ROBKOO

Wind Synthesizer R1 Patch List
(V2.6)

	No.	Patch	Sound 1		Sound 2	
			Normal	Breath Articulation	Normal	Breath Articulation
Woodwinds	1	Tenor Saxophone	sustain		sustain 2	growl
	2	Alto Saxophone	sustain		sustain 2	growl
	3	Soprano Saxophone	sustain			
	4	Flute	sustain			
	5	Recorder	sustain			
	6	Clarinet	sustain		sustain 2	
	7	Oboe	sustain			
	8	Bassoon	sustain		vibrato	
Brasswinds	9	Trumpet	sustain		sustain 2	
	10	French Horn	sustain		sustain 2	
	11	Tuba	sustain		staccato	
Strings	12	Violin	sustain			
	13	Contrabass	sustain		pizzicato	
Miscellanea	14	Accordion	sustain		octave sustain	
	15	Pan Flute	sustain			
Synth	16	80s Gamer	sustain			
	17	RK Lead	sustain			
	18	Firefly	sustain			
Chinese Ethnic Time Capsule	19	Qudi (Chinese Flute)	sustain	flutter	vibrato	
	20	Hulusi	sustain		vibrato	
	21	Xun	accent vibrato		sustain	
	22	Suona	sustain	flutter	flutter	
	23	Sheng	5th sustain		sustain	accent tremolo
	24	Morin Khuur	sustain		vibrato	
	25	Erhu	sustain		tremolo	
	26	Banhu	sustain		vibrato	

No.	Patch	Sound 1		Sound 2	
		Normal	Breath Articulation	Normal	Breath Articulation
27	Pipa	pluck	roll	roll	
28	Yangqin	hit	roll	roll	
29	Guzheng (Chinese Zither)	pluck	roll	roll	
30	Chinese Percussion	hit		(side)	

(Row group label: Chinese Ethnic Time Capsule)

Tips:

▶ **Sound 2**

Sound 2 can be switched on/off by magic button, motion control, or pitch bend wheel. Set up in "Advanced" menu of R1.

▶ **Breath Articulation**

Breath articulation is triggerred when a note begins at high velocity. It can be practically achieved by maintaining a high blow strength as player moves to the next note, or tonguing. If you find it too easy to trigger, try a higher "Breath Sensitivity" in "Advanced" menu, and a slight increase of "Volume" may apply in such case. A different "Breath Curve" may also help.

▶ **Order of Patches**

The order of patches as in the "system patch bank" cannot be edited, but "user patch bank" is a custom list editable by connecting R1 to JamKoo App. After setting up, disconnect and switch to "User" in "Advanced – Patch Bank".

▶ **Vibrato**

"Vibrato" as listed is different from the vibrato control (as present in "Advanced – Motion Control"). It is advised to be cautious when applying vibrato sound and vibrato control together.

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Note		Sound 1	Sound 2
7	B3	drum_small	side hit
♭7 / #6	B♭3 / A#3		
6	A3		
♭6 / #5	A♭3 / G#3		
5	G3	wooden bell	wooden bell 2
♭5 / #4	G♭3 / F#3		
4	F3	drum_large	side hit
3	E3		
♭3 / #2	E♭3 / D#3		
2	D3	Cha_Medium	
♭2 / #1	D♭3 / C#3		
1	C3	Cha_Large	
7	B2	drum_medium	side hit
♭7 / #6	B♭2 / A#2		
6	A2		
♭6 / #5	A♭2 / G#2		
5	G2	Bo_Small	
♭5 / #4	G♭2 / F#2		
4	F2		
3	E2	Bo_Medium	
♭3 / #2	E♭2 / D#2		
2	D2		
♭2 / #1	D♭2 / C#2	Bo_Large	
1	C2		
(lower)		tam tam roll	

Note		Sound 1	Sound 1
(higher)		xylophone	
1	C5		
7	B4	tam tam	
♭7 / #6	B♭4 / A#4		
6	A4		
♭6 / #5	A♭4 / G#4		
5	G4	Gong	
♭5 / #4	G♭4 / F#4		
4	F4	hand drum	side hit
3	E4		
♭3 / #2	E♭4 / D#4		
2	D4	Bangu (bamboo stick drum)	
♭2 / #1	D♭4 / C#4		
1	C4	Paiban (clapper)	

Tip: utilise "octave express fingerings" to jump easily. Explore this feature with any sound by holding one of the 3 upper note keys, and play scale with the other hand like normal.