Mallet
109 C# 7
Crash 18 Mallet
106 A# 6
Splash muted long
104 G# 6
Splash Choked
102 F# 6
China muted long
99 D# 6
China Crash
97 C# 6
94 A# 5
92 G# 5
90 F# 5
Ride Bell Tip
87 D# 5
Ride Tip In
85 C# 5
All Cymbals Off
82 A# 4
80 G# 4
Crash 17 muted long
78 F# 4
Crash 17 Bell Tip
75 D# 4
Crash 17 Shank
73 C# 4
Crash 15 muted long
70 A# 3
Crash 15 Crash
68 G# 3
Crash 18 muted long
66 F# 3
Crash 18 Bell Tip
63 D# 3
Crash 18 Shank
61 C# 3
B 7 119
Splash Mallet
A 7 117
China Mallet
G 7 115
F 7 113
Ride Mallet
E 7 112
Ride Mallet
D 7 110
Crash 17 Mallet
C 7 108
Crash 15 Mallet
B 6 107
Crash 18 Mallet
A 6 105
Splash All Sound Off
G 6 103
Splash muted short
F 6 101
Splash Crash
E 6 100
China All Sound Off
D 6 98
China muted short
C 6 96
China Tip
B 5 95
A 5 93
G 5 91
F 5 89
Ride All Sound Off
E 5 88
Ride Bell Shank
D 5 86
Ride Shank
C 5 84
Ride Tip Out
B 4 83
A 4 81
All Cymbals Off
G 4 79
Crash 17 All Sound Off
F 4 77
Crash 17 muted short
E 4 76
Crash 17 Bell Shank
D 4 74
Crash 17 Crash
C 4 72
Crash 17 Tip
B 3 71
Crash 15 All Sound Off
A 3 69
Crash 15 muted short
G 3 67
Crash 18 All Sound Off
F 3 65
Crash 18 muted short
E 3 64
Crash 18 Bell Shank
D 3 62
Crash 18 Crash
C 3 60
Crash 18 Tip

ROLAND TD-3 / ALT

(grey words = original Roland TD-3 sound, black words = mapped MIXOSAURUS sound)

Hi Hat Foot Pressure is controlled by the MIXOSAURUS default (be sure to read Chapter 3.2.3!):
CC #1 (ModWheel), 0 = too tight ... 127 = very loose
CC #4 (FootCtrl), 0 = open = ... 127 = too tight
CC #64 (Sustain Pedal), 0–63 = medium, 64–127 = too tight

***TD-3 Alt* Translations are available for Crash 17", Crash 18" and Ride Cymbals, and for Sidesticks, Snare Drums and Toms:**

17" and 18" Crash Cymbals have their *Tip* vs. *Crash* articulations swapped, and the Ride Cymbals have their *Tip In* vs. *Tip Out* articulations swapped as well as the *Bell Tip* vs. *Bell Shank* articulations. This is useful for e-drummers who don't have multi-zone cymbal pads, or simply as a quick sound alternative to try.

Snare Drums and Sidesticks have the key assignments for *Sidestick* vs. *Snare RimShot* swapped. This way, you can choose to use *Tip+Sidestick* or *Tip+RimShot* with a standard 2-trigger pad – with full dynamic resolution of each articulation. I decided to not support Roland's Sidestick/RimShot differentiation on the rim trigger but to rather have full dynamics for one of them instead. Putting two different sounds on one trigger (selected by velocity) means that you'd either need to avoid much of the dynamic range around to threshold value to safely trigger the right sound – or you'd just play and be surprised what happens :-0 – both options inacceptable.

Toms: In the standard Translation, 10", 12" and 14" Toms are mapped to the TD-3's Tom keys (C2, A1, F1), whereas the *Alt* Translation will have 8", 10" and 12" Toms there.

58 A# 2
56 G# 2
54 F# 2
Ride Bow (CC#17 0=in)
Ride Tip In/Out (CC#17)
51 D# 2
Crash Left Bow
Crash 18 Tip
49 C# 2
HH Bow (CC#4 0=open)
HH Tip Cl./Op. (CC#4)
46 A# 1
HH Foot > / ><
HH Foot >
44 G# 1
HH Tight Bow (CC#4=127)
HH Tip Closed (CC#4)
42 F# 1
SD RimShot Halfway Out
39 D# 1
SD RimsShot Out
37 C# 1
Sticks Click
34 A# 0
Ride Bell
Ride Bell Shank
32 G# 0
Tom 8 Tip
30 F# 0
Tom 10 Tip
27 D# 0
Tom 12 Rim Only
25 C# 0
HH Tight Edge (CC#4=127)
HH Crash Cl. Too Tight
22 A#-1
Tom 14 RimShot
20 G#-1
SD Rim Only
18 F#-1
SD RimShot Out
15 D#-1
SD Tip Halfway Out
13 C#-1
HH Foot ><
10 A#-2
HH Open = Crash
8 G#-2
HH Open = Tip
6 F#-2
HH Open < Tip
3 D#-2
HH Closed Shank
1 C#-2
B 2 59
A 2 57 Crash Right Bow Crash 17 Tip
G 2 55 Crash Left Edge Crash 18 Crash
F 2 53 Ride Edge Ride Shank
E 2 52 Crash Right Edge Crash 17 Crash
D 2 50
C 2 48 Tom 1 (CC#16 0=center) Tom 8 Tip/RS (CC#16)
B 1 47
A 1 45 Tom 2 (CC#16 0=center) Tom 10 Tip/RS (CC#16)
G 1 43 Tom 3 (CC#16 0=center) Tom 12 Tip/RS (CC#16)
F 1 41 Tom 4 (CC#16 0=center) Tom 14 Tip/RS (CC#16)
E 1 40 SD Rim Shot SD RimShot center
D 1 38 SD Tip (CC#16 0=center) SD Tip c/hwo/o (CC#16)
C 1 36 Kick Drum Kick Drum
B 0 35 Sidestick
A 0 33 Tom 8 Rim Only
G 0 31 Tom 8 RimShot
F 0 29 Tom 10 Rim Only
E 0 28 Tom 10 RimShot
D 0 26 HH Edge (CC#4 0=open) HH Crash Cl./Op. (CC#4)
C 0 24 Tom 12 RimShot
B-1 23 Tom 12 Tip
A-1 21 Tom 14 Rim Only
G-1 19 Tom 14 Tip
F-1 17 SD RimShot Center
E-1 16 SD RimShot Halfway Out
D-1 14 SD Tip Center
C-1 12 SD Tip Out
B-2 11 HH All Sound Off
A-2 9 HH Foot >
G-2 7 HH Open = Shank
F-2 5 HH Open < Crash
E-2 4 HH Open < Shank
D-2 2 HH Closed Crash
C-2 0 HH Closed Tip
Splash Mallet 118 A# 7
China Mallet 116 G# 7
114 F# 7
Crash 17 Mallet 111 D# 7
Crash 15 Mallet 109 C# 7
Crash 18 Mallet 106 A# 6
Splash muted long 104 G# 6
Splash Choked 102 F# 6
China muted long 99 D# 6
China Crash 97 C# 6
94 A# 5
92 G# 5
90 F# 5
Ride Bell Tip 87 D# 5
Ride Tip Out 85 C# 5
All Cymbals Off 82 A# 4
80 G# 4
Crash 17 muted long 78 F# 4
Crash 17 Bell Tip 75 D# 4
Crash 17 Shank 73 C# 4
Crash 15 muted long 70 A# 3
Crash 15 Crash 68 G# 3
Crash 18 muted long 66 F# 3
Crash 18 Bell Tip 63 D# 3
Crash 18 Shank 61 C# 3
B 7 119 Splash Mallet
A 7 117 China Mallet
G 7 115
F 7 113 Ride Mallet
E 7 112 Ride Mallet
D 7 110 Crash 17 Mallet
C 7 108 Crash 15 Mallet
B 6 107 Crash 18 Mallet
A 6 105 Splash All Sound Off
G 6 103 Splash muted short
F 6 101 Splash Crash
E 6 100 China All Sound Off
D 6 98 China muted short
C 6 96 China Tip
B 5 95
A 5 93
G 5 91
F 5 89 Ride All Sound Off
E 5 88 Ride Bell Shank
D 5 86 Ride Shank
C 5 84 Ride Tip In
B 4 83
A 4 81 All Cymbals Off
G 4 79 Crash 17 All Sound Off
F 4 77 Crash 17 muted short
E 4 76 Crash 17 Bell Shank
D 4 74 Crash 17 Crash
C 4 72 Crash 17 Tip
B 3 71 Crash 15 All Sound Off
A 3 69 Crash 15 muted short
G 3 67 Crash 18 All Sound Off
F 3 65 Crash 18 muted short
E 3 64 Crash 18 Bell Shank
D 3 62 Crash 18 Crash
C 3 60 Crash 18 Tip

58 A# 2
56 G# 2
54 F# 2
Ride Bow (CC#17 0=in)
Ride Tip In/Out (CC#17)
51 D# 2
Crash Left Bow
Crash 18 Crash
49 C# 2
HH Bow (CC#4 0=open)
HH Tip Cl./Op. (CC#4)
46 A# 1
HH Foot > / ><
HH Foot >
44 G# 1
HH Tight Bow (CC#4=127)
HH Tip Closed (CC#4)
42 F# 1
SD RimShot Halfway Out
39 D# 1
SD RimsShot Out
37 C# 1
Sticks Click
34 A# 0
Ride Bell
Ride Shank
32 G# 0
Tom 8 Tip
30 F# 0
Tom 10 Tip
27 D# 0
Tom 12 Rim Only
25 C# 0
HH Tight Edge (CC#4=127)
HH Crash Cl. Too Tight
22 A#-1
Tom 14 RimShot
20 G#-1
SD Rim Only
18 F#-1
SD RimShot Out
15 D#-1
SD Tip Halfway Out
13 C#-1
HH Foot ><
10 A#-2
HH Open = Crash
8 G#-2
HH Open = Tip
6 F#-2
HH Open < Tip
3 D#-2
HH Closed Shank
1 C#-2
B 2 59
A 2 57 Crash Right Bow / Crash 17 Crash
G 2 55 Crash Left Edge / Crash 18 Tip
F 2 53 Ride Edge / Ride Bell Shank
E 2 52 Crash Right Edge / Crash 17 Tip
D 2 50
C 2 48 Tom 1 (CC#16 0=center) / Tom 8 Tip/RS (CC#16)
B 1 47
A 1 45 Tom 2 (CC#16 0=center) / Tom 10 Tip/RS (CC#16)
G 1 43 Tom 3 (CC#16 0=center) / Tom 12 Tip/RS (CC#16)
F 1 41 Tom 4 (CC#16 0=center) / Tom 14 Tip/RS (CC#16)
E 1 40 SD Rim Shot / Sidestick
D 1 38 SD Tip (CC#16 0=center) / SD Tip c/hwo/o (CC#16)
C 1 36 Kick Drum / Kick Drum
B 0 35 SD RimShot Center
A 0 33 Tom 8 Rim Only
G 0 31 Tom 8 RimShot
F 0 29 Tom 10 Rim Only
E 0 28 Tom 10 RimShot
D 0 26 HH Edge (CC#4 0=open) / HH Crash Cl./Op. (CC#4)
C 0 24 Tom 12 RimShot
B-1 23 Tom 12 Tip
A-1 21 Tom 14 Rim Only
G-1 19 Tom 14 Tip
F-1 17 SD RimShot Center
E-1 16 SD RimShot Halfway Out
D-1 14 SD Tip Center
C-1 12 SD Tip Out
B-2 11 HH All Sound Off
A-2 9 HH Foot >
G-2 7 HH Open = Shank
F-2 5 HH Open < Crash
E-2 4 HH Open < Shank
D-2 2 HH Closed Crash
C-2 0 HH Closed Tip
Splash Mallet
118 A# 7
China Mallet
116 G# 7
114 F# 7
Crash 17 Mallet
111 D# 7
Crash 15 Mallet
109 C# 7
Crash 18 Mallet
106 A# 6
Splash muted long
104 G# 6
Splash Choked
102 F# 6
China muted long
99 D# 6
China Crash
97 C# 6
94 A# 5
92 G# 5
90 F# 5
Ride Bell Tip
87 D# 5
Ride Tip Out
85 C# 5
All Cymbals Off
82 A# 4
80 G# 4
Crash 17 muted long
78 F# 4
Crash 17 Bell Tip
75 D# 4
Crash 17 Shank
73 C# 4
Crash 15 muted long
70 A# 3
Crash 15 Crash
68 G# 3
Crash 18 muted long
66 F# 3
Crash 18 Bell Tip
63 D# 3
Crash 18 Shank
61 C# 3
B 7 119 Splash Mallet
A 7 117 China Mallet
G 7 115
F 7 113 Ride Mallet
E 7 112 Ride Mallet
D 7 110 Crash 17 Mallet
C 7 108 Crash 15 Mallet
B 6 107 Crash 18 Mallet
A 6 105 Splash All Sound Off
G 6 103 Splash muted short
F 6 101 Splash Crash
E 6 100 China All Sound Off
D 6 98 China muted short
C 6 96 China Tip
B 5 95
A 5 93
G 5 91
F 5 89 Ride All Sound Off
E 5 88 Ride Bell Shank
D 5 86 Ride Shank
C 5 84 Ride Tip In
B 4 83
A 4 81 All Cymbals Off
G 4 79 Crash 17 All Sound Off
F 4 77 Crash 17 muted short
E 4 76 Crash 17 Bell Shank
D 4 74 Crash 17 Crash
C 4 72 Crash 17 Tip
B 3 71 Crash 15 All Sound Off
A 3 69 Crash 15 muted short
G 3 67 Crash 18 All Sound Off
F 3 65 Crash 18 muted short
E 3 64 Crash 18 Bell Shank
D 3 62 Crash 18 Crash
C 3 60 Crash 18 Tip

ROLAND TD-10 / ALT

(grey words = original Roland TD-10 sound, black words = mapped MIXOSAURUS sound)

MIXOSAURUS' TD-10 Translations support Roland's Positional Sensing on the Snare Drum (CC#16) and Ride Cymbal (CC#17). MIXOSAURUS even interprets Positional Sensing on the Toms (CC#16): Hitting the head close to the rim triggers the Tom's RimShot articulation.

Hi Hat Foot Pressure is controlled by the MIXOSAURUS default (be sure to read Chapter 3.2.3!):
CC #1 (ModWheel), 0 = too tight ... 127 = very loose
CC #4 (FootCtrl), 0 = open = ... 127 = too tight
CC #64 (Sustain Pedal), 0–63 = medium, 64–127 = too tight

***TD-10 Alt* Translations are available for Crash 17", Crash 18" and Ride Cymbals, and for Sidesticks and Snare Drums: ***

The 17" and 18" Crash Cymbals have their *Tip* vs. *Crash* articulations swapped, Ride Cymbals have their *Bell Shank* vs. *Shank* articulations swapped. This is useful for e-drummers who don't have the suitable multi-zone cymbal pads at hand, or simply as a quick sound alternative to try.

Snare Drums and Sidesticks have the key assignments for *Sidestick* vs. *Snare RimShot* swapped. This way, you can choose to use *Tip+Sidestick* or *Tip+RimShot* with a standard 2-trigger pad – with full dynamic resolution of each articulation. I decided to not support Roland's Sidestick/RimShot differentiation on the rim trigger but to rather have full dynamics for one of them instead. Having these two completely different sounds on one trigger (selected by velocity) means you'll either need to avoid most of the dynamic range around the threshold value to safely trigger the right sound – or you just play and let yourself be surprised what happens :-0.

* There is no *TD-10 Alt* version for the Hi Hat because the TD-20 Translation serves as one: It uses *Shank* hits on the standard F#1 and A#1 keys (where the TD-10 Translation has *Tip* hits).

Tom 3 RimShot / Rim	58	A# 2	B 2	59		Splash Mallet	118	A# 7	B 7	119	Splash Mallet
Tom 12 RimShot			A 2	57	Crash Right Bow Crash 17 Crash				A 7	117	China Mallet
	56	G# 2	G 2	55	Crash Left Edge Crash 18 Tip	China Mallet	116	G# 7	G 7	115	
	54	F# 2	F 2	53	Ride Edge Ride Bell Shank		114	F# 7	F 7	113	Ride Mallet
			E 2	52	Crash Right Edge Crash 17 Tip				E 7	112	Ride Mallet
Ride Bow (CC17 0=in) Ride Tip In/Out (CC#17)	51	D# 2	D 2	50	Tom 1 RimShot / Rim Tom 8 RimShot	Crash 17 Mallet	111	D# 7	D 7	110	Crash 17 Mallet
Crash Left Bow Crash 18 Crash	49	C# 2	C 2	48	Tom 1 Tip Tom 8 Tip	Crash 15 Mallet	109	C# 7	C 7	108	Crash 15 Mallet
			B 1	47	Tom 2 RimShot / Rim Tom 10 RimShot				B 6	107	Crash 18 Mallet
HH Open Bow HH Shank All (CC#4)	46	A# 1	A 1	45	Tom 2 Tip Tom 10 Tip	Crash 18 Mallet	106	A# 6	A 6	105	Splash All Sound Off
HH Foot > / > HH Foot >	44	G# 1	G 1	43	Tom 3 Tip Tom 12 Tip	Splash muted long	104	G# 6	G 6	103	Splash muted short
HH Tight Bow HH Shank All (CC#4)	42	F# 1	F 1	41	Tom 4 Tip Tom 14 Tip	Splash Choked	102	F# 6	F 6	101	Splash Crash
			E 1	40	Snare Drum RimShot Sidestick				E 6	100	China All Sound Off
Tom 4 RimShot / Rim Tom 14 RimShot	39	D# 1	D 1	38	Snare Drum Tip SD Tip c/hwo/o (CC#16)	China muted long	99	D# 6	D 6	98	China muted short
Sidestick SD RS Cntr/Out (CC#16)	37	C# 1	C 1	36	Kick Drum Kick Drum	China Crash	97	C# 6	C 6	96	China Tip
			B 0	35	Tom 8 Rim Only		94	A# 5	B 5	95	
Sticks Click	34	A# 0	A 0	33			92	G# 5	A 5	93	
Ride Bell Ride Shank	32	G# 0	G 0	31	Tom 8 RimShot		90	F# 5	G 5	91	
Tom 8 Tip	30	F# 0	F 0	29	Tom 10 Rim Only				F 5	89	Ride All Sound Off
			E 0	28	Tom 10 RimShot				E 5	88	Ride Bell Shank
Tom 10 Tip	27	D# 0	D 0	26	HH Edge HH Crash All (CC#4)	Ride Bell Tip	87	D# 5	D 5	86	Ride Shank
Tom 12 Rim Only	25	C# 0	C 0	24	Tom 12 RimShot	Ride Tip Out	85	C# 5	C 5	84	Ride Tip In
HH Tight Edge HH Crash All (CC#4)	22	A#-1	B-1	23	Tom 12 Tip				B 4	83	
			A-1	21	Tom 14 Rim Only	All Cymbals Off	82	A# 4	A 4	81	All Cymbals Off
Tom 14 RimShot	20	G#-1	G-1	19	Tom 14 Tip		80	G# 4	G 4	79	Crash 17 All Sound Off
SD Rim Only	18	F#-1	F-1	17	SD RimShot Center	Crash 17 muted long	78	F# 4	F 4	77	Crash 17 muted short
			E-1	16	SD RimShot Halfway Out				E 4	76	Crash 17 Bell Shank
SD RimShot Out	15	D#-1	D-1	14	SD Tip Center	Crash 17 Bell Tip	75	D# 4	D 4	74	Crash 17 Crash
SD Tip Halfway Out	13	C#-1	C-1	12	SD Tip Out	Crash 17 Shank	73	C# 4	C 4	72	Crash 17 Tip
			B-2	11	HH All Sound Off				B 3	71	Crash 15 All Sound Off
HH Foot ><	10	A#-2	A-2	9	HH Foot >	Crash 15 muted long	70	A# 3	A 3	69	Crash 15 muted short
HH Open = Crash	8	G#-2	G-2	7	HH Open = Shank	Crash 15 Crash	68	G# 3	G 3	67	Crash 18 All Sound Off
HH Open = Tip	6	F#-2	F-2	5	HH Open < Crash	Crash 18 muted long	66	F# 3	F 3	65	Crash 18 muted short
			E-2	4	HH Open < Shank				E 3	64	Crash 18 Bell Shank
HH Open < Tip	3	D#-2	D-2	2	HH Closed Crash	Crash 18 Bell Tip	63	D# 3	D 3	62	Crash 18 Crash
HH Closed Shank	1	C#-2	C-2	0	HH Closed Tip	Crash 18 Shank	61	C# 3	C 3	60	Crash 18 Tip

	Tom 3 RimShot / Rim Tom12 RS / Rim (CC#18)	58	A# 2	B 2	59						Splash Mallet	118	A# 7	B 7	119	Splash Mallet			
		56	G# 2	A 2	57	Crash Right Bow Crash 17 Tip					China Mallet	116	G# 7	A 7	117	China Mallet			
		54	F# 2	G 2	55	Crash Left Edge Crash 18 Crash						114	F# 7	G 7	115				
				F 2	53	Ride Edge Ride Shank								F 7	113	Ride Mallet			
	Ride Bow (CC17 0=in) Ride Tip In/Out (CC#17)	51	D# 2	E 2	52	Crash Right Edge Crash 17 Crash					Crash 17 Mallet	111	D# 7	E 7	112	Ride Mallet			
	Crash Left Bow Crash 18 Tip	49	C# 2	D 2	50	Tom 1 RimShot / Rim Tom8 RS / Rim (CC#18)					Crash 15 Mallet	109	C# 7	D 7	110	Crash 17 Mallet			
				C 2	48	Tom 1 Tip Tom 8 Tip								C 7	108	Crash 15 Mallet			
	HH Open Bow HH Shank All (CC#4)	46	A# 1	B 1	47	Tom 2 RimShot / Rim Tom10 RS / Rim (CC#18)					Crash 18 Mallet	106	A# 6	B 6	107	Crash 18 Mallet			
	HH Foot > / > HH Foot >	44	G# 1	A 1	45	Tom 2 Tip Tom 10 Tip					Splash muted long	104	G# 6	A 6	105	Splash All Sound Off			
	HH Tight Bow HH Shank All (CC#4)	42	F# 1	G 1	43	Tom 3 Tip Tom 12 Tip					Splash Choked	102	F# 6	G 6	103	Splash muted short			
				F 1	41	Tom 4 Tip Tom 14 Tip								F 6	101	Splash Crash			
	Tom 4 RimShot / Rim Tom14 RS / Rim (CC#18)	39	D# 1	E 1	40	Snare Drum RimShot SD RS Cntr/Out (CC#16)					China muted long	99	D# 6	E 6	100	China All Sound Off			
	Sidestick Sidestick	37	C# 1	D 1	38	Snare Drum Tip SD Tip c/hwo/o (CC#16)					China Crash	97	C# 6	D 6	98	China muted short			
				C 1	36	Kick Drum Kick Drum								C 6	96	China Tip			
	Sticks Click	34	A# 0	B 0	35	Tom 8 Rim Only						94	A# 5	B 5	95				
	Ride Bell Ride Bell Shank	32	G# 0	A 0	33							92	G# 5	A 5	93				
	Tom 8 Tip	30	F# 0	G 0	31	Tom 8 RimShot						90	F# 5	G 5	91				
				F 0	29	Tom 10 Rim Only								F 5	89	Ride All Sound Off			
	Tom 10 Tip	27	D# 0	E 0	28	Tom 10 RimShot					Ride Bell Tip	87	D# 5	E 5	88	Ride Bell Shank			
	Tom 12 Rim Only	25	C# 0	D 0	26	HH Edge HH Crash All (CC#4)					Ride Tip Out	85	C# 5	D 5	86	Ride Shank			
				C 0	24	Tom 12 RimShot								C 5	84	Ride Tip In			
	HH Tight Edge HH Crash All (CC#4)	22	A#-1	B-1	23	Tom 12 Tip					All Cymbals Off	82	A# 4	B 4	83				
	Tom 14 RimShot	20	G#-1	A-1	21	Tom 14 Rim Only						80	G# 4	A 4	81	All Cymbals Off			
	SD Rim Only	18	F#-1	G-1	19	Tom 14 Tip					Crash 17 muted long	78	F# 4	G 4	79	Crash 17 All Sound Off			
				F-1	17	SD RimShot Center								F 4	77	Crash 17 muted short			
	SD RimShot Out	15	D#-1	E-1	16	SD RimShot Halfway Out					Crash 17 Bell Tip	75	D# 4	E 4	76	Crash 17 Bell Shank			
	SD Tip Halfway Out	13	C#-1	D-1	14	SD Tip Center					Crash 17 Shank	73	C# 4	D 4	74	Crash 17 Crash			
				C-1	12	SD Tip Out								C 4	72	Crash 17 Tip			
	HH Foot ><	10	A#-2	B-2	11	HH All Sound Off					Crash 15 muted long	70	A# 3	B 3	71	Crash 15 All Sound Off			
	HH Open = Crash	8	G#-2	A-2	9	HH Foot >					Crash 15 Crash	68	G# 3	A 3	69	Crash 15 muted short			
	HH Open = Tip	6	F#-2	G-2	7	HH Open = Shank					Crash 18 muted long	66	F# 3	G 3	67	Crash 18 All Sound Off			
				F-2	5	HH Open < Crash								F 3	65	Crash 18 muted short			
	HH Open < Tip	3	D#-2	E-2	4	HH Open < Shank					Crash 18 Bell Tip	63	D# 3	E 3	64	Crash 18 Bell Shank			
	HH Closed Shank	1	C#-2	D-2	2	HH Closed Crash					Crash 18 Shank	61	C# 3	D 3	62	Crash 18 Crash			
				C-2	0	HH Closed Tip								C 3	60	Crash 18 Tip			

ROLAND TD-20 / ALT

(grey words = original Roland TD-20 sound, black words = mapped MIXOSAURUS sound)

MIXOSAURUS' TD-20 Translations support Roland's Positional Sensing on the Snare Drum (CC#16), Ride Cymbal (CC#17) and the Toms' RimShots (CC#18).

Hi Hat Foot Pressure is controlled by the MIXOSAURUS default (be sure to read Chapter 3.2.3!):
CC #1 (ModWheel), 0 = too tight ... 127 = very loose
CC #4 (FootCtrl), 0 = open = ... 127 = too tight
CC #64 (Sustain Pedal), 0–63 = medium, 64–127 = too tight

***TD-20 Alt* Translations are available for Crash 17", Crash 18" and Ride Cymbals,and for Sidesticks, Snare Drums and Toms: ***

The 17" and 18" Crash Cymbals have their *Tip* vs. *Crash* articulations swapped, Ride Cymbals have their *Bell Shank* vs. *Shank* articulations swapped. This is useful for e-drummers who don't have the suitable multi-zone cymbal pads at hand, or simply as a quick sound alternative to try.

Snare Drum *RimShots* and Sidesticks are swapped in standard vs. *Alt* mappings as described in the TD-10 section (see page 37, second paragraph from the bottom).

The Toms use Positional Sensing data to differentiate between RimShot / Rim Only articulations in the standard Translation. In case you can't achieve precise triggering, choose the *Alt* versions which only have RimShot sounds mapped to the rim triggers. A third alternative: Use the TD-10 Translations which trigger *Tip* and *RimShot* sounds from the head triggers (check description on page 37, first paragraph).

* There is no *TD-20 Alt* version for the Hi Hat because the TD-10 Translation serves as one: It uses *Tip* hits on the standard F#1 and A#1 keys (where the TD-20 Translation has Shank hits).

Crash 15 Muted Long 70 A# 3
Crash 15 Crash 68 G# 3
China Muted Long 66 F# 3
Crash 18 All Sound Off 63 D# 3
Crash 18 Muted Short 61 C# 3
Crash 18 Shank 58 A# 2
Ride All Sound Off 56 G# 2
Ride Shank 54 F# 2
Ride Bow Tip
Ride Tip Out 51 D# 2
Crash1
Crash 18 Crash 49 C# 2
Hi Hat Open & Foot ><
Hi Hat Tip All (CC#4) 46 A# 1
Hi Hat Foot
Hi Hat Foot > 44 G# 1
Hi Hat Closed (Tip)
Hi Hat Tip All (CC#4) 42 F# 1
Sticks 39 D# 1
Sidestick (optional)
Sidestick 37 C# 1
SD RimShot (optional)
SD RimShot Center 34 A# 0
Tom 8 Rim Only 32 G# 0
Tom 10 Rim Only 30 F# 0
Tom 12 Rim Only 27 D# 0
Tom 14 Rim Only 25 C# 0
HH Foot >< 22 A#-1
HH Open = Crash 20 G#-1
HH Open = Tip 18 F#-1
HH Open < Tip 15 D#-1
HH Closed Shank 13 C#-1
B 3 71 Crash 15 All Sound Off
A 3 69 Crash 15 Muted Short
G 3 67 China All Sound Off
F 3 65 China Muted Short
E 3 64 China Tip
D 3 62 Crash 18 Muted Long
C 3 60 Crash 18 Bell Shank
B 2 59 Crash 18 Bell Tip
A 2 57 Crash1 Edge (optional)
Crash 18 Tip
G 2 55 China (optional pad)
China Crash
F 2 53 Ride Bell Tip
E 2 52 Ride Edge (optional)
Ride Bell Shank
D 2 50 Ride Tip In
C 2 48 Tom 1
Tom 10 Tip
B 1 47 Tom 2
Tom 12 Tip
A 1 45 Tom 8 Tip
G 1 43 Tom 3
Tom 14 Tip
F 1 41 Snare Drum Rim Only
E 1 40 Snare Drum RimShot Out
D 1 38 Snare Drum Tip Out
C 1 36 SD RimShot Halfway Out
B 0 35 SD Tip Halfway Out
A 0 33 Kick Drum
Kick Drum
G 0 31 Snare Drum Tip
Snare Drum Tip Center
F 0 29 Tom 8 RimShot
E 0 28 Tom 10 RimShot
D 0 26 Tom 12 RimShot
C 0 24 Tom 14 RimShot
B-1 23 HH All Sound Off
A-1 21 HH Foot >
G-1 19 HH Open = Shank
F-1 17 HH Open < Crash
E-1 16 HH Open < Shank
D-1 14 HH Closed Crash
C-1 12 HH Closed Tip
126 F# 8
123 D# 8
121 C# 8
118 A# 7
116 G# 7
114 F# 7
111 D# 7
109 C# 7
106 A# 6
104 G# 6
102 F# 6
Ride Mallet 99 D# 6
Splash Mallet 97 C# 6
China Mallet 94 A# 5
Crash 17 Mallet 92 G# 5
Crash 15 Mallet 90 F# 5
All Cymbals Off 87 D# 5
All Cymbals Off 85 C# 5
Splash Muted Short 82 A# 4
Splash Crash 80 G# 4
Crash 17 Muted Long 78 F# 4
Crash 17 Bell Tip 75 D# 4
Crash 17 Shank 73 C# 4
G 8 127
F 8 125
E 8 124
D 8 122
C 8 120
B 7 119
A 7 117
G 7 115
F 7 113
E 7 112
D 7 110
C 7 108
B 6 107
A 6 105
G 6 103
F 6 101
E 6 100
D 6 98 Ride Mallet
C 6 96 Splash Mallet
B 5 95 China Mallet
A 5 93 Crash 17 Mallet
G 5 91 Crash 15 Mallet
F 5 89 Crash 18 Mallet
E 5 88 Crash 18 Mallet
D 5 86 All Cymbals Off
C 5 84 Splash All Sound Off
B 4 83 Splash Muted Long
A 4 81 Splash Choked
G 4 79 Crash 17 All Sound Off
F 4 77 Crash 17 Muted Short
E 4 76 Crash 17 Bell Shank
D 4 74 Crash 17 Crash
C 4 72 Crash 17 Tip

YAMAHA DTXPLORER ALT

YAMAHA DTXPLORER / ALT

(grey words = original Yamaha DTXplorer sound, black words = mapped MIXOSAURUS sound)

Hi Hat Foot Pressure is controlled by the MIXOSAURUS default (be sure to read Chapter 3.2.3!):
CC #1 (ModWheel), 0 = too tight ... 127 = very loose
CC #4 (FootCtrl), 0 = open = ... 127 = too tight
CC #64 (Sustain Pedal), 0–63 = medium, 64–127 = too tight

***DTXplorer Alt* Translations are available for Crash 17", Crash 18", China and Ride Cymbals, for Sidesticks, Snare Drums and Toms, and for the Hi Hat:**

The 18" Crash Cymbal has the *Tip* vs. *Crash* articulations swapped. The Ride Cymbals have their *Tip In* vs. *Tip Out* articulations swapped. Since the DTXplorer has a *China Cymbal* as second (optional) Crash Cymbal, I decided to map MIXOSAURUS' *China Crash* articulation accordingly (standard Translation). In the *Alt* Translation, this was exchanged with the Crash 17" Cymbal's *Crash* articulation.

Snare Drum *RimShots* and Sidesticks are swapped in standard vs. *Alt* mappings as usual (described in the previous e-drums' sections).

Toms: In the standard Translation, 10", 12" and 14" Toms are mapped to the DTXplorer's Tom keys (C2, B1, G1), whereas the *Alt* Translation will have 8", 10" and 12" Toms there.

The standard Hi Hat Translation has *Tip* hits for closed and open sounds, whereas the *Alt* Translation uses *Shank* hits for *closed* (F#1) and *Crash* hits for *open* Hi Hat notes (A#1).

Crash 15 Muted Long 70 A# 3
Crash 15 Crash 68 G# 3
Crash 18 Muted Long 66 F# 3
Crash 18 Bell Tip 63 D# 3
Crash 18 Tip 61 C# 3
China Muted Long 58 A# 2
China Muted Short 56 G# 2
Ride All Sound Off 54 F# 2
Ride 2
Ride Bell Shank 51 D# 2
Crash
Crash 18 Crash 49 C# 2
Hi Hat Open (Tip)
Hi Hat Open Tip (CC#4) 46 A# 1
Hi Hat Foot
Hi Hat Foot > 44 G# 1
Hi Hat Closed (Tip)
Hi Hat Closed Tip (CC#4) 42 F# 1
HH Open Shank (CC#4) 39 D# 1
HH Closed Shank (CC#4) 37 C# 1
Snare Drum RimShot
SD RimShot Center 34 A# 0
Sidestick 32 G# 0
Sticks Click 30 F# 0
27 D# 0
25 C# 0
HH Foot >< 22 A#-1
HH Open = Crash 20 G#-1
HH Open = Tip 18 F#-1
HH Open < Tip 15 D#-1
HH Closed Shank 13 C#-1
B 3 71 Crash 15 All Sound Off
A 3 69 Crash 15 Muted Short
G 3 67 Crash 18 All Sound Off
F 3 65 Crash 18 Muted Short
E 3 64 Crash 18 Bell Shank
D 3 62 Crash 18 Shank
C 3 60 China All Sound Off
B 2 59 Ride 1 Ride Tip Out
A 2 57 China China Crash
G 2 55 China Tip
F 2 53 Ride Bell Tip
E 2 52 Ride Shank
D 2 50 Ride Tip In
C 2 48 Tom 1 Tom 10 Tip
B 1 47 Tom 2 Tom 12 Tip
A 1 45 Tom 8 Tip
G 1 43 Tom 3 Tom 14 Tip
F 1 41 SD RimShot Out
E 1 40 SD RimShot Halfway Out
D 1 38 Snare Drum Tip Out
C 1 36 SD Tip Halfway Out
B 0 35 Snare Drum Rim Only
A 0 33 Kick Drum Kick Drum
G 0 31 Snare Drum (Tip) Snare Drum Tip Center
F 0 29 Tom 8 Rim Only
E 0 28 Tom 10 Rim Only
D 0 26 Tom 12 Rim Only
C 0 24 Tom 14 Rim Only
B-1 23 HH All Sound Off
A-1 21 HH Foot >
G-1 19 HH Open = Shank
F-1 17 HH Open < Crash
E-1 16 HH Open < Shank
D-1 14 HH Closed Crash
C-1 12 HH Closed Tip
126 F# 8
123 D# 8
121 C# 8
118 A# 7
116 G# 7
114 F# 7
111 D# 7
109 C# 7
Ride Mallet 106 A# 6
Splash Mallet 104 G# 6
China Mallet 102 F# 6
Crash 15 Mallet 99 D# 6
Crash 18 Mallet 97 C# 6
Splash Muted Long 94 A# 5
Splash Choked 92 G# 5
Hi Hat All Sound Off 90 F# 5
E-Tom 2
Tom 12 RimShot 87 D# 5
Cowbell
Crash 17 Bell Shank 85 C# 5
All Cymbals Off 82 A# 4
All Cymbals Off 80 G# 4
Crash 17 Muted Long 78 F# 4
Crash 17 Bell Tip 75 D# 4
Crash 17 Shank 73 C# 4
G 8 127
F 8 125
E 8 124
D 8 122
C 8 120
B 7 119
A 7 117
G 7 115
F 7 113 Hi Hat Closed (Crash) HH Closed Crash (CC#4)
E 7 112 Hi Hat Open (Crash) HH Open Crash (CC#4)
D 7 110
C 7 108
B 6 107 Ride Mallet
A 6 105 Splash Mallet
G 6 103 China Mallet
F 6 101 Crash 17 Mallet
E 6 100 Crash 17 Mallet
D 6 98 Crash 15 Mallet
C 6 96 Crash 18 Mallet
B 5 95 Splash All Sound Off
A 5 93 Splash Muted Short
G 5 91 Splash Crash
F 5 89 Hi Hat Foot Splash Hi Hat Foot ><
E 5 88 E-Tom 3 Tom 14 RimShot
D 5 86 E-Tom 1 Tom 10 RimShot
C 5 84 Tom 8 RimShot
B 4 83 All Cymbals Off
A 4 81 All Cymbals Off
G 4 79 Crash 17 All Sound Off
F 4 77 Crash 17 Muted Short
E 4 76 Crash 17 Bell Shank
D 4 74 Crash 17 Crash
C 4 72 Crash 17 Crash

YAMAHA DTXPRESS I / ALT

(grey words = original Yamaha DTXpress I sound, black words = mapped MIXOSAURUS sound)

Hi Hat Foot Pressure is controlled by the MIXOSAURUS default (be sure to read Chapter 3.2.3!):
CC #1 (ModWheel), 0 = too tight ... 127 = very loose
CC #4 (FootCtrl), 0 = open = ... 127 = too tight
CC #64 (Sustain Pedal), 0–63 = medium, 64–127 = too tight

***DTXpress I Alt* Translations are available for the Ride Cymbals, the Toms and the Hi Hat:**

The Ride Cymbals have their *Tip In* vs. *Tip Out* articulations swapped.

Toms: In the standard Translation, MIXOSAURUS' 10", 12" and 14" Toms are mapped to the DTXplorer's Tom keys (C2, B1, G1), whereas the *Alt* Translation will have 8", 10" and 12" Toms there.

The standard Hi Hat Translation treats *closed* F#1 and *open* A#1 notes individually (the "classic" way), whereas the *Alt* Translation uses the universal all-in-one mapping as described on pages 11/12. Whether it makes a difference depends on your playing style and your DTXpress I's settings.

Ride All Sound Off	58	A# 2	B 2	59	Crash Crash 18 Tip		118	A# 7	B 7	119	
Cowbell (T3 Rim) Tom 14 RimShot	56	G# 2	A 2	57	Mono Crash Crash 17 Crash		116	G# 7	A 7	117	
Ride Bell Tip	54	F# 2	G 2	55	Crash Bell Crash 18 Bell Shank		114	F# 7	G 7	115	
			F 2	53	Ride Bell Ride Bell Shank				F 7	113	
Ride Bow Ride Tip Out	51	D# 2	E 2	52	Ride Edge Ride Shank		111	D# 7	E 7	112	
Crash Edge Crash 18 Crash	49	C# 2	D 2	50	Ride Tip In		109	C# 7	D 7	110	
			C 2	48	High Tom Tom 10 Tip				C 7	108	
Hi Hat Bow Open Hi Hat Tip All (CC#4)	46	A# 1	B 1	47	Mid Tom Tom 12 Tip		106	A# 6	B 6	107	
Hi Hat Pedal > Hi Hat Foot >	44	G# 1	A 1	45	Tom 8 Tip		104	G# 6	A 6	105	
Hi Hat Bow Closed Hi Hat Tip All (CC#4)	42	F# 1	G 1	43	Low Tom Tom 14 Tip		102	F# 6	G 6	103	
			F 1	41	Sticks Click				F 6	101	
			E 1	40	Snare Drum RimShot SD RimShot Center				E 6	100	
Snare Drum Rim Only	39	D# 1	D 1	38	Snare Drum Tip Snare Drum Tip Center		99	D# 6	D 6	98	
Sidestick Sidestick	37	C# 1	C 1	36	Kick Drum Kick Drum		97	C# 6	C 6	96	
			B 0	35	Snare Drum RimShot Out				B 5	95	
SD RimShot (SO-Switch) SD RimShot Halfw. Out	34	A# 0	A 0	33	Snare Drum Tip Out		94	A# 5	A 5	93	
All Cymbals Off	32	G# 0	G 0	31	Snare Drum (SO-Switch) SD Tip Halfway Out		92	G# 5	G 5	91	
All Cymbals Off	30	F# 0	F 0	29	Splash Mallet		90	F# 5	F 5	89	
			E 0	28	China Mallet				E 5	88	Splash All Sound Off
Sidestick (SO-Switch) Sidestick	27	D# 0	D 0	26	Crash 15 Mallet	Splash Muted Long	87	D# 5	D 5	86	Splash Muted Short
Crash 15 Mallet	25	C# 0	C 0	24	Crash 17 Mallet	Splash Choked	85	C# 5	C 5	84	Splash Crash
			B-1	23	Crash 17 Mallet				B 4	83	Hi Hat Foot Splash Hi Hat Foot ><
Crash 18 Mallet	22	A#-1	A-1	21	Crash 18 Mallet	China All Sound Off	82	A# 4	A 4	81	
Ride Mallet	20	G#-1	G-1	19	Ride Mallet	China Muted Short	80	G# 4	G 4	79	China Muted Long Hi Hat Edge Closed
Tom 8 Rim Only	18	F#-1	F-1	17	Tom 10 Rim Only	Hi Hat Edge Open Hi Hat Crash All (CC#4)	78	F# 4	F 4	77	Hi Hat Crash All (CC#4) China Crash
			E-1	16	Splash (T2 Rim) Tom 12 RimShot				E 4	76	China Tip
China (T1 Rim) Tom 10 RimShot	15	D#-1	D-1	14	Tom 8 RimShot	Crash 15 All Sound Off	75	D# 4	D 4	74	Crash 15 Muted Long
Tom 12 Rim Only	13	C#-1	C-1	12	Tom 14 Rim Only	Crash 15 Muted Short	73	C# 4	C 4	72	Crash 15 Crash
			B-2	11	HH All Sound Off				B 3	71	Crash 17 All Sound Off
HH Foot ><	10	A#-2	A-2	9	HH Foot >	Crash 17 Muted Long	70	A# 3	A 3	69	Crash 17 Muted Short
HH Open = Crash	8	G#-2	G-2	7	HH Open = Shank	Crash 17 Bell Shank	68	G# 3	G 3	67	Crash 17 Bell Tip
HH Open = Tip	6	F#-2	F-2	5	HH Open < Crash	Crash 17 Shank	66	F# 3	F 3	65	Crash 17 Tip
			E-2	4	HH Open < Shank				E 3	64	Crash 18 All Sound Off
HH Open < Tip	3	D#-2	D-2	2	HH Closed Crash	Crash 18 Muted Long	63	D# 3	D 3	62	Crash 18 Muted Short
HH Closed Shank	1	C#-2	C-2	0	HH Closed Tip	Crash 18 Bell Tip	61	C# 3	C 3	60	Crash 18 Shank

YAMAHA DTXPRESS IV ALT

	Ride All Sound Off	58	A# 2	B 2	59	Crash Crash 18 Tip			118	A# 7	B 7	119		
	Cowbell (T3 Rim) Tom 12 RimShot	56	G# 2	A 2	57	Mono Crash Crash 17 Crash			116	G# 7	A 7	117		
	Ride Bell Tip	54	F# 2	G 2	55	Crash Bell Crash 18 Bell Shank			114	F# 7	G 7	115		
				F 2	53	Ride Bell Ride Bell Shank					F 7	113		
	Ride Bow Ride Tip In	51	D# 2	E 2	52	Ride Edge Ride Shank			111	D# 7	E 7	112		
	Crash Edge Crash 18 Crash	49	C# 2	D 2	50	Ride Tip Out			109	C# 7	D 7	110		
				C 2	48	High Tom Tom 8 Tip					C 7	108		
	Hi Hat Bow Open Hi Hat Shank All (CC#4)	46	A# 1	B 1	47	Mid Tom Tom 10 Tip			106	A# 6	B 6	107		
	Hi Hat Pedal > Hi Hat Foot >	44	G# 1	A 1	45	Tom 14 Tip			104	G# 6	A 6	105		
	Hi Hat Bow Closed Hi Hat Shank All (CC#4)	42	F# 1	G 1	43	Low Tom Tom 12 Tip			102	F# 6	G 6	103		
				F 1	41	Sticks Click					F 6	101		
	Snare Drum Rim Only	39	D# 1	E 1	40	Snare Drum RimShot Sidestick			99	D# 6	E 6	100		
	Sidestick SD RimShot Center	37	C# 1	D 1	38	Snare Drum Tip Snare Drum Tip Center			97	C# 6	D 6	98		
				C 1	36	Kick Drum Kick Drum					C 6	96		
	SD RimShot (SO-Switch) Sidestick	34	A# 0	B 0	35	Snare Drum RimShot Out			94	A# 5	B 5	95		
	All Cymbals Off	32	G# 0	A 0	33	Snare Drum Tip Out			92	G# 5	A 5	93		
	All Cymbals Off	30	F# 0	G 0	31	Snare Drum (SO-Switch) SD Tip Halfway Out			90	F# 5	G 5	91		
				F 0	29	Splash Mallet					F 5	89		
	Sidestick (SO-Switch) SD RimShot Halfw. Out	27	D# 0	E 0	28	China Mallet			Splash Muted Long	87	D# 5	E 5	88	Splash All Sound Off
	Crash 15 Mallet	25	C# 0	D 0	26	Crash 15 Mallet			Splash Choked	85	C# 5	D 5	86	Splash Muted Short
				C 0	24	Crash 17 Mallet						C 5	84	Splash Crash
	Crash 18 Mallet	22	A#-1	B-1	23	Crash 17 Mallet			China All Sound Off	82	A# 4	B 4	83	Hi Hat Foot Splash Hi Hat Foot ><
	Ride Mallet	20	G#-1	A-1	21	Crash 18 Mallet			China Muted Short	80	G# 4	A 4	81	China Muted Long
	Tom 8 Rim Only	18	F#-1	G-1	19	Ride Mallet			Hi Hat Edge Open Hi Hat Crash All (CC#4)	78	F# 4	G 4	79	Hi Hat Edge Closed Hi Hat Crash All (CC#4)
				F-1	17	Tom 10 Rim Only						F 4	77	China Crash
	China (T1 Rim) Tom 8 RimShot	15	D#-1	E-1	16	Splash (T2 Rim) Tom 10 RimShot			Crash 15 All Sound Off	75	D# 4	E 4	76	China Tip
	Tom 12 Rim Only	13	C#-1	D-1	14	Tom 14 RimShot			Crash 15 Muted Short	73	C# 4	D 4	74	Crash 15 Muted Long
				C-1	12	Tom 14 Rim Only						C 4	72	Crash 15 Crash
	HH Foot ><	10	A#-2	B-2	11	HH All Sound Off			Crash 17 Muted Long	70	A# 3	B 3	71	Crash 17 All Sound Off
	HH Open = Crash	8	G#-2	A-2	9	HH Foot >			Crash 17 Bell Shank	68	G# 3	A 3	69	Crash 17 Muted Short
	HH Open = Tip	6	F#-2	G-2	7	HH Open = Shank			Crash 17 Shank	66	F# 3	G 3	67	Crash 17 Bell Tip
				F-2	5	HH Open < Crash						F 3	65	Crash 17 Tip
	HH Open < Tip	3	D#-2	E-2	4	HH Open < Shank			Crash 18 Muted Long	63	D# 3	E 3	64	Crash 18 All Sound Off
	HH Closed Shank	1	C#-2	D-2	2	HH Closed Crash			Crash 18 Bell Tip	61	C# 3	D 3	62	Crash 18 Muted Short
				C-2	0	HH Closed Tip						C 3	60	Crash 18 Shank

YAMAHA DTXPRESS IV / ALT

(grey words = original Yamaha DTXpress IV sound, black words = mapped MIXOSAURUS sound)

MIXOSAURUS' DTXpress IV Translations use Yamaha's "Snares Off" switch on the Snare Drum pad to change from *Tip Center / RimShot Center* to the *Tip Halfway Out / RimShot Out* articulations.

Hi Hat Foot Pressure is controlled by the MIXOSAURUS default (be sure to read Chapter 3.2.3!):
CC #1 (ModWheel), 0 = too tight ... 127 = very loose
CC #4 (FootCtrl), 0 = open = ... 127 = too tight
CC #64 (Sustain Pedal), 0–63 = medium, 64–127 = too tight

***DTXpress IV Alt* Translations are available for the Ride Cymbals, Sidesticks, Snare Drums, Toms, and Hi Hat:**

The Ride Cymbals have their *Tip In* vs. *Tip Out* articulations swapped.

Snare Drum *RimShots* and Sidesticks are swapped in standard vs. *Alt* mappings as usual (described in the Roland TD-10 section, page 37).

Toms: In the standard Translation, 10", 12" and 14" Toms are mapped to the DTXpress IV's Tom keys (C2, B1, G1), whereas the *Alt* Translation will have 8", 10" and 12" Toms there.

The standard Hi Hat Translation has *Tip* hits for *closed* and *open Bow* sounds, whereas the *Alt* Translation uses *Shank* hits instead.

China Tip 58 A# 2
Tom 2 Rim 2 Tom 10 Rim Only 56 G# 2
Tom 1 Rim 2 Tom 8 Rim Only 54 F# 2
Ride Tip In 51 D# 2
Crash Crash 18 Crash 49 C# 2
Hi Hat Open Bow Hi Hat All Tip (CC#4) 46 A# 1
Hi Hat Foot > Hi Hat Foot > 44 G# 1
Hi Hat Closed Bow Hi Hat All Tip (CC#4) 42 F# 1
Splash Choked 39 D# 1
Sidestick (SO-on+off) Sidestick 37 C# 1
Snare Drum RimShot SD RimShot Center 34 A# 0
Crash 17 Muted Short 32 G# 0
Crash 17 Bell Shank 30 F# 0
Crash 17 Shank 27 D# 0
Crash 15 All Sound Off 25 C# 0
Crash 15 Crash 22 A#-1
Ride Edge Ride Shank 20 G#-1
Crash 18 Bell Shank 18 F#-1
Sticks Click 15 D#-1
Snare Drum RimShot Out 13 C#-1
HH Foot >< 10 A#-2
HH Open = Crash 8 G#-2
HH Open = Tip 6 F#-2
HH Open < Tip 3 D#-2
HH Closed Shank 1 C#-2
B 2 59 Ride Bow Ride Tip Out
A 2 57 Extra Crash China Crash
G 2 55 Ride All Sound Off
F 2 53 Ride Bell Ride Bell Shank
E 2 52 Ride Bell Tip
D 2 50 Splash All Sound Off
C 2 48 Tom 1 Tip Tom 8 Tip
B 1 47 Tom 2 Tip Tom 10 Tip
A 1 45 Tom 3 Tip Tom 12 Tip
G 1 43 Tom 4 Tip Tom 14 Tip
F 1 41 Splash Muted Long
E 1 40 Splash Muted Short
D 1 38 Splash Crash
C 1 36 Crash 17 All Sound Off
B 0 35 Crash 17 Muted Long
A 0 33 Kick Drum Kick Drum
G 0 31 Snare Drum Tip Snare Drum Tip Center
F 0 29 Crash 17 Bell Tip
E 0 28 Crash 17 Crash
D 0 26 Crash 17 Tip
C 0 24 Crash 15 Muted Long
B-1 23 Crash 15 Muted Short
A-1 21 Crash 18 All Sound Off
G-1 19 Crash 18 Muted Long
F-1 17 Crash 18 Bell Tip
E-1 16 Crash 18 Shank
D-1 14 Snare Drum Rim Only
C-1 12 Snare Drum Tip Out
B-2 11 HH All Sound Off
A-2 9 HH Foot >
G-2 7 HH Open = Shank
F-2 5 HH Open < Crash
E-2 4 HH Open < Shank
D-2 2 HH Closed Crash
C-2 0 HH Closed Tip
118 A# 7
116 G# 7
114 F# 7
111 D# 7
109 C# 7
106 A# 6
104 G# 6
102 F# 6
99 D# 6
97 C# 6
SD RimShot (SO-Switch) SD RimShot Halfway Out 94 A# 5
Crash Edge Crash 18 Tip 92 G# 5
Hi Hat Open Edge Hi Hat All Crash (CC#4) 90 F# 5
Tom 2 Rim 1 Tom 10 RimShot 87 D# 5
Hi Hat Closed Edge Hi Hat All Crash (CC#4) 85 C# 5
82 A# 4
80 G# 4
Splash Mallet 78 F# 4
China Mallet 75 D# 4
Ride Mallet 73 C# 4
Crash 15 Mallet 70 A# 3
Crash 18 Mallet 68 G# 3
Tom 4 Rim 2 Tom 14 Rim Only 66 F# 3
All Cymbals Off 63 D# 3
China Muted Long 61 C# 3
B 7 119
A 7 117
G 7 115
F 7 113
E 7 112
D 7 110
C 7 108
B 6 107
A 6 105
G 6 103
F 6 101
E 6 100
D 6 98
C 6 96
B 5 95
A 5 93 Snare Drum (SO-Switch) SD Tip Halfway Out
G 5 91 Hi Hat Foot Splash Hi Hat Foot ><
F 5 89 Tom 4 Rim 1 Tom 14 RimShot
E 5 88 Tom 3 Rim 1 Tom 12 RimShot
D 5 86 Tom 1 Rim 1 Tom 8 RimShot
C 5 84
B 4 83 Crash Muted (*) Crash 18 Muted Short
A 4 81
G 4 79
F 4 77 Splash Mallet
E 4 76 China Mallet
D 4 74 Ride Mallet
C 4 72 Crash 17 Mallet
B 3 71 Crash 17 Mallet
A 3 69 Crash 15 Mallet
G 3 67 Crash 18 Mallet
F 3 65 Tom 3 Rim 2 Tom 12 Rim Only
E 3 64 All Cymbals Off
D 3 62 China All Sound Off
C 3 60 China Muted Short

China Tip 58 A# 2
Tom 2 Rim 2 Tom 10 Rim Shot 56 G# 2
Tom 1 Rim 2 Tom 8 Rim Shot 54 F# 2
Ride Tip Out 51 D# 2
Crash Crash 18 Tip 49 C# 2
Hi Hat Open Bow Hi Hat All Crash (CC#4) 46 A# 1
Hi Hat Foot > Hi Hat Foot > 44 G# 1
Hi Hat Closed Bow Hi Hat All Crash (CC#4) 42 F# 1
Splash Choked 39 D# 1
Sidestick (SO-on+off) SD RimShot Center 37 C# 1
Snare Drum RimShot Sidestick 34 A# 0
Crash 17 Muted Short 32 G# 0
Crash 17 Bell Shank 30 F# 0
Crash 17 Shank 27 D# 0
Crash 15 All Sound Off 25 C# 0
Crash 15 Crash 22 A#-1
Ride Edge Ride Shank 20 G#-1
Crash 18 Bell Shank 18 F#-1
Sticks Click 15 D#-1
Snare Drum RimShot Out 13 C#-1
HH Foot >< 10 A#-2
HH Open = Crash 8 G#-2
HH Open = Tip 6 F#-2
HH Open < Tip 3 D#-2
HH Closed Shank 1 C#-2
B 2 59 Ride Bow Ride Tip In
A 2 57 Extra Crash Splash Crash
G 2 55 Ride All Sound Off
F 2 53 Ride Bell Ride Bell Shank
E 2 52 Ride Bell Tip
D 2 50 Splash All Sound Off
C 2 48 Tom 1 Tip Tom 8 Tip
B 1 47 Tom 2 Tip Tom 10 Tip
A 1 45 Tom 3 Tip Tom 12 Tip
G 1 43 Tom 4 Tip Tom 14 Tip
F 1 41 Splash Muted Long
E 1 40 Splash Muted Short
D 1 38 China Crash
C 1 36 Crash 17 All Sound Off
B 0 35 Crash 17 Muted Long
A 0 33 Kick Drum Kick Drum
G 0 31 Snare Drum Tip Snare Drum Tip Center
F 0 29 Crash 17 Bell Tip
E 0 28 Crash 17 Crash
D 0 26 Crash 17 Tip
C 0 24 Crash 15 Muted Long
B-1 23 Crash 15 Muted Short
A-1 21 Crash 18 All Sound Off
G-1 19 Crash 18 Muted Long
F-1 17 Crash 18 Bell Tip
E-1 16 Crash 18 Shank
D-1 14 Snare Drum Rim Only
C-1 12 Snare Drum Tip Out
B-2 11 HH All Sound Off
A-2 9 HH Foot >
G-2 7 HH Open = Shank
F-2 5 HH Open < Crash
E-2 4 HH Open < Shank
D-2 2 HH Closed Crash
C-2 0 HH Closed Tip
118 A# 7
116 G# 7
114 F# 7
111 D# 7
109 C# 7
106 A# 6
104 G# 6
102 F# 6
99 D# 6
97 C# 6
SD RimShot (SO-Switch) Sidestick 94 A# 5
Crash Edge Crash 18 Crash 92 G# 5
Hi Hat Open Edge Hi Hat All Tip (CC#4) 90 F# 5
Tom 2 Rim 1 Tom 10 Rim Only 87 D# 5
Hi Hat Closed Edge Hi Hat All Tip (CC#4) 85 C# 5
82 A# 4
80 G# 4
Splash Mallet 78 F# 4
China Mallet 75 D# 4
Ride Mallet 73 C# 4
Crash 15 Mallet 70 A# 3
Crash 18 Mallet 68 G# 3
Tom 4 Rim 2 Tom 14 Rim Shot 66 F# 3
All Cymbals Off 63 D# 3
China Muted Long 61 C# 3
B 7 119
A 7 117
G 7 115
F 7 113
E 7 112
D 7 110
C 7 108
B 6 107
A 6 105
G 6 103
F 6 101
E 6 100
D 6 98
C 6 96
B 5 95 SD RimShot Halfway Out
A 5 93 Snare Drum (SO-Switch) SD Tip Halfway Out
G 5 91 Hi Hat Foot Splash Hi Hat Foot ><
F 5 89 Tom 4 Rim 1 Tom 14 Rim Only
E 5 88 Tom 3 Rim 1 Tom 12 Rim Only
D 5 86 Tom 1 Rim 1 Tom 8 Rim Only
C 5 84
B 4 83 Crash Muted (*) Crash 18 Muted Short
A 4 81
G 4 79
F 4 77 Splash Mallet
E 4 76 China Mallet
D 4 74 Ride Mallet
C 4 72 Crash 17 Mallet
B 3 71 Crash 17 Mallet
A 3 69 Crash 15 Mallet
G 3 67 Crash 18 Mallet
F 3 65 Tom 3 Rim 2 Tom 12 Rim Shot
E 3 64 All Cymbals Off
D 3 62 China All Sound Off
C 3 60 China Muted Short

YAMAHA DTXTREME II S / ALT

(grey words = original Yamaha DTXtreme II s sound, black words = mapped MIXOSAURUS sound)

MIXOSAURUS' DTXtreme II s Translations use Yamaha's "Snares Off" switch on the Snare Drum pad to change from *Tip Center / RimShot Center* to the *Tip Halfway Out / RimShot Out* articulations.

Hi Hat Foot Pressure is controlled by the MIXOSAURUS default (be sure to read Chapter 3.2.3!):
CC #1 (ModWheel), 0 = too tight ... 127 = very loose
CC #4 (FootCtrl), 0 = open = ... 127 = too tight
CC #64 (Sustain Pedal), 0–63 = medium, 64–127 = too tight

***DTXtreme II s Alt* Translations are available for the Crash 18", China, Splash and Ride Cymbals, Sidesticks, Snare Drums, Toms and Hi Hat:**

The Crash 18" Cymbal has the *Tip* vs. *Crash* articulations swapped.

In the standard Translation, the DTXtreme II s *"Extra Crash"* key (A2) has MIXOSAURUS' *China Crash* articulation. In the *Alt* version, this swaps position with the *Splash Crash* articulation.

The Ride Cymbals have their *Tip In* vs. *Tip Out* articulations swapped.

Snare Drum *RimShots* and Sidesticks are swapped in standard vs. *Alt* mappings as usual (described in the Roland TD-10 section, page 37).

Toms: In the standard Translation, the Toms' *RimShot* articulations are mapped to the DTX' "Rim 1" triggers, and the *Rim Only* articulations are mapped to the "Rim 2" triggers. Vice versa in the *Alt* Translation.

The standard Hi Hat Translation has *Tip* hits on the Bow and *Crash* hits on the Edge. Vice versa in the *Alt* version.

CREDITS / THANK YOU

MIXOSAURUS DAW DRUMS - KIT A / v1.1 UPDATE

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