

Instrument	Banque Pattern	Echantillon (sample)	Instants de percussion															
			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Apito	Appel 1 : A1	RSFB/NN-XT Sampler Patches/Sound FX/Sound FX Samples/Bird1.aif (aigu pitch= + 54)		X		X							X		X			
		IDEM (grave pitch= - 31)	X						X		X						X	
	Appel 2 : A2	IDEM (aigu)	X					X		X				X				
		IDEM (grave)					X					X	X	X			X	
Chocalho	A1	OSB/Percussion/Tambourine TMB/TMBa_F.aif (tous les temps)	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	
		OSB/Percussion/Tambourine TMB/TMBb_sft 2.aif (temps accentués)	X			X	X			X	X			X	X			X
Agogô	A1	RSFB/NN-XT Sampler Patches/Drums and Percussion/Percussion/Non-Pitched Metals Samples/Agogo_hi2.aif (aigu)		X			X									X		
		IDEM/Agogo_lo2.aif (grave pitch= - 15)	X						X		X				X			
Caixa	A1	OSB/Percussion/Snare Drum SN/SNa-Brsh-Sn-off-FF.aif (tous les temps)	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	
		IDEM/SNa-Brsh-Sn-off F.aif (temps accentués)	X			X			X				X			X		X
Tamborim	Ostinato 1 : A1	RSFB/NN-XT/Sampler Patches/Drums and Percussion/Percussion/Conga Samples/Conga_hi_slap-H1.aif et IDEM -H2.aif	X	X		X			X		X		X		X			
	Ostinato 2 : A2	IDEM (2 sons)	X			X	X	X		X	X			X	X		X	
	Montée : A3	IDEM (2 sons)	X	X		X	X	X		X	X	X		X	X	X	X	
Terceira	A1	OSB/Percussion/Timpani TMP/TMP_F_(F2).aif pitch = + 33					X		X					X			X	
Segunda	A1	OSB/Percussion/Timpani TMP/TMP_F_(D2).aif pitch = - 15	X									X						
Primeira	A1	OSB/Percussion/Timpani TMP/TMP_F_(F1).aif pitch= - 21					X							X				

OSB = Orkester Sound Bank

RSFB = Reason Factory Sound Bank

(banques de sons de Reason)