

# K SOUNDS



VOLUME 2  
ADVANCED CONTROL PIANO

## USER GUIDE

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# Loading Sounds

## Getting Started

On the main Disk mode page, you will need to set the Library parameter to the SCSI ID number of your CD-ROM drive. This disc uses Kurzweil's macro-based loading system which relies on this parameter for every bank.

After you select "Load" on the Disk mode screen, you will see four directories. For normal use, you will ignore the RESOURCE directory and use either the velocity-switched (VEL\_SW), ff velocity (FF\_ONLY) or mf velocity (MF\_ONLY) directories.

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## How Banks Are Named

Inside the ff or mf directories, every file name will begin with the velocity it loads. The next two characters tell the sampling frequency used, either 44 (44.1kHz), 32 (32.0kHz), or 22 (22.05kHz). The last two numbers tell the bank's RAM requirement, in Megabytes. (For the technically minded, this number is slightly high because we are equating 1000kb with 1Mb for simplicity sake.) Example: The file named "MF44\_63" will load 44.1kHz samples and patches for the mf velocity and will require about 63Mb RAM.

The velocity-switched directory is a little different. First, you will choose whether to load Long or Medium length samples. Inside either sub-directory, all files will begin with "VS," indicating that they will load velocity-switched samples and patches. If the file will load samples that all use the same sampling frequency, the next two numbers tell the frequency used (see the previous paragraph for details). The last two numbers tell the RAM requirement in Megabytes. Example: "VS44\_61" will load a velocity-switched bank that uses all 44.1kHz samples and requires 61Mb RAM.

Some velocity-switched files will load banks in which a higher sampling frequency was used for the ff velocity than was used for the mf velocity. In this case, "VS" will simply be followed by the RAM requirement. Example: "VS\_126Mb" requires 126Mb RAM and will load samples in which the ff velocity uses a higher sampling frequency than the mf velocity. For more details, refer to the [Bank Sizes](#) section of this document.

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## Accessing All Patches at Once

When you load a velocity-switched bank, only the velocity-switched patches will be loaded. If you would like to access the single-velocity patches as well, load the "Other" file at the top of the directory. If you have loaded a velocity-switched macro from the "LONG" directory, load the "OTHERLNG" file. If you have loaded a velocity-switched macro from the "MEDIUM" directory, load the "OTHERMED" file. The "Other" file must be loaded last because it uses Kurzweil's "Relink By Name" feature.

K2000 users note: You will need the P-RAM expansion to load the "Other" files.

# Bank Sizes

## Velocity-Switched Banks

Each bank includes ff and mf keymaps plus Bonus keymaps.

126Mb - Long samples, all 44kHz  
126Mb - Long samples, ff 44kHz, mf 32kHz  
109Mb - Long samples, ff 44kHz, mf 22kHz  
106Mb - Long samples, all 32kHz,  
95Mb - Long samples, ff 44kHz, mf 22kHz  
92Mb - Long samples, all 32kHz  
90Mb - Long samples, ff 32kHz, mf 22kHz  
73Mb - Long samples, all 22kHz  
63Mb - Long samples, all 22kHz

69Mb - Medium samples, all 44kHz  
61Mb - Medium samples, all 44kHz  
60Mb - Medium samples, ff 44kHz, mf 32kHz  
53Mb - Medium samples, ff 44kHz, mf 32kHz  
53Mb 2 - Medium samples, ff 44kHz, mf 22kHz  
50Mb - Medium samples, all 32kHz  
46Mb - Medium samples, ff 44kHz, mf 22kHz  
44Mb - Medium samples, all 32kHz  
43Mb - Medium samples, ff 32kHz, mf 22kHz  
38Mb - Medium samples, ff 32kHz, mf 22kHz  
35Mb - Medium samples, all 22kHz  
31Mb - Medium samples, all 22kHz

Bonus bank: 145Mb - Long samples, all 44kHz - Ready for the next generation of Kurzweil samplers! To avoid confusion in normal use, this macro is located in the "Resource" directory.

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## FF Banks

Each bank includes ff keymap plus Bonus keymaps.

Long samples 44kHz first keymap – 73Mb  
Long samples 32kHz first keymap – 54Mb  
Long samples 22kHz first keymap – 37Mb

Long samples 44kHz second keymap – 63Mb  
Long samples 32kHz second keymap – 46Mb  
Long samples 22kHz second keymap – 32Mb

Medium samples 44kHz first keymap – 36Mb  
Medium samples 32kHz first keymap – 26Mb

Medium samples 22kHz first keymap – 18Mb

Medium samples 44kHz second keymap – 32Mb

Medium samples 32kHz second keymap – 23Mb

Medium samples 22kHz second keymap – 16Mb

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## **MF Banks**

Each bank includes mf keymap plus Bonus keymaps.

Long samples 44kHz first keymap – 73Mb

Long samples 32kHz first keymap – 54Mb

Long samples 22kHz first keymap – 37Mb

Long samples 44kHz second keymap – 63Mb

Long samples 32kHz second keymap – 46Mb

Long samples 22kHz second keymap – 32Mb

Medium samples 44kHz first keymap – 34Mb

Medium samples 32kHz first keymap – 25Mb

Medium samples 22kHz first keymap – 18Mb

Medium samples 44kHz second keymap – 30Mb

Medium samples 32kHz second keymap – 22Mb

Medium samples 22kHz second keymap – 16Mb

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## **Bonus Keymaps**

Saw Pad – 425k

Low Hit – 161k

Electric Bass Pick 2 KS - Uses Contemporary ROM

# Programs

## About Programs

Below is a listing of the programs that will load with all velocity-switched banks. This list includes a description of each sound as well as a catalog of real-time controller routings.

When you load a single-velocity bank, you will notice that the programs are named almost identically to those in a velocity-switched bank. Programs using only the ff velocity samples are denoted with "ff" instead of "VS." Likewise, mf programs are denoted with "mf." The rest of each program name is the same because the programs serve the same purpose and sound very similar. With that in mind, the program descriptions and real-time controller routings below apply to single-velocity banks as well.

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## Program List

**"Piano 1 VS"** and **"Piano 1 VSx"** – In their default state, these pianos have a rich, warm tone quality. They can be significantly brightened by using Sliders A and G, and the tone of soft notes can be clarified with Slider C. Filter settings have been carefully set to provide musical velocity switching no matter how Slider A is set. The letter "x" refers to "expression," identifying the version with the greater velocity-to-amplitude response. Otherwise, these two programs are identical.

**Slider A** – Brightens velocity response

**Slider B** – Shortens release times

**Slider C** – Increases resonance / tonal clarity

**Slider D** – Increases Reverb time

**Slider E** – Increases Reverb level

**Slider F** – Increases Early Reflections level (For a more distant "hall" reverb, leave this slider down. To bring the listener closer while still maintaining reverb, leave this slider up.)

**Slider G** – Boosts Treble EQ (KDFX)

**Slider H** – Cuts Bass EQ

**Mod Wheel** – Decreases the sustain of each note. This creates a less refined, more "live" sound. Coupled with reverb, this creates distance from the listener.

**Switch 2** – (none)

**"Piano 2 VS"** and **"Piano 2 VSx"** – In their default state, these pianos are characterized by a mellow tone quality. However, creative programming allows them to become much brighter without using KDFX EQ. Slider A controls the extent to which velocity will boost treble frequencies. Filter and VAST EQ settings have been carefully set to provide musical velocity switching no matter how Slider A is set. The letter "x" refers to "expression," identifying the version with the greater velocity-to-amplitude response. Otherwise, these two programs are identical.

**Slider A** – Brightens velocity response, including velocity-controlled Treble EQ boost.

**Slider B** – Shortens release times

**Slider C** – Adjusts VAST Treble EQ frequency subtly.

**Slider D** – Increases Reverb time

**Slider E** – Increases Reverb level

**Slider F** – Increases Early Reflections level (For a more distant "hall" reverb, leave this slider down. To bring the listener closer while still maintaining reverb, leave this slider up.)

**Slider G** – (none)

**Slider H** – Cuts Bass EQ

**Mod Wheel** – Decreases the sustain of each note. This creates a less refined, more "live" sound. Coupled with reverb, this creates distance from the listener.

**Switch 2** – (none)

**"Intimate Piano VS"** and **"Intimate Piano VSx"** – These pianos are identical to "Piano 1 VS" and "Piano 1 VSx" except that the emulation of sympathetic string resonance is more prominent. As the name suggests, when used with a mellow velocity response (Slider A down), the sound is very intimate.

**Slider A** – Brightens velocity response

**Slider B** – Shortens release times

**Slider C** – Increases resonance / tonal clarity

**Slider D** – Increases Reverb time

**Slider E** – Increases Reverb level

**Slider F** – Increases Early Reflections level (For a more distant "hall" reverb, leave this slider down. To bring the listener closer while still maintaining reverb, leave this slider up.)

**Slider G** – Boosts Treble EQ

**Slider H** – Cuts Bass EQ

**Mod Wheel** – Decreases the sustain of each note. This creates a less refined, more "live" sound. Coupled with reverb, this creates distance from the listener.

**Switch 2** – (none)

**"Narrow Piano VS"** and **"Narrow Piano VSx"** – These pianos are identical to "Piano 1 VS" and "Piano 1 VSx" except that they have a narrower stereo image. These programs were created to emulate a classical piano recital. To maximize this effect, use Sliders E and F and the Mod Wheel.

**Slider A** – Brightens velocity response

**Slider B** – Shortens release times

**Slider C** – Increases resonance / tonal clarity

**Slider D** – Increases Reverb time

**Slider E** – Increases Reverb level

**Slider F** – Increases Early Reflections level (For a more distant "hall" reverb, leave this slider down. To bring the listener closer while still maintaining reverb, leave this slider up.)

**Slider G** – Boosts Treble EQ

**Slider H** – Cuts Bass EQ

**Mod Wheel** – Decreases the sustain of each note. This creates a less refined, more "live" sound. Coupled with reverb, this creates distance from the listener.

**Switch 2** – (none)

**"Layer Piano 1 VS"** – This program is identical to **"Piano 1 VS"** except that it uses a different keymap tuned for ensemble / layered applications.

**Slider A** – Brightens velocity response

**Slider B** – Shortens release times

**Slider C** – Increases resonance / tonal clarity

**Slider D** – Increases Reverb time

**Slider E** – Increases Reverb level

**Slider F** – Increases Early Reflections level (For a more distant "hall" reverb, leave this slider down. To bring the listener closer while still maintaining reverb, leave this slider up.)

**Slider G** – Boosts Treble EQ (KDFX)

**Slider H** – Cuts Bass EQ

**Mod Wheel** – Decreases the sustain of each note. This creates a less refined, more "live" sound. Coupled with reverb, this creates distance from the listener.

**Switch 2** – (none)

**"Layer Piano 2 VS"** – This program is identical to **"Piano 2 VS"** except that it uses a different keymap tuned for ensemble / layered applications.

**Slider A** – Brightens velocity response, including velocity-controlled Treble EQ boost.

**Slider B** – Shortens release times

**Slider C** – Adjusts VAST Treble EQ frequency subtly.

**Slider D** – Increases Reverb time

**Slider E** – Increases Reverb level

**Slider F** – Increases Early Reflections level (For a more distant "hall" reverb, leave this slider down. To bring the listener closer while still maintaining reverb, leave this slider up.)

**Slider G** – (none)

**Slider H** – Cuts Bass EQ

**Mod Wheel** – Decreases the sustain of each note. This creates a less refined, more "live" sound. Coupled with reverb, this creates distance from the listener.

**Switch 2** – (none)

**"TIMEstack VS"** – Inspired by reality TV, this program features thick, atmospheric layers and 16<sup>th</sup> note synth arpeggiations. The arpeggiations follow system tempo and do not use the K2x00 arpeggiator. For added drama, low left-hand notes trigger a "boom" effect as well as a percussive hit. Most layers can be independently muted / activated.

**Slider A** – Brightens velocity response of piano

**Slider B** – Lowers amplitude of synth arpeggiations. Disables this layer at highest values.

**Slider C** – Disables left-hand boom effect.

**Slider D** – Increases Reverb time

**Slider E** – Increases Reverb level

**Slider F** – Disables piano layers.

**Slider G** – Disables percussive hit layer

**Slider H** – Cuts Bass EQ for pad layers

**Mod Wheel** – Lowers amplitude of breathy pad. Disables this layer at highest values.

**Switch 2** – Disables string pad layer

**"Piano & Pad VS A"** – Rich, warm piano layered with a thick, warm pad. KDFX settings make this a beautiful sound for slow tempos.

**Slider A** – Brightens velocity response

**Slider B** – Shortens release times for all layers

**Slider C** – Increases resonance / tonal clarity for the piano layers

**Slider D** – Increases Reverb time

**Slider E** – Increases Reverb level

**Slider F** – Disables piano layers

**Slider G** – Increases filter resonance for the pad layer

**Slider H** – Cuts Bass EQ for the pad layer

**Mod Wheel** – Lowers amplitude of pad layer

**Switch 2** – Disables pad layer

**"Piano & Pad VS B"** – Same as "Piano & Pad VS 1," except with different KDFX settings that allow the pad to respond more quickly. Use for medium or fast tempos.

**Slider A** – Brightens velocity response

**Slider B** – Shortens release times for all layers

**Slider C** – Increases resonance / tonal clarity for the piano layers

**Slider D** – Increases Reverb time

**Slider E** – Increases Reverb level

**Slider F** – Disables piano layers

**Slider G** – Increases filter resonance for the pad layer

**Slider H** – Cuts Bass EQ for the pad layer

**Mod Wheel** – Lowers amplitude of pad layer

**Switch 2** – Disables pad layer

**"Piano VS & Orch"** – Classical piano layered with orchestra – woodwinds at low velocities; horn, strings, and percussion at high velocities. Use aftertouch for sfp dynamics. Use sliders and Switch 2 to control which orchestra elements are active. *\*Orchestral ROM required.*

**Slider A** – Brightens velocity response of piano

**Slider B** – Enables Cymbal Crash with hard velocities in the left hand.

**Slider C** – (none)

**Slider D** – Enables Chimes with soft velocities in the left hand.

**Slider E** – Increases Reverb level

**Slider F** – Disables piano layers at highest values.

**Slider G** – Decreases amplitude of piano layers.

**Slider H** – (none)

**Mod Wheel** – Decreases the sustain of the piano. This creates a less refined, more "live" sound. Coupled with reverb, this creates distance from the listener.

**Switch 2** – Disables orchestra sustain, bass drum, and timpani. (Does not disable cymbal crash, chimes, or piano.) This can facilitate easy piano solos.

**Aftertouch** – Decreases amplitude of orchestra sustain. A "lag" function is used to easily facilitate appropriate "sfp" and "crescendo" gestures.

**"Piano VS + Strgs"** – Rich warm piano layered with synth strings. Ideal for slow tempos.

**Slider A** – Brightens velocity response of piano

**Slider B** – Shortens release times for all layers.

**Slider C** – Increases resonance / tonal clarity for the piano layers

**Slider D** – Increases Reverb time

**Slider E** – Increases Reverb level

**Slider F** – Decreases amplitude of piano layers. Disables them at highest values.

**Slider G** – (none)

**Slider H** – Cuts Bass EQ for the string pad

**Mod Wheel** – Lowers amplitude of string pad

**Switch 2** – Disables string pad

**"Piano VS + Strg2"** – Rich, warm piano layered with traditional strings; octave layers are optional. Independent control over both string layers allows for very expressive performance.

**Slider A** – Brightens velocity response of piano

**Slider B** – Decreases amplitude of the normal octave string layer.

**Slider C** – Enables string octave (values 10-127) and increases the amplitude of this layer.

**Slider D** – Increases Reverb time

**Slider E** – Increases Reverb level

**Slider F** – Disables piano at highest values

**Slider G** – Boosts Treble EQ for the piano

**Slider H** – Cuts Bass EQ for the piano

**Mod Wheel** – Decreases the sustain of the piano. This creates a less refined, more "live" sound. Coupled with reverb, this creates distance from the listener.

**Switch 2** – Disables normal octave strings

**"Back2Church 1 VS,"** – Bright piano layered with B3 organ. Velocity-switched electric bass is available for the left hand via Slider D, and a bright synth brass section is available for the right hand via Slider C. Because all four layers can be independently activated, sophisticated performance is possible using only this program. *\*Contemporary ROM is required.*

**Slider A** – Brightens velocity response of piano

**Slider B** – Disables B3 organ.

**Slider C** – Enables synth brass layers

**Slider D** – Enables velocity-switched bass in the left hand while disabling piano left hand

**Slider E** – Increases Reverb level

**Slider F** – Decreases amplitude of synth brass layers

**Slider G** – (none)

**Slider H** – (none)

**Mod Wheel** – Switches rotary speaker speed

**Switch 2** – (none)

**"Back2Church 1bVS"** – Same as "Back2Church 1 VS" except that a hammer-on layer has been added to the bass at only the hardest velocities. Compared to "Back2Church 1 VS" more sophisticated bass performance is possible, but practice may be necessary to consistently control when hammer-ons occur. *\*Contemporary ROM is required.*

**"Back2Church 2 VS," "Back2Church 2bVS,"** – Same as "Back2Church 1 VS" and "Back2Church1bVS," except that a mellow B3 organ is used. *\*Contemporary ROM is required.*

**"Piano VS +Rhodes"** – Versatile piano and Rhodes layer suitable for ballads. The Rhodes can be muted for performance flexibility.

**Slider A** – Brightens piano velocity response, including velocity-controlled Treble EQ boost.

**Slider B** – Shortens piano release times

**Slider C** – Adjusts VAST Treble EQ frequency subtly.

**Slider D** – (none)

**Slider E** – Increases Reverb level

**Slider F** – Increases Early Reflections level (For a more distant "hall" reverb, leave this slider down. To bring the listener closer while still maintaining reverb, leave this slider up.)

**Slider G** – (none)

**Slider H** – Cuts Bass EQ

**Mod Wheel** – Decreases the sustain of the piano. This creates a less refined, more "live" sound. Coupled with reverb, this creates distance from the listener.

**Switch 2** – Disables electric piano

**"Piano VS + FM EP"** – Versatile piano and FM electric piano layer suitable for ballads. The FM electric piano can be muted for performance flexibility.

**Slider A** – Brightens piano velocity response, including velocity-controlled Treble EQ boost.

**Slider B** – Shortens piano release times

**Slider C** – Adjusts VAST Treble EQ frequency subtly.

**Slider D** – Detuning (subtly increases)

**Slider E** – Increases Reverb level

**Slider F** – Increases Early Reflections level (For a more distant "hall" reverb, leave this slider down. To bring the listener closer while still maintaining reverb, leave this slider up.)

**Slider G** – Enables alternate FM transient (C0-B4 key range)

**Slider H** – Cuts Bass EQ

**Mod Wheel** – Decreases the sustain of the piano. This creates a less refined, more "live" sound. Coupled with reverb, this creates distance from the listener.

**Switch 2** – Disables electric piano

**"Piano VS + MIDI"** – Versatile piano layered with an FM electric piano and a warm stereo pad. The FM electric piano and pad layers can be independently muted for performance flexibility.

**Slider A** – Brightens piano velocity response, including velocity-controlled Treble EQ boost. Also brightens pad (controls the extent to which Envelope 2 increases the filter cutoff frequency.)

**Slider B** – Shortens piano release times

**Slider C** – Adjusts VAST Treble EQ frequency subtly.

**Slider D** – Enables alternate FM transient (C0-B4 key range)

**Slider E** – Increases Reverb level

**Slider F** – Increases Early Reflections level (For a more distant "hall" reverb, leave this slider down. To bring the listener closer while still maintaining reverb, leave this slider up.)

**Slider G** – Decreases amplitude of pad layers. Disables them at highest values.

**Slider H** – Cuts Bass EQ

**Mod Wheel** – Decreases the sustain of the piano. This creates a less refined, more "live" sound. Coupled with reverb, this creates distance from the listener.

**Switch 2** – Disables electric piano

**"KS Rhodes"** – 2-velocity Rhodes program with musical velocity crossfading. Uses ROM samples. Various appropriate effects can be activated via real-time controllers.

**Slider A** – (none) Left unused for layering with piano.

**Slider B** – Increases Tremolo speed

**Slider C** – Increases Overdrive

**Slider D** – Increases Flanger

**Slider E** – Increases Reverb

**Slider F** – Increases Chorus

**Slider G** – Increases Delay

**Slider H** – Cuts Bass EQ

**Mod Wheel** – Increases Tremolo via KDFX

**Switch 2** – Simulates a noisy amplifier. :-D

**"KS Rhodes noFX"** – Dry version of "KS Rhodes," except that tremolo is provided by VAST for multitimbral applications.

**Slider A** – (none)

**Slider B** – Increases VAST Tremolo speed

**Slider C** – (none)

**Slider D** – (none)

**Slider E** – (none)

**Slider F** – (none)

**Slider G** – (none)

**Slider H** – (none)

**Mod Wheel** – Increases VAST Tremolo depth

**Switch 2** – (none)

**"KS DXish Rhodes"** – "KS Rhodes" layered with FM electric piano.

**Slider A** – Detunes layers

**Slider B** – Increases Tremolo speed

**Slider C** – Enables alternate FM transient (C0-B4 key range)

**Slider D** – (none)

**Slider E** – Increases Reverb

**Slider F** – Increases Chorus

**Slider G** – Increases Delay

**Slider H** – Cuts Bass EQ

**Mod Wheel** – Increases Tremolo

**Switch 2** – (none)

**"Rich Saw Pad," "Rich Saw Pad st"** – Thick, rich saw pads. Both programs are identical, except that "Rich Saw Pad st" uses a second layer to produce a wider stereo image.

**Slider A** – Increases filter cutoff and resonance

**Slider B** – (none)

**Slider C** – (none)

**Slider D** – (none)

**Slider E** – (none)

**Slider F** – (none)

**Slider G** – (none)

**Slider H** – Cuts Bass EQ

**Mod Wheel** – (none)

**Switch 2** – (none)

**"Breathy Pad 1," "Breathy Pad 2"** – Rich breathy pads. These two programs are similar, except that "Breathy Pad 2" has a stronger vocal timbre.

**Slider A** – (none)

**Slider B** – (none)

**Slider C** – (none)

**Slider D** – (none)

**Slider E** – (none)

**Slider F** – Increases Reverb

**Slider G** – (none)

**Slider H** – Cuts Bass EQ

**Mod Wheel** – (none)

**Switch 2** – (none)

**"Cold Wind KS"** – A fun program which emulates a blizzard wind. Used in a few "TIMEstack" Setups for additional atmospheric effect.

**Slider A** – Increases wind speed.

**Slider B** – (none)

**Slider C** – (none)

**Slider D** – (none)

**Slider E** – (none)

**Slider F** – Decreases Reverb

**Slider G** – (none)

**Slider H** – Cuts Bass EQ

**Mod Wheel** – (none)

**Switch 2** – (none)

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# Setups

## About Setups

Most setups are organized into groups with similar names. Each group is designed for a particular application, so all setups within the group have common characteristics, as described below. Within a group, each setup is unique because of (usually) one or two parameters that are varied, such as dynamic response, effects treatment, or which layers are active. These variances are described below as well.

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## Setup / Setup Group List

**"Close Mic Pno"** – Warm piano with plenty of sustain.

**"Intimate Classic"** – Warm piano with plenty of sustain and prominent sympathetic string resonance.

**"Classical Piano"** – Warm, classical piano in a recital hall setting. Uses narrow stereo image, wide amplitude response, and quick decay.

**"Natural Grand"** (Group) – Warm, natural sounding pianos with a medium sustain. Variations for "Piano 1" and "Piano 2" included.

**"Live Grand"** (Group) – Pianos with wide amplitude response, quick decay, and moderate reverb. Brightness / dynamic response is varied.

**"Stadium Piano"** – Bright and processed piano sound with stadium reverb.

**"Bright Piano"** (Group) – Bright pianos with plenty of sustain. Variations for "Piano 1" and "Piano 2" included.

**"Soothing Piano"** (Group) – Warm, sustaining pianos with heavy hall reverb. Variations for "Piano 1" and "Piano 2" included.

**"Quick Piano"** (Group) – Bright pianos with a fast release. Variations for "Piano 1" and "Piano 2" included.

**"Compressed Piano"** – Warm, enhanced piano with KDFX compression.

**"Dry Grand"** (Group) – Pianos with no KDFX processing, but plenty of sustain. Brightness / dynamic response is varied.

**"TIMEstack"** (Group) – Huge atmospheric layers based on the "TIMEstack" program. Multiple variations are presented with warm and bright ("brt") pianos and different active layers.

**"Breathy Stack"** – Warm piano layered with breathy pad.

**"Piano & Pad"** (Group) – Pianos layered with a thick, warm pad. Variations present warm and bright pianos, slow and medium (b) pads, and a stadium reverb treatment.

**"Piano & Orch"** (Group) – Classical pianos layered with orchestra. Variations present active and inactive left-hand percussion layers.

**"Piano & Strings"** (Group) – Warm and bright pianos with synth or acoustic strings.

**"Piano, String 8vs"** – Piano with acoustic string octaves.

**"Piano & B3"** (Group) – Pianos layered with B3 organs. Two drawbar variations are provided.

**"Piano, 2v Bass"** (Group) – 2-way split with pianos and 2-velocity bass (picked and slapped). Brightness / dynamic response of the piano is varied.

**"Piano, 3v Bass"** (Group) – 2 way split with pianos and 3-velocity bass (picked, slapped, and hammer-on slapped). Brightness / dynamic response of the piano is varied.

**"Gospel Ensem"** (Group) – Pianos layered with B3 organ and synth brass. "A" variations include 2-velocity bass; "B" variations include 3-velocity bass.

**"Piano and Rhodes"** (Group) – Pianos layered with Rhodes electric piano. Piano dynamic response is varied.

**"Pno & FM EP"** (Group) – Pianos layered with FM electric piano. FM transient characteristics are varied.

**"MIDI Stack"** (Group) – Pianos layered with warm pad and FM electric piano. FM transient characteristics are varied.

**"Clean Rhodes 1"** – Rhodes with amp simulation and mild tremolo.

**"Overdrive Rhodes"** – Rhodes with overdriven amp simulation.

**"Process Rhodes 1"** – Overdriven Rhodes with chorus.

**"Process Rhodes 2"** – Overdriven Rhodes with flanger.

**"Clean Rhodes 2"** – Rhodes with mild VAST tremolo and no KDFX treatment.

**"DXish Rhodes"** – Rhodes layered with FM electric piano. FM transient characteristics are varied.

**"Rich Saw Pad"** (Group) – Thick, warm synth pads. Mono and stereo ("st") variations are provided.

**"Breathy Pad"** (Group) – Thick vocal pads. Prominence of vocal timbre is varied.

**“Cold Wind Press”** – Blizzard wind. Aftertouch increases wind speed.

**“Big Bass Hit MW”** – Huge, low-end effect for suspense or a musical climax. The Mod Wheel shortens the decay time.

**“KS Control Setup”** – Essentially the ROM Control Setup, but with two modifications: SW1 controls Tap Tempo, and Control Pedal 1 controls Expression.

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