

User Guide

Getting Started

Thank you for purchasing K-Sounds' Epic Grand for the Kronos! We believe you will astonished by the realism and playability 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 57Mb of RAM free.

The following instructions are copied from the Kronos Parameter Guide for your convenience:

To install an EXs:

- **1.** If you downloaded the EXs data, un-zip the downloaded file. Un-zipping the archive will result in a folder containing several different files. Note: Depending on your browser settings, the downloaded file may be unzipped automatically. One of the files in the resulting folder has a name which ends with "tar.gz." Please do not un-zip this tar.gz file.
- 2. Copy the un-zipped folder to a USB storage device.
- 3. Safely disconnect the USB storage device from your computer.
- 4. Connect the USB storage device to the KRONOS.
- 5. Go to the Disk Utility page.
- **6.** Using the Drive Select menu at the bottom of the page, select the USB storage device. You may need to wait a few seconds after connecting the device before it is recognized.
- 7. Open the folder containing the EXs data from step 2.
- **8. Select the file whose name ends in .exsins.** The "exsins" suffix stands for "EXS INStaller." For instance, an installer file might be named "EXs10.exsins." When an .exsins file is selected, the **Load** button changes to read **Install**. Only one EXs can be installed at a time. If **Multiple Select** is **On**, **Install** will be disabled.
- **9. Select Install EXs from the menu, or press the Install button.** The system will check to confirm that the installation files are valid, and that there is sufficient space on the SSD to install the EXs. Next, a dialog box will appear:

Found installer for: [EXs name] Space required: [nnn] MB

SSD1: [disk name] [nnn] GB available

- **10.** Press Install to continue with the installation, or press Cancel to stop without installing. An "are you sure?" message will appear to confirm the installation.
- **11. Press OK to continue with the installation, or press Cancel to stop without installing.** The installation will then begin. This may take a while; a progress bar shows the installation as it proceeds. Next, the newly installed files will be verified. After the verification has completed successfully, the progress bar will disappear, and the installation is complete. The EXs sample data itself is installed on an invisible, protected part of the disk. To use the EXs, you'll load its associated files (.KSC, .PCG etc.); for the location of these files, see the documentation of the specific EXs.

Using the newly installed EXs

To use the new EXs:

1. Load the newly installed .PCG and .KSC files. Make sure to back up any sounds before over-writing them in memory. 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. You may need to free up sample RAM, or use the "Clear" option when loading the .KSC. You can also load specific sounds from the .KSC, make your own sub-sets of its sounds, and automatically load the new samples at startup. For more information, see the following sections in the Kronos Parameter Guide:

Global "0-3: KSC Auto-Load" on page 762 Global "0-4: Sample Management" on page 765 Disk mode menu command "Load .PCG" on page 829 Disk mode menu command "Load .KSC" on page 838

Authorization

If an authorization code is required, the EXs will work in demo mode, fading in and out, until the code is purchased and entered into the KRONOS. For more information, see "Global P6: Options Info" on page 803.

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 and faster release times. 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.
- **013 EG Steel 2 SW2 –** Very bright piano with extra "bite" at *all* velocities. SW2 adds extra brightness.
- **014 EG MIDI Power SW2 –** Powerful layers of bright piano and electric piano. SW2 adds extra brightness.
- **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 the 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 (the first four buttons in the *bottom* row of eight, directly above the sliders) 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 KARMA Scenes (the first four buttons in the *top* row of eight, above the sliders) 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 resonance & release resonance.

Scene 4 = All elements.

Combinations 014 through 018 - Five additional combinations are provided. Each combination layers or splits the piano with multiple sounds that can be activated and disabled independently (and seamlessly!) using KARMA Switches 1 through 4. In each combination, the first four KARMA 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), and 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.

018 – 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 varies 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. KARMA 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.

EXs 87 K-Sounds Epic Grand Data List

Multisamples

```
000 Epic Grand fff
001 Epic Grand ff
002 Epic Grand f
003 Epic Grand mf
004 Epic Grand mp
005 Epic Grand p
006 Epic Grand pp
007 Epic Grand ppp
008 Epic Grand Damper Res
009 Epic Grand Release
010 Hammer Noise
011 Epic Grand PD 9
012 Epic Grand PD 8
013 Epic Grand PD 7
014 Epic Grand PD 6
015 Epic Grand PD 5
016 Epic Grand PD 4
017 Epic Grand PD 3
018 Epic Grand PD 2
019 Epic Grand PD 1
020 Epic Grand PU 12
021 Epic Grand PU 11
022 Epic Grand PU 10
023 Epic Grand PU 9
024 Epic Grand PU 8
025 Epic Grand PU 7
026 Epic Grand PU 6
027 Epic Grand PU 5
028 Epic Grand PU 4
029 Epic Grand PU 3
030 Epic Grand PU 2
031 Epic Grand PU 1
```

Programs

U-F Bank

000 Real FM EP 001 KS Mark V EP Kn7* 002 Night Tines*

U-G Bank

000 Epic Grand SW2 001 Epic Grand+ SW2

- 002 EG Dynamic SW2
- 003 EG Warm SW2
- 004 EG Warm+ SW2
- 005 EG Peaceful
- 006 EG Fast SW2
- 007 EG Present SW2
- 008 EG Up Front SW2
- 009 EG Nu Harmonic SW2
- 010 Just the Piano
- 011 EG Smiley SW2
- 012 EG Steel SW2
- 013 EG Steel 2 SW2
- 014 EG MIDI Power SW2
- 015 Movie Piano SW2
- 016 EG & Lush Strings SW2
- 017 Epic Grand Mono
- 018 EG Steel Mono SW2
- 019 K-Sounds FM EP
- 020 Layered E.Piano Pad*
- 021 Real Suit E.Piano*
- 022 Deepest Vox Pad*
- 023 Breeze Pad (b)*
- 024 Harmonic Pad KS
- 025 Few Bows Stereo (b)*
- 026 Legato Stereo Strings*
- 027 Stereo Analog Strings*
- 028 Cello Solo/Pizz SW1*
- 029 Acoustic Bass 1 SW1*
- 030 Finger Bass 1*
- 031 Finger Bass 2*
- 032 Pro Fretless Bass SW1*
- 033 Finger Bass 1 Vel Slap*
- 034 EG Pedal Down
- 035 EG Pedal Up
- 036 EG Hammer Noise
- 037 EG Release Resonance 1
- 038 EG Release Resonance 2
- * Denotes factory preset or modified factory preset

Combinations

- 000 Epic Grand KARMA Elemnts
- 001 Epic Grand+ KARMA Elemts
- 002 EG Dynamic KARMA Elemnts
- 003 EG Warm KARMA Elements
- 004 EG Warm+ KARMA Elements
- 005 EG Peaceful K. Elements
- 006 EG Fast KARMA Elements
- 007 EG Present K. Elements
- 008 EG Up Front K. Elements
- 009 Nu Harmonic K. Elements

- 010 Just Piano K. Elements
- 011 EG Smiley K. Elements
- 012 EG Steel K. Elements
- 013 EG Steel 2 K. Elements
- 014 EG KARMA Layers 1
- 015 EG KARMA Layers 2
- 016 EG KARMA Pads
- 017 EG KARMA Strings
- 018 EG KARMA Basses