



REASON

3.0

→ ReBirth RB-338 Mod ReFill

STAND-ALONE MUSIC PRODUCTION INSTRUMENT

→ 14 Channel Expandable Mixer → Analog Polysynth → Gaintable Polysynth → Digital Samplers → Mastering Tools → REX-loop Player → Drum Machine
→ ReBirth Input Device → Multiple Effects Processors → Combinator Device → Shelving and Parametric EQs → Master Song Sequencer → Pattern
Sequencer → 64 Channel Audio Output → 64 Channel ReWire Output → 512 Band Vocoder → CV Processing Tools → Full Automation → Total Recall



Operation Manual by Synkron: Anders Nordmark

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About the ReBirth RB-338 Mod ReFill

ReBirth RB-338 was Propellerhead Software's second product, released in 1997. ReBirth recreated the classic sounds of the Roland TR-808 and TR-909 drum machines together with a couple of TB-303 Bass Line synths in a neatly designed package.

ReBirth RB-338 was one of the first software products on the market that successfully emulated real hardware and quickly became very popular.

Somewhere along the line, some technically driven ReBirth user(s) discovered that it was possible to customize the graphic "skin" of the application, and also replace the samples in the two drum sections. This information quickly spread amongst users and in turn spawned a ReBirth community dedicated to creating and trading "ReBirth Mods", with customized sample sets and panel graphics.

Propellerheads wholeheartedly sanctioned this activity and even developed the ModPacker utility to help users develop their own Mods. Certain selected Mods were also included with the program, and still more Mods were available for download.

When Propellerheads decided to discontinue ReBirth, they realized that it would be possible to create a Reason ReFill containing all the original ReBirth drum samples plus all the samples incorporated in these selected Mods.

The aim of this ReFill was not to "replace" ReBirth but rather to accurately reproduce the two drum sections in ReBirth, including all the "tweakable" sample parameters (Tone/Tune/Snap etc.) available in the original program. As a bonus, we included all the wonderful samples contained in the Mods we thought were particularly creative.

The result is the ReBirth RB-338 ReFill!

Overview

ReFill contents

The ReBirth RB-338 Mod ReFill contains the following:

- ➔ **Combi (.cmb) patches.**

Each Combi is named after the original Mod it is based on. There are "808" and "909" versions of each Combi, containing the samples used for the respective (808 or 909) drum section in the original Mod.

- ➔ **The individual samples**

These are arranged in subfolders with the same name as the Combi it belongs to. Each sample will have the same name as the instrument slot as well as which drum section (808 or 909) used in the original ReBirth Mod. E.g. "TR909OHH.aif" means that the sample was used in the Open HiHat slot of the 909 drum section in the original Mod (although this could be named differently). Bear in mind also that the actual sample used may not correspond to the instrument name!

Contents of each Combi

Depending on whether an 808 or a 909 Combi is loaded the text "ReBirth 808/ 909 Mod ReFill" is shown on the Combinator panel, respectively. A splash image is also shown on the right side of the Combinator panel for each Combi.



If you click the "Show Devices" button and scroll down you can see that it contains the following devices (from the top down):

- ➔ **A Line Mixer device.**

This carries the audio outputs from the various devices in the Combi.



➔ Two Redrum devices.

These are loaded with the samples and some example drum patterns.



➔ Various folded devices.

These devices are used to produce sample variations and other tricks, and are not meant to be tweaked directly.



Basic principles

In ReBirth, the sound, functionality and GUI of the two drum sections were replicas of the original articles. To “recreate ReBirth” using Reason, the use of the Redrum device was logical as it features a similar basic step programming interface as the originals. And as each Redrum drum slot can be loaded with any sample and allows you to tweak parameters like pitch, level, length etc., most of the sound tweaking functionality of the individual drum sounds in ReBirth could also easily be recreated.

However, in ReBirth there were also certain “tricks” involved. To emulate all the sound variations of the original TR-808 snare for example, nine different samples were used; five “clean” snares plus four “noise” samples. By tweaking the Tune knob you would crossfade between the five clean samples, and the Snap knob would control the level of the noise sample(s). The noise samples were played one at a time, in random order.

This made it possible to separately adjust two elements of the snare sound; the “body” and the “rattle”.

Similarly, for the TR-909, the snare drum used eight different samples (five clean and three noise), and you also had four bass drum sample variations.

In ReBirth, this sample switching was completely transparent to the user - you simply turned the knobs and the sound would change just like on the original drum machine.

Mod developers were also able to use these sample variations in the respective drum section, meaning they could use different samples if they so wished. So when the user turned the Tune knob for the 808 snare in a Mod, it could change to a snare sample with an entirely different characteristic to the previous - or even change to a different instrument sample altogether.

These sample variations are entirely recreated in the ReBirth RB-338 Mod ReFill!

When you load any ReBirth Mod ReFill Combi, you get the same basic device setup; a Combinator containing two Redrum devices, a Line mixer and various folded devices that handle the triggering of sample variations (and also the triggering of the Startup sound - see [page 6](#)). These folded devices basically perform the same functions as ReBirth did “under the hood”. The folded device setup varies slightly between 808 and 909 Combis.

Remember that when you use the ReBirth RB-338 Mod ReFill there is no need to ever unfold or tweak these devices in any way to get all the intended sound variations available.

Loading a ReBirth Combi

1. Place the ReBirth RB-338 Mod ReFill in a convenient folder location, e.g. in the Reason program folder.
2. Start Reason and load a Song.
The Song could contain recorded sequencer note data or not - it doesn't matter. Do, however, make sure that there is a mixer device connected to the Hardware interface.
3. Select "Create Device by Browsing Patches..." from the Create menu.
4. Make sure the "Show" pop-up menu in the Browser is set to "All Instruments".
5. In the Browser, navigate to the location of the ReBirth RB-338 Mod ReFill and open it.
6. Load the "Original 808.cmb" Combi.
This patch contains the original TR-808 samples used in ReBirth. When the patch has been loaded, a short "Startup sound" audio snippet is heard.
 - ➔ There is a similar "Original 909" Combi with the original samples used in this drum section. All the other Combis are based on Mods.
7. Click OK to close the Browser.
8. Press the "Run Pattern Devices" button on the Combinator panel.
A basic drum pattern is played back by the two Redrum devices, using the original TR-808 samples contained in this patch. Press the button again to stop playback.



- ➔ You could also start/stop playback using the Transport.
In this case the Combi drum pattern will play along with any other recorded pattern/sequencer data in the Song during playback.

How samples are organized

In the ReBirth ReFill, all Combi patches use two Redrum devices to play/trigger the samples.

- ➔ For 808 Combis the upper Redrum device is named "808 Drums" and the lower Redrum device is named "808 Perc".
- ➔ For 909 Combis the upper Redrum device is named "909 Drums" and the lower Redrum device is named "909 Cyms".

808 Combis

When you load a 808 Combi, all samples are loaded into a corresponding drum slot in the two Redrum devices contained in the Combi.

- ➔ The naming of these samples are identical for all 808 Combis, but note that there is not necessarily any correlation between the name of the sample and the actual sound.
However, almost all most Mods do have snare, bass drum and hihat/cymbal sounds in the corresponding slots so that a pattern created with one Mod doesn't sound completely wrong when you play it back with another Mod.

The "808 Drums" Redrum device will have the following samples loaded (the sound descriptions in parenthesis correspond to the actual drum sounds in the original ReBirth 808 drum section):

Redrum Channel #	Sample
Slot 1	TR808BD.aif (Bass Drum)
Slot 2	SNARE.wav (Dummy sample - see page 4)
Slot 3	TR808RS.aif (Rim Shot)
Slot 4	TR808CP.aif (Clap)
Slot 5	TR808LT.aif (Low Tom)
Slot 6	TR808MT.aif (Mid Tom)
Slot 7	TR808HT.aif (Hi Tom)
Slot 8	TR808CH.aif (Closed Hihat)
Slot 9	TR808OH.aif (Open Hihat)
Slot 10	TR808CY.aif (Cymbal)

The “808 Perc” Redrum device will have the following samples loaded (the translation of the sample names in parenthesis correspond to the drum sounds in the original ReBirth 808 drum section):

Redrum Channel #	Sample
Slot 1	TR808CL.aif (Claves)
Slot 2	TR808MA.aif (Maracas)
Slot 3	TR808LC.aif (Low Conga)
Slot 4	TR808MC.aif (Mid Conga)
Slot 5	TR808HC.aif (Hi Conga)
Slot 6	TR808CB.aif (Cowbell)
Slot 7	Not Used
Slot 8	Not Used
Slot 9	Not Used
Slot 10	Startup.aif

909 Combis

When you load a “909” Combi, all samples (apart from the Snare and the Bass Drum - see “About the “Dummy” samples” on page 4) are loaded into a corresponding drum channel in the Redrum devices.

The “909 Drums” Redrum device will have the following samples loaded (the translation of the sample name abbreviations in parenthesis correspond to the drum sounds in the original ReBirth 909 drum section).

Redrum Channel #	Sample
Slot 1	BASS DRUM.wav (Dummy sample - see page 4).
Slot 2	SNARE.wav (Dummy sample - see page 4).
Slot 3	TR909RS.aif (Rim Shot)
Slot 4	TR909HC.aif (Clap)
Slot 5	TR909LT.aif (Low Tom)
Slot 6	TR909MT.aif (Mid Tom)
Slot 7	TR909HT.aif (Hi Tom)
Slots 8-10	Not Used

The “909 Cyms” Redrum device will have the following samples loaded (the translation of the sample names in parenthesis correspond to the drum sounds in the original ReBirth 909 drum section):

Redrum Channel #	Sample
Slot 1	Startup.aif
Slot 2	Not Used
Slot 3	Not Used
Slot 4	Not Used
Slot 5	Not Used
Slot 6	Not Used
Slot 7	TR909RCY.aif (Ride Cymbal)
Slot 8	TR909CHH.aif (Closed Hihat)
Slot 9	TR909OHH.aif (Open Hihat)
Slot 10	TR909CCY.aif (Crash Cymbal)

About the “Dummy” samples

- All 808 Combis have a “dummy” sample (“SNARE.wav”) loaded into slot 2 of the upper Redrum device.
- All 909 Combis have dummy samples (“BASS DRUM.wav” and “SNARE.wav”) in slots 1 and 2 of the upper Redrum device.

These dummy samples do not produce any sound, and are merely there to indicate that the respective slot plays (or rather triggers) the aforementioned sample variations for the 808 snare and the 909 bass drum and snare.

As a Redrum slot only can play back one sample at a time, the slots with dummy samples instead trigger multiple samples loaded into NN-XT devices (which are folded). This way, all the sound variations of these drum instruments can be re-produced. See “[About the Combinator parameters](#)” for more details.

How the outputs are routed to the Line Mixer

808 Combis

In all 808 Combis, the following outputs are routed to the Line Mixer device:

Line Mixer channel	Output
Ch 1 808 Drums	This controls the mixed output for the 808 Drums Redrum device.
Ch 2 SD Mix	This controls the mixed output of the multiple samples used for the 808 snare ("clean" and "noise"). See "SD Tune/SD Snapy" on page 6.
Ch 3 808 Perc	This controls the mixed output for the 808 Perc Redrum device.
Ch 6 808 Perc Ch 10	This controls the output for the Startup sound, see page 6.

909 Combis

In all 909 Combis, the following outputs are routed to the Line Mixer device:

Line Mixer channel	Output
Ch 1 BD Output	This controls the output of the Bass Drum sample(s).
Ch 2 SD	This controls the output of the multiple samples used for the 909 snare ("clean" samples). See page 6.
Ch 3 SD Snap	This controls the output of the multiple samples used for the 909 snare ("noise" samples). See page 6.
Ch 4 909 Drums	This control the mixed output of the 909 Drums Redrum device.
Ch 5 909 Cyms	This control the mixed output of the 909 Cyms Redrum device.
Ch 6 909 Cyms Ch.1	This controls the output for the Startup sound - see page 6.

About the Combinator parameters

The samples in each Combi can be divided into two main categories:

➔ Single samples.

All the samples (in all Combis) except the Snare in 808 Combis and the Bass Drum and Snare in 909 Combis are single samples. You can use the parameters on each Redrum channel to change the sound in various ways, e.g. change pitch, level, length etc. Please refer to the Redrum chapter in the Reason Operation Manual for details.

➔ Multi samples.

These are the sample variations available for the 808 snare and the 909 bass drum and snare. These samples reside in the (folded) NN-XT devices, but are triggered from the Redrum drum channels that have dummy samples. These cannot be tweaked using the Redrum parameters. Instead, you use the parameters on the Combinator panel to change the sound.

As described earlier, the folded devices in each Combi are used to switch between samples and to perform various other tricks. The functions these devices perform are linked to the knobs and buttons on the Combinator front panel.

Parameters available for 808 Combis



The following parameters are available on the Combinator front panel for all 808 Combis:

BD Tone/BD Decay

The Bass Drum in 808 kits is a single sample and can thus use the Redrum parameters.

➔ BD Tone adjusts the Tone (a low pass filter) parameter on the corresponding Redrum channel.

The available filter range has been calibrated to match the original Tone control in ReBirth.

➔ BD Decay controls the Length parameter of the corresponding Redrum channel.

SD Tune/SD Snappy

The 808 snare uses nine samples in total. In Standard ReBirth there were five samples of a “clean” 808 snare and four high-pass-filtered “noise” samples (snappy). In the Mod Combis, the five “clean” samples and the four “noise” samples may have completely different characteristics, or might be different instrument samples altogether.

➔ The SD Tune knob switches between the five “clean” samples.

! **Note that to switch between these samples The “Run Pattern Devices” button on the Combinator panel must be activated (or playback activated on the Transport panel). When you turn the SD Tune knob the sample switching occurs when the current pattern re-starts.**

➔ The SD Snappy knob controls the volume of the four noise sample(s).
The noise samples are played one at a time, in random order.

Solo BD button

This will solo the Bass Drum sample (channel 1) in the 808 Drums Redrum device, and mute all other drum channels in both Redrum devices.

Mute Hats & Cyms button

This will mute hi hat and cymbal samples in the 808 Drums Redrum device (channels 8 to 10).

Mute Perc button

This will mute the 808 Perc Redrum device.

Startup Sound button

The startup sound is only played when a Combi is loaded (unless you program a pattern that uses it of course). If you do not wish to hear the startup sound when a particular Combi is loaded you can switch this button off and resave the Combi.

Parameters available for 909 Combis



The following parameters are available on the Combinator front panel for all 909 Combis:

BD Tune

➔ The BD Tune knob switches between the four samples available for the Bass Drum.

! **Note that to switch between these samples The “Run Pattern Devices” button on the Combinator panel must be activated (or playback activated on the Transport panel). When you turn the BD Tune knob the sample switching occurs when the current pattern re-starts.**

BD Decay

This controls the decay of the Bass Drum sample(s).

SD Tune

The 909 snare uses eight samples in total. In Standard ReBirth there were five samples of a “clean” 909 snare and three high-pass-filtered “noise” samples (Snappy). In the Mod Combis, the “clean” samples and the “noise” samples may have completely different characteristics, or might be different instrument samples altogether.

! **Note that to switch between these samples The “Run Pattern Devices” button on the Combinator panel must be activated (or playback activated on the Transport panel). When you turn the SD Tune knob the sample switching occurs when the current pattern re-starts.**

➔ The SD Tune knob switches between the five “clean” samples.

SD Tone

The SD Tone knob controls the length of the noise sample(s).

The noise samples are played one at a time, in random order. Note that you can use the SD and SD Snap channels in the Line mixer to adjust the balance between “clean” and “noise” samples.

BD Dark button

This cuts some of the high frequencies, for a darker BD sound.

Solo BD button

This will solo the Bass Drum sample (channel 1) in the 909 Drums Redrum device, and mute all other drum channels in both Redrum devices.

SD Snap Low button

This will lower the level of the “noise” samples.

Startup Sound button

The startup sound is only played when a Combi is loaded (unless you program a pattern that uses it of course). If you do not wish to hear the startup sound when a particular Combi is loaded you can switch this button off and resave the Combi.

Programming patterns

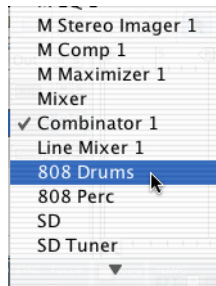
You can program patterns in two basic ways:

- ➔ **By using the two Redrum devices to step program patterns.**

This is the very similar to how you program patterns in ReBirth. If you wish to use both a 808 and a 909 Combi simultaneously (like the two drum sections in ReBirth), simply add another Combi. Naturally, you can use as many ReBirth Combis you like at the same time!

- ➔ **You can use the sequencer to program patterns.**

This also works as usual, but bear in mind that you should not have the Combinator device itself selected as the output of the sequencer track as this will trigger samples in both Redrum devices simultaneously (which is probably not what you want). Instead, create a new sequencer track, click in its “Out” column and route it to the Redrum device you wish to program directly.



Playing the samples from a keyboard

You can of course play the samples in each Redrum device from your keyboard.

- ➔ **Create a new sequencer track and route it to the desired Redrum device as described above.**

The samples in the selected Redrum device are playable from the C1 key and upwards.

About the Mods

As a brief guide, and for your reading pleasure, here are the original info texts about the RB-338 mods that we chose to include in the ReBirth RB-338 Mod ReFill:

Mod/Creator	Info
030 Microdot v100 By Chengming Chang.	Psychedelic trance anyone? The Microdot comes packed with the necessities of the genre. The many long sweeping synth lines makes this the biggest Mod to date, but it's well worth the download. Listen to the demo song!
Aluwerk By Dr Bruno & Syrusate.	A true concept-mod. Looks metallic, sounds metallic, tastes metallic, eh... With it's metallic sound, the Aluwerk should really appeal to anyone into industrial sounds and noises.
AnokhaV2 By Sam Laleo Singh.	With it's sitar loops and tabla samples, the AnokhaV2 has a definite Indian vibe to it. Decorated with Indian deities this mod is great for the ethnic minded producer. Who can live without a 'tablatronic'?
Antrop By Fasch.	The Antrop is one more variation on the same theme as the Sonor and the X-anvers. House style sounds with an emphasis on synth bleeps and pad sounds.
AXIOM_peace By Peff.	Mod veteran Peff has designed this good looking Mod. Good, sharp drum and percussion sounds and intelligent combinations of pad sounds make this Mod a very capable one. Well worth the hefty download.
BadRat BRM 2.0 By BadRat.	The truly unique BadRat mod has a hand scribbled interface and a sample set made up from... rat sounds. Yes, it's true. A living, breathing rat is the source of the samples. Despite this fact, the drums sound, well... organic and really tight.
Beatnik By Flip Dog & Supernaut.	The Beatnik Mod has a futuristic interface with some cool effects and a sample set that seems suited for the darker side of music. It's a Rock n' Roll mod according to the authors - whatever that means...

Mod/Creator	Info
Bluesteel2 By Dr. Bruno.	Bluesteel is back in its version 2 incarnation! It's a flexible mod if you trust the author, and why not? It comes with a varied selection of acoustic sounding drums mixed with some weird dusseldorf style electronic noises.
Bone Vibes By Syrusate.	A black and dark mod with lots of rattling bones and skulls (check out the 808 drum selection knob). This one should suit all the industrial / dark-wave aficionados out there. The sound is rather dark too with lots of synth samples.
Circuit By Epilogue.	This mod has a green glowing electric look and features a bunch of industrial type bass and snares along with a couple of loops and sub bass effects.
Circuitbreaker Theorem By Minimal Concept III.	A pure techno mod with hard and edgy sounds in a very orange package. Apart from techno sounding drum samples, this mod also has a set of congas, chord stab samples and some effect sounds.
Composit By P. Allert.	The Composit mod has a varied sample set and a futuristic look. The samples are all crisp and clear with loops, synth sounds and various percussion sounds, some of them with unusual reverb effects.
Dark Star By Dr. Bruno.	The Dark Star has a brilliant set of treated acoustic drums from the dub side as, well as organ and guitar. The sounds are all very high quality with a very smart combination of samples.
Digalog By Einzelgänger.	Long time board veteran Einzelgänger has made this very electronic sounding and synthetic looking mod. The interface is a very plastic blue and the sample set offers lots of bleeps and synthetic percussion sounds.
Dogma By Supernaut.	A beautiful metallic interface and a set of really good, clean drum and synth samples makes this mod a very versatile one that should be useful in most genres of electronic music.
Electrolyte By Epilogue.	Behind all the black and green is a mod packed with drums and synth samples. Some basses and pads as well as percussion sounds are all included. Oh yeah... there are loops too.

Mod/Creator	Info
7mb Funkbox v1.2 By 7mb.	This is a hip hop mod. The drums, the loops, stabs and effects all have a very distinct hip hop sound. It may not be the prettiest mod around, but the sounds should be very useful for the beat lovers out there.
Groove ENGINE By Leiff.	The beautifully crafted Groove ENGINE has the sound of a very groovy factory. The sample set is based on various industrial noises of very high quality. The sounds are very good, but the most stunning feature of this mod is the truly unique interface.
ibex mk II By Jonas H.	The ibex mkII is a has a very varied set of sounds, ranging from the tribal sounds of a didgeridoo to assorted synth sounds as well as a full set of drums. All the sounds are cleverly listed in the 'Select Mod' menu.
iCE! ByEntropy/SINGULARITY	According to the author: "chilly and cheezy..." Can't argue with that. Most of the original sounds left in, but some cool stuff added!
Illumitech 2.0 By dj.k	A very sleek black mod by dj.k, the Illumitech has a set of drums that should be good for hip-hop or experimental tracks or just about any track where you need lots of different bass drums. It also has a few synth and effect samples.
ReBirth illusion By DJ LoOp.	ReBirth illusion by DJ LoOp is an elegant mod featuring some real punchy kick drums and assorted bass, sub bass and synth sounds for huge pads and rumbling sub bass.
Infernalizer By Jesuspark.	Hailed by many as The Most Beautiful Mod Ever, the Infernalizer really is a sight. The sounds should be suitable for any 'dark or loud style' according to Mr. Jesuspark, and indeed - Lots of sharp drums, synths and a church organ (!) should do the trick!
IQ By Dr. Bruno & Syrusate.	Another team effort from the creators of the Aluwerk mod. This mod is a funky little piece of break-beatish drums, jazzy chords and some quite weird electronic bleeps and noises packed in a black interface with... a howling wolf on the panel.
Liquid Birth II By Freeman.	Graphics are blue and bubbly, sounds are technoish. Lots and lots of snare drums and bass drums everywhere.

Mod/Creator	Info
Macroserv By Servovalve.	If you like the sound of short circuits, broken equipment and electrical overloads, then you'll love the Macroserv. It has loads of piercing electric sounds and sharp drums as featured in the really haunting demo track.
DJ LuVcHiLE's Manic Box By DJ LuVcHiLE.	The Manic box is a mean black thing with a bunch of phat percussion sounds that should appeal to the tribal minded producer.
Massen's MSM 2 By Massen.	One of the original Mods included with ReBirth 2.0.
Metallicon By T.G.ViRUS.	One of the original Mods included with ReBirth 2.0.
MiDiMoD By Neil Parker.	The Midimod Made for Industrial Trax - a stripped down working version of ReBirth, that anyone could use and use well. The beaten and rusted gui is easy to use, samples stem from past mods, hardware and a few 80's records that were laying around.
Millennium By Massen.	Massen's new creation is a beautifully crafted mod with a high-tech look and a clean sound. With it's clever mix of synth samples and percussion sounds this mod is destined to become a classic.
minimod By Peff.	The house producers toolbox! Peff's minimod has an excellent sample set that includes house organs, house basses, house pianos, stabs, bleeps and much more. The beautifully crafted GUI makes you think of a certain old synth brand...
Modulus By Tristan.	Modulus is a combination of really good, clean drum samples and some really wacky FX sounds. Basically, the bread'n'butter drums are on the 909 and the FX sounds are on the 808. Several 'brass stab' samples included.
Noize By Einzelgänger.	A new mod from Einzelgänger, it is somewhat along the same lines as Digalog sound wise: Very electro, very plastic. The graphics are something completely new. A very minimalist, futuristic interface. Truly original.

Mod/Creator	Info
Omega By Omega777.	The Omega probably has the most futuristic interface yet. It looks like something you would bring on a very long space journey. The sounds are quite sci-fi too. Drum n' bass style drums with lots of synth samples and loops.
Orbit 2.0 By ElaSTIC and SLICE.	One of the original Mods included with ReBirth 2.0.
Orion - System 2000 By Cavey	The Orion has a retro sci-fi look and a set of very good drum sounds, chopped-up loops and sub-bass making the Orion a very good mod for Drum 'n Bass style music.
Pitch Black Edition 2 By Blank, aka Fredrik Häglund	One of the original Mods included with ReBirth 2.0, featuring the Posioner and Protagonist drum machines.
Plasmafire By The Silencer & Celtic-Sons.	A mod from Minimalist Techno veterans CelticSons and The Silencer ought to be good for minimalist styles. Behind it's clean plastic interface lies a very good sample set of weird bleeps, synths and drum sounds that should be very useful for making techno tunes.
Poison Box By Poison.	Graphics may not look like much, but the sounds are really cool, innovative and fresh. Light and electronic, yet dirty and dry, somewhat in the Autechre neighborhood.
Polyvibe By Jonas H.	With it's jazzy sounds, this is one unique mod. Pianos, brass, jazzy drums - it's all here. The blend of 'blue note'-ish samples and the 303's are really refreshing. Can you say Acid Jazz? And hey - it looks good too!
RB-SEMx By Joy!Peff.	One of the best 'theme' mods out there, very original. Graphics have an Oberheim-ish design and the drum sounds are made with analog synths!
ReBasX By Fusion.	ReBasX is a noisy mod with a trippy look, or "Loud, Green, and a tad bit painful to the eyes!" as stated by the mod maker himself. The mod has a blend of noisy drums and instrument samples. Lots of guitar!
ReBirthday By Peff and bitplant.	This mod was created as a gift to Propellerhead Software for its 10th anniversary by Peff and the Merkle brothers of bitplant. Reason Drum Kits drum sounds, Indian instruments and the Rhodes Piano from the Electromechanical ReFill.

Mod/Creator	Info
ReConstructed By O.I.N.K.	A hardware software synth! As crazy as it may sound, O.I.N.K.'s new mod is comes packed with hardware references. Controls are made of screws, bolts and water-levels. The sound is what you expect it to be: metallic hammers, drills and so on. A truly weird mod.
Red Stripe - Drum & Bass By Peff, Jesuspark and JackPlug.	It's the mega Drum & Bass Mod developed by Re-birthers as part of a music project for Red Stripe, a lager beer with a long association with the underground music scene. Conceived by JackPlug, the Red Stripe has samples by Peff and an awesome interface by JesusPark.
ReDirt! By ThaCnaT.	ReDirt! is a theme mod made by ThaCnaT to recreate the vibe of the Italian 'Afro-era' of the late 70s/early 80s. The mod has a mix of groovy drum and percussion loops as well as various instrument sounds.
Regulator By Cipher/Jordan.	The much anticipated Regulator is finally here. This mod has superb graphics, a well sounding set of drums and intelligently chopped up loops. This is a definite Drum 'n' Bass mod!
ReBirth RMX By bartr.	Originally created as a school project for a design class, the RMX naturally comes with a stylish hi-tech interface. The sampleset contains some clean housey drums and a collection of synth bleeps and effects.
Sidstation Mod 2.0 By Massen & Elektron ESI AB.	A new masterpiece by Massen and Elektron ESI AB. This fantastic mod is a RBM version of the famous sidstation synth. The sounds are all samples from the sidstation. Bleeps galore!
SoftBlue By O.I.N.K.	The SoftBlue may not be the prettiest mod you've seen, but it's definitely original. It comes full of sampled... harmonicas. Along with a set of acoustic style drums, it has ten different harmonica samples - both short stabs and melody lines. The definite blues mod.
Sonor By Fasch.	The Sonor is a mod with a deep house sound. The samples range from synth stabs, assorted bleeps, vocals to a set of crisp drum sounds that should provide the necessities for any house track. Just what's the deal with the guys in hats?

Mod/Creator	Info
Spassiba By Supernaut.	Like Supernaut's previous creation, Dogma, this is a clean creation. It has a sample set with synth sounds, percussion and some drum loops. Many of the sounds should fit quite well in the electronica genre.
TechnoBox mkII By Peff.	This is a ReBirth 2 version of the old TechnoBox 1.5 mod, one of the first ReBirth mods. This Mod has a bunch of techno-style drums and some evil sub basses that will send your woofers begging for mercy. Watch your speakers!
Trancer By Cybernetique.	This mod was designed to reproduce "those classic trancy sounds of early 90s dance music" as Cybernetique puts it himself. Deep bass, reverbed drums and chord samples makes this a very well sounding mod.
Voltage2 By Dr.Bruno.	The Voltage Mod is a take on a more industrial ReBirth. Lots of distorted guitar and loud drums would make this the Mod of choice for producers into really hard music.
X-Anvers By Fasch.	A new weird-colored contribution from Mr. Fasch. The X-Anvers is, like it's cousin Sonor, a house-style mod with pads and synth bleeps that makes a beautiful sound when treated with a little PCF.