

DEFAULT KEYMAP

BASIC KIT

Kick Alternate	35	B1	Opposite of snare status (off/on)
Kick Primary	36	C2	Matches snare status (on/off)
Snare Stickshot	37	C#2	One stick strikes other while it is touching drum head
Snare Center Hit	38	D2	
Snare Off-center Hit	39	Eb2	
Snare Rimshot	40	E2	Rim of drum and head struck simultaneously
Low Tom Center Hit	41	F2	
Hi-hat Closed Hit	42	F#2	Struck while fully closed
Low Tom Off-center Hit	43	G2	
Hi-hat Pedal	44	G#2	Pedal pushed down rapidly
Low Tom Rimshot	45	A2	
Hi-hat Open Hit	46	Bb2	Struck while fully open
Low Tom Cross-stick	47	B2	Rim of stick hit while stick held across head
High Tom Center Hit	48	C3	
Crash Normal Hit	49	C#3	
High Tom Off-center Hit	50	D3	
Ride Normal Hit	51	Eb3	
-	52	E3	-
Ride Bell Hit	53	F3	
Tambourine Shake	54	F#3	from VSCO 2
Flat Ride as Crash	55	G3	Flat ride cymbal struck as crash (in lieu of splash cymbal)
Cowbell	56	G#3	from VSCO 2
Sizzle Crash	57	A3	Chain placed on crash to create extra sizzle
Vibraslap	58	Bb3	from VSCO 2
Flat Ride Normal Hit	59	B3	A flat ride cymbal (no 'bell')
High Bongo	60	C4	from VSCO 2
Low Bongo	61	C#4	" "
Conga Muted Hit	62	D4	" "
Conga Open Hit	63	Eb4	" "
Tumba Hit	64	E4	" "
High Timbale	65	F4	from Karoryfer
Low Timbale	66	F#4	" "
High Agogo Bell	67	G4	from VSCO 2
Low Agogo Bell	68	G#4	" "
Cabasa	69	A4	" "
Large Shaker	70	Bb4	(in lieu of maraca)
Whistle, Short	71	B4	from VSCO 2
Whistle, Long	72	C5	" "
Guiro, Slow	73	C#5	" "
Guiro, Fast	74	D5	" "
Claves	75	Eb5	" "
High Woodblock	76	E5	from Karoryfer; only uses OH mic!
Low Woodblock	77	F5	" "
Mute Cuica	78	F#5	Only uses OH mic!
Open Cuica	79	G5	Moo, " "
Mute Triangle	80	G#5	from VSCO 2
Open Triangle	81	A5	" "
Shaker	82	Bb5	" "
Sleigh Bell	83	B5	" "
Belltree	84	C6	" "
Snare Stickshot, Alternate	85	C#6	One stick strikes other while it is in cross-stick position
Snare, Hand-Muted	86	D6	Drum hit while other hand fully mutes head
Snare, Half-Hand Muted	87	Eb6	Drum hit while other hand partially mutes head
Snare, Cross-stick	88	E6	Stick is held across drum and rim is struck
Low Tom, Muted	89	F6	Drum hit while other hand fully mutes head
Hi-hat Half-Open Hit	90	F#6	Hi-hat struck while half-open
Low Tom, Half-Muted	91	G6	Drum hit while other hand partially mutes head
Hi-hat Splash Hit	92	G#6	Hi-hat pedal closed but immediately let up (essentially a very short roll)
Snare Buzz	93	A6	
Hi-hat 3/4ths Open Hit	94	Bb6	Hi-hat hit then slowly closed
Flam	95	B6	Rudimentary flam
Snare Roll	96	C7	Continuous roll (CC1 mod)

