Epic Grand
Virtual Piano for Kronos
KSOUNDS
KSOUNDS Epic Grand Kronos

User Guide

Getting Started

Thank you for purchasing K-Sounds' Epic Grand for the Kronos! We believe you will astonished by the realism of this sampled piano. Epic Grand features unlooped samples up to 20 seconds long, eight sampled dynamic levels, true sampled damper resonance and release resonance, hammer noise samples, and multi-dynamic damper noise samples that sound when you press and release the pedal!

Loading

Before you load Epic Grand, be sure your Kronos has operating system version 2.0 or higher installed. If you are using a Kronos X, you have a compatible operating system already installed.

Also before you load, please use your Kronos to save a PCG file of all banks to avoid accidentally overwriting any of your sounds.

Epic Grand requires 1.2Gb of disc space on the internal SSD. To load into virtual memory, the Kronos must have 58Mb of RAM free.

Use your computer to unzip the download file. Copy all unzipped content (except the User Guide) to your USB media. Be sure to include all three files named Epic Grand **and** the folder named Epic Grand. Connect the USB media to the Kronos. In Disk mode, first copy all Epic Grand files and the Epic Grand folder to the Kronos' internal SSD: From the "Drive Select" dropdown menu, select the removable media. Next, touch one of the Epic Grand files to select it. Then touch the box beside "Multiple Select" so that it is checked. Touch the rest of the Epic Grand files (including the Epic Grand folder) to select them. Touch the "Utility" tab. Touch the triangle at the top-right corner of the screen and choose "Copy" from the dropdown menu. In the dialog that appears, use the "Drive Select" dropdown menu to choose "HDD: INTERNAL SSD." (Optional: Navigate to a directory on the drive where you wish to place the Epic Grand files.) Touch Paste.

All necessary files should now be on the Kronos' SSD. To load the sounds for playing, use the "Drive Select" dropdown menu to select "HDD: INTERNAL SSD." Select the Epic Grand PCG file. Touch "Load." By default, Epic Grand programs and combinations will load to the U-G bank. A few programs will load to the U-F bank as well. Next, highlight "Epic Grand Unlooped_User Bank.KSC" and touch "Load." Set the "Select .KSC Allocation" parameter as you desire. Touch OK.

Programs

000 Epic Grand SW2 – Expressive 8-layer piano with enhanced sustain. Includes damper resonance with real-time sustain pedal response. SW2 adds extra brightness at hard velocities.

001 Epic Grand+ SW2 – Similar to *Epic Grand SW2*, but with a different, brighter tone. SW2 adds extra brightness at hard velocities.

002 EG Dynamic SW2 – Very expressive piano with enhanced sustain and a wide dynamic range. Compared to *Epic Grand SW2*, this program is warmer when played softly. SW2 adds extra brightness at hard velocities.

003 EG Warm SW2 – Piano with enhanced sustain and a softer dynamic range. SW2 adds extra brightness at hard velocities.

004 EG Warm+ SW2 – Similar to *EG Warm SW2*, but with a different, brighter tone. SW2 adds extra brightness at hard velocities.

005 EG Peaceful – Dreamy, soft piano with lush damper resonance and long sustain. SW1 shifts notes down one octave. SW2 shifts notes up one octave.

006 EG Fast SW2 – Similar to *Epic Grand SW2*, but with a slightly faster decay. Note release times are also shorter. SW2 adds extra brightness at hard velocities.

007 EG Present SW2 – Responsive piano with a slightly restricted dynamic range. SW2 adds extra brightness at hard velocities.

008 EG Up Front SW2 – Piano with a bright, limited dynamic range – ideal for use in dense mixes. SW2 adds extra brightness at hard velocities.

009 EG Nu Harmonic SW2 – Bright piano with unique harmonic content. SW2 adds extra brightness at hard velocities.

010 Just the Piano – Natural, "unplugged" piano. Provides full dynamic range with no EQ or sustain enhancement. SW2 adds extra brightness at hard velocities.

011 EG Smiley SW2 – Dynamic piano with a "smile" shaped graphic EQ applied. High and low frequencies are boosted. Mids are cut. SW2 adds extra brightness at hard velocities.

012 EG Steel SW2 – Dynamic piano with extra "bite" at hard velocities. SW2 adds extra brightness at hard velocities.

013 EG Steel 2 SW2 – Very bright piano with extra "bite" at *all* velocities. SW2 adds extra brightness at hard velocities.

014 EG MIDI Power SW2 – Powerful layers of bright piano and electric piano. SW2 adds extra brightness at hard velocities.

015 Movie Piano SW2 – Emotive piano layered with warm synth pad. SW2 transforms the pad into strings.

016 EG & Lush Strings SW2 – Piano layered with orchestral strings. Press SW2 to gradually fade the strings out. Press it again to gradually bring the strings back in.

017 Epic Grand Mono SW2 – Mono version of *Epic Grand SW2*. SW2 adds extra brightness at hard velocities.

018 EG Steel Mono SW2 – Mono version of *EG Steel SW2*. SW2 adds extra brightness at hard velocities.

019 K-Sounds FM EP – DX-style electric piano with a wide, seamless dynamic range. SW2 changes the pitch of the attack transient, creating a very different tone. Knob 7 detunes chorus effect.

Additional programs follow: copies of factory presets, slightly modified presets, and additional piano elements. These are used by the combinations. Keeping them in the same bank as the piano sounds reduces the risk of accidentally overwriting a program that is needed by an Epic Grand combination.

Combinations

Combinations 000 through 013 are enhanced versions of programs 000 through 013. (See program descriptions above.) In each of these combinations, KARMA switches 1 through 4 (**not** SW1 and SW2 near the joystick) provide extra elements that can be seamlessly added to or removed from the basic piano sound as you desire. These elements include damper resonance, release resonance, hammer noise samples, and damper noise samples. In each combination, the first four scenes are programmed to provide progressively more elements, with scene 4 including all elements. By default, scene 4 is selected for most of these combinations, but you may select different scenes and resave the sounds as you desire.

KARMA Assignments for Combinations 000-013:

Switch 1 = Damper resonance.
Switch 2 = Release resonance.
Switch 3 = Hammer noises.
Switch 4 = Damper noises.
Scene 1 = No additional elements.
Scene 2 = Adds damper resonance.
Scene 3 = Adds damper & release resonance.
Scene 4 = All elements.

Combinations 014 through 018 - Five additional combinations are provided. Each one layers or splits the piano with multiple sounds that can be activated and disabled independently (and seamlessly!) using KARMA switches 1 through 4 (the first four switches in the *bottom* row of eight, directly above the sliders). In each combination, the first four scenes are programmed to provide different layers.

014 – EG Karma Layers 1
Switch 1 = Full Piano.
Switch 2 = FM Electric Piano.
Switch 3 = Strings.
Switch 4 = Warm Pad.
Scene 1 = Piano only.
Scene 2 = Piano and Pad.
Scene 3 = Piano and FM EP.
Scene 4 = Piano and Strings.

015 – EG Karma Layers 2
Switch 1 = Rock Piano.
Switch 2 = Power Synth Layers.
Switch 3 = Rhodes.
Switch 4 = Choir Pad.
Scene 1 = Piano only.
Scene 2 = Piano and Choir Pad.
Scene 3 = Piano and Rhodes.
Scene 4 = Power Piano Stack.

016 – EG Karma Pads
Switch 1 = Dynamic Piano.
Switch 2 = Harmonic Pad.
Switch 3 = Pad Bass (LH) and Low Octave Warm Pad (RH).
Switch 4 = High Octave Shimmer Pad.
Scene 1 = Piano only.
Scene 2 = Piano and Harmonic Pad.
Scene 3 = Piano, Harmonic Pad, Pad Bass (LH), Low Octave Warm Pad (RH).
Scene 4 = Piano and All Pad Payers.

017 – EG Karma Strings
Switch 1 = Dynamic Piano.
Switch 2 = Chamber Strings.
Switch 3 = Large Strings.
Switch 4 = Large Strings Octave.
Scene 1 = Chamber Strings only.
Scene 2 = Piano and Chamber Strings.
Scene 3 = Piano and Large Strings.
Scene 4 = Piano and 2-Octave Strings.

013 – EG Karma Basses – *Piano and bass split. Piano (RH) is always active. Bass sound (LH) changes with Karma scene selection.*
Switch 1 = Acoustic Bass.
Switch 2 = Fingered Electric Bass.
Switch 3 = Fretless Bass.
Switch 4 = Velocity-Switched Slap Bass.
Scene 1 = Piano with Acoustic Bass.
Scene 2 = Piano with Fingered Electric Bass
Scene 3 = Piano with Fretless Bass.
Scene 4 = Piano with Velocity-Switched Slap Bass.

Real-Time Control

The following system of real-time control is implemented in Epic Grand.

Left Hand Controller Section:
Joystick+Y – Applies vibrato or tremolo to most non-piano sounds in layered combinations.
SW1 – Downward octave shift.
SW2 – Adds brightness to normal and bright dynamic pianos. Performs other functions for select sounds. (See program descriptions.)
Ribbon – Not assigned to piano sounds. Function differs according to which non-piano layers are active in combinations.

Assignable Knobs - *Active when the Control Assign button RT KNOBS/KARMA is selected.*
User 3 (Knob 7) – Adds microphone simulation to solo pianos.
User 4 (Knob 8) – Controls reverb.

KARMA Switches and Scene Controls
All Combination mode sounds use KARMA to activate and disable layers. For some combinations, these layers are piano elements such as damper resonance and hammer noises. For others, KARMA adds non-piano layers such as electric piano, pad, or strings. KARMA Switches activate the individual programs. Scenes are programmed to turn multiple switches on / off automatically, giving you instant access to a variety of layered combinations. See combination descriptions for additional information.