User Guide

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Introduction

Thank you for purchasing the **KS Rotary** collection from **K-Sounds**. Your Kurzweil's palette of organ sounds is now more flexible than ever before. Take a moment to understand this collection's organization, naming conventions, and real-time control features. We know you'll be impressed with the possibilities at hand.

Organization and Naming Conventions

The KS Rotary zip file includes files for compatibility with both KDFX and the original Digitech effects processor (used in the K2000 and K2500). If you have KDFX, load "KSROTRYK.K25." If you do not have KDFX, load "KSROTRYD.K25."

This collection contains both setups and programs. Setups provide the most realistic rotary speaker emulations while programs provide immediacy for sequencing and efficient use of polyphony.

All setups are intended to be played. To create a full sound, each setup uses three programs, each of which would sound incomplete by itself. With this in mind, only the first 50 programs are intended to be played; the rest are used as components in the setups. Most programs and setups are named by their drawbar settings, so you'll see many names that look like "888884053." For most drawbar settings, there are at least two versions which vary brightness or timbre. The letters "A," "B," "C," and "D" indicate variations on the same drawbar setting. Many sounds feature percussion; these have a "p" at the end of their name. If you scroll past the first 50 programs, you will also see "H" and "L" in program names. These stand for "high" and "low." Each setup will combine an "H" program with its corresponding "L" program to create a full organ sound with independent speeds for the high and low rotors.

Quick Reference

For normal playing, use all of the setups and the first 50 programs.
First nine characters = drawbar setting
A, B, C, D = variation on the same drawbar setting
p = percussion included
H, L = High and Low programs used by Setups.

Abbreviated Sound List
Programs and Setups follow this order.
Timbre and percussion variations are not listed.

888888888
888884053
715855340
808808006
888806006
888800000
888000000
808400000
008600000
832000003
808000006
408000008
808000000
Gospel A
Gospel B
Swishy

Real-time Controller Assignments

Mod Wheel: Alternates rotary speaker speed between fast and slow.
Slider A (MIDI Controller 6): Increases the value of the Impact parameter. For units that have the Impact parameter, this allows the organ to have a crisper, more percussive attack when Slider A is raised.
Slider C (MIDI Controller 23): Selects the pitch of the percussion (high or low).

Zone 3 (Setup Mode): Muted by default, this zone adds rotor noise, a subtle effect that will add grit to the sound and may be used in some cases to simulate overdrive.

Polyphony Considerations

- Programs consume 3 voices per note without percussion, 4 with percussion.
- Setups consume 4 voices per note without percussion, 5 with percussion.
- Setups have the option to add rotor noise (by activating zone 3). This consumes an additional voice of polyphony per note.
- **Tip:** If you prefer using setups but find the polyphony consumption restricting, try deleting layer 3 in the program assigned to zone 1. Of the layers used to create the basic organ tone, this one is the least essential.

Customizing the Rotary Speaker Effect

Note that these settings are specific to each program and setup. Changing one will not affect any of the others.

Fast and Slow Speeds – GLFO2 (Global LFO 2) settings control the fast and slow speeds. MnRate (minimum rate) controls the slow speed, MxRate (maximum rate) controls the fast speed. When editing these settings in programs used by a setup; the programs in zones 1 and 3 should maintain identical settings.

Acceleration and Deceleration Times – GASR2 (Global ASR 2) settings control the amount of time that will be taken to transition between fast and slow speeds. Attack controls the acceleration time; Release controls the deceleration time. When editing these settings in programs used by a setup; the programs in zones 1 and 3 should maintain identical settings.

Percussion Volume – To adjust the volume of percussion for programs using it, change the Adjust setting on the AMP (amplitude) page of layer 4. To adjust the volume of percussion for setups using it, highlight the program used for zone 1 (CH/PRG page), press the Edit button, and change the Adjust setting on the AMP (amplitude) page of layer 4.

Miscellaneous

Bonus Sounds – Three Rotor Guitar programs are provided. The Contemporary ROM is required for two of them. If the programs are loaded into an empty bank, these sounds will be numbers 47, 48, and 49.

Need More Percussion? – Most sounds that we feel would benefit from percussion already have variations that include percussion. However, if you would like to add percussion to another program, the 51st program ("Perc to Import") is provided for your convenience.