
User Guide

Jayzen World Chimes

Soundfont version

The *Jayzen World Chimes Sample Library* is based on samples recorded from 4 suspended steel bar chimes of different lengths. The chimes have a interesting resonance - with audible overtones that mix to create unpredictable modulations in the upper harmonics.

There are **6 patches** included in this library:

- **Real:** the basic Chime samples, with little processing.
- **Wide:** notes are spread wider across the stereo field.
- **Cool:** gives a more dampened tone without losing the high end.
- **Coolv:** moves the chime sound back and forth across the stereo field (vibrato).
- **World 1:** Mbira sound with a slight "rattle" at the start of the note.
- **World 2:** Mbira sound without the "rattle."



A copy of the original MIDI file used to create the online demo has been included with the product package. The file has been saved in MIDI Format 1 - with each channel on a separate track to make it easier to edit for your own applications.

For detailed information about how to set up your software, please take a look in the "Tutorial Zone" on our website where we have posted a number of lessons on setting up and using Virtual Instruments with a few common digital audio editing software applications.



Technical Reference

File name: *Jayzen World Chimes.sf2*
File size: 11.5 Mb
Sample format: 44.1 kHz, 16 bit, stereo
Patch format: Soundfont 2.1
Total patches: 6

Patch list:

P	Bank 1
0	JVI Wchimes -real
1	JVI Wchimes -wide
2	JVI Wchimes -cool
3	JVI Wchimes -coolv
4	JVI Wchimes -world1
5	JVI Wchimes -world2

Bank/Patch: 1, 0
Patch Name: *JVI Wchimes -real*
Description: Basic Chimes sound.

- MIDI Note Range = C2 (48) → F#6 (102)
- Polyphonic - with velocity mixing between layers.

Keyboard map:



Bank/Patch: 1, 1
Patch Name: *JVI Wchimes -wide*
Description: Different mix of basic chimes sound, with wider spread between low and high notes.

- MIDI Note Range = C2 (48) → C7 (108)
- Polyphonic - with velocity mixing between layers.

Keyboard map:



Bank/Patch: 1, 2
Patch Name: *JVI Wchimes -cool*
Description: Basic Chimes sound, with different mike set-up, editing and processing.

- MIDI Note Range = C2 (48) → E6 (100)
- Polyphonic - with velocity mixing between layers.

Keyboard map:



Bank/Patch: 1, 3
Patch Name: *JVI Wchimes -coolv*
Description: Cool sound processed to constantly pan back and forth across the stereo field.

- MIDI Note Range = C2 (48) → E6 (100)
- Polyphonic - with velocity mixing between layers.

Keyboard map:



Bank/Patch: 1, 4
Patch Name: *JVI Wchimes –world1*
Description: Designed to give a “Mbira” type of sound, with rattle.

- MIDI Note Range = G1 (43) → C#5 (85)
- Polyphonic - with velocity mixing between layers.

Keyboard map:



Bank/Patch: 1, 5
Patch Name: *JVI Wchimes –world2*
Description: Designed to give a “Mbira” type of sound, with no rattle, and extended lower range.

- MIDI Note Range = E1 (40) → C#5 (85)
- Polyphonic - with velocity mixing between layers.

Keyboard map:

