

# ELECTRIC GRAND

## PCP-80



**ver.2.50e2**

**for Kontakt5**



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# **System Requirements**

Mac OS X 10.8, 10.9 or 10.10 (latest update), Intel Core 2 Duo

Windows 7 or Windows 8 (latest Service Pack, 32/64-bit), Intel Core 2 Duo or AMD Athlon™ 64 X2

4 GB RAM

2 GB free disc space, DVD drive  
Kontakt 5 (Full version)

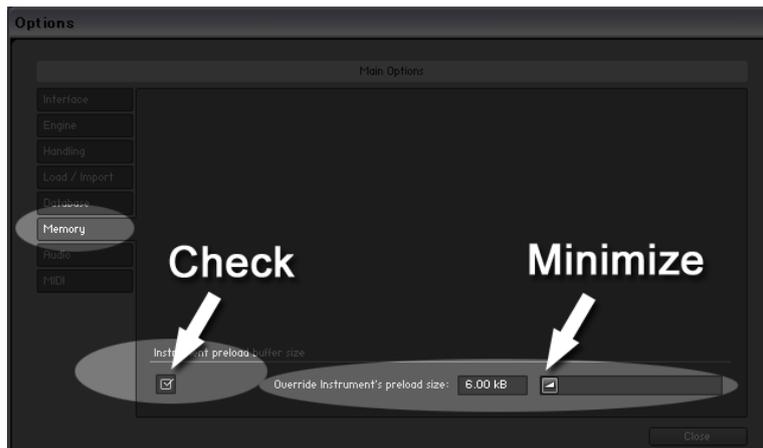
## **SUPPORTED INTERFACES**

Stand-alone, VST, Audio Units, ASIO, Core Audio, AAX Native (Pro Tools 10 or higher)

## [IMPORTANT] Preload buffer size configuration

**Please check your preload buffer size before loading the multi / instrument.**

PCP-80 is a very big instrument that loads a huge number of samples. You need to configure the preload buffer size in Kontakt's option. The default pre-load buffer size is too large. If you have not changed the preload buffer setting, decrease the pre-load buffer size.



1. Click the Options button;



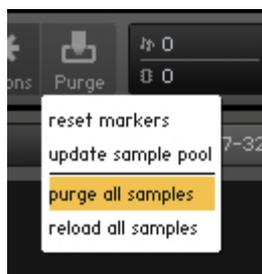
and select the 'Memory' tab.

2. Check the box and minimize (or set to 12kb);

'Override Instrument's preload size'.

The buffer size ('Override Instruments preload size') in the picture is 6kb, but if you load a big instrument, we recommend 12kb to play the samples smoothly. If the samples are not played smoothly with 12 kb, increase the buffer size as needed unless RAM runs out. It depends on the system, but in most cases 12 kb should work fine. By decreasing the preload buffer size, loading time becomes much shorter and you can save a big RAM space.

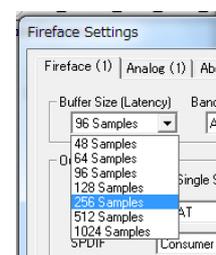
### Purge All Samples and 'on the fly streaming'



Another great way to save RAM is using the 'purge all samples' feature of Kontakt Player / Kontakt. After loading the multi / instruments, click on the 'Purge' icon and select 'purge all samples'. If your system is not so old, Kontakt Player should load previously unloaded samples on the fly when you play notes. If your RAM space is tight, it's worth trying.

### If you get a noise at the beginning of the note...

If you get a noise at the beginning of the note, *increase* the latency size of your audio interface (not 'decrease', unlike with the preload buffer size in Kontakt Option). For detail about changing the latency size, please refer to your audio interface manual.



# How to load ELECTRIC GRAND PCP-80 into Kontakt

## File Name:

ELECTRIC\_GRAND\_PCP-80.nki

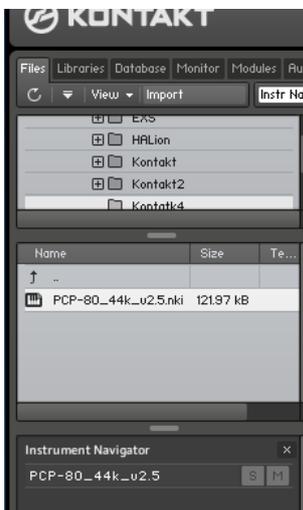
Select the .nki file; ELECTRIC\_GRAND\_PCP-80.nki

## Using 'Files' menu



Click the 'Files' menu button of the Main Control panel and select the 'load...', and go the file location and select the .nki file; ELECTRIC\_GRAND\_PCP-80.nki.

## Using the Files Tab



Click the Files tab of the Browser and go the file location, and select the .nki file; ELECTRIC\_GRAND\_PCP-80.nki.



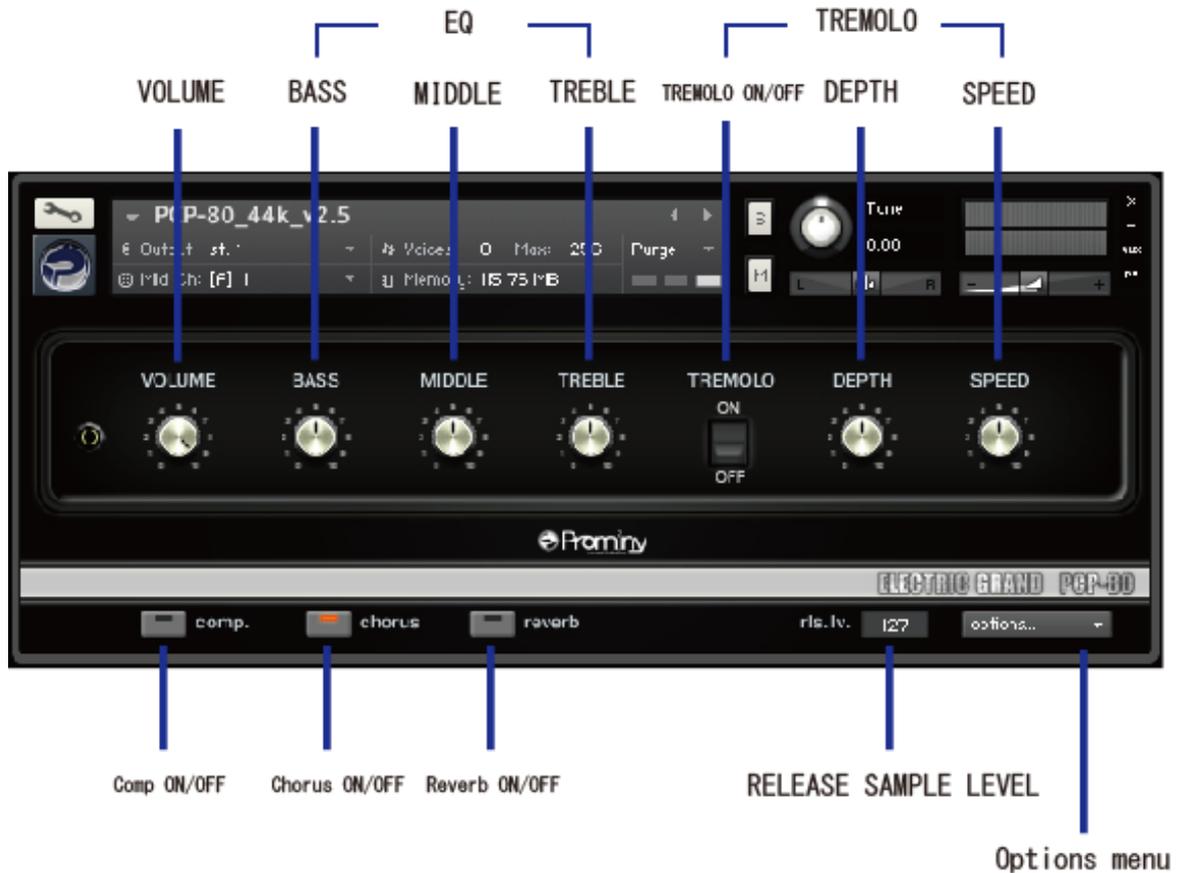
Make sure the Browser is visible on the left side of the main window. If it is not, click on the button labeled Browse in the Main Control panel.

## Drag & Drop the .nki file (standalone mode only)

Directly drag the .nki file and drop it on the black area Kontakt's main window where instruments are loaded. This works only when Kontakt is launched in standalone mode.

## ELECTRIC GRAND PCP-80 Interface

### Main Control



**VOLUME:** Controls the whole instrument's output level. It can also be controlled via MIDI CC# 7.

**BASS / MIDDLE / TREBLE:** Controls the volume of the low, the mid, and the high frequency ranges. You can also control them via MIDI CC# 85 (BASS), CC# 86 (MIDDLE), CC# 87 (TREBLE).

**TREMOLO:** Turns ON / OFF the tremolo effect. You can also control the switch via MIDICC# 1.

**DEPTH:** Sets the intensity of the tremolo effect. It can also be controlled via MIDI CC# 88.

**SPEED:** Controls the modulation frequency (= tremolo speed). It can also be controlled via MIDI CC# 89.

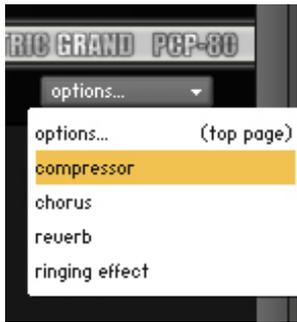
**compressor:** Turns ON / OFF the compressor effect. It can also be controlled via MIDI CC# 61.

**chorus:** Turns ON / OFF the chorus effect. It can also be controlled via MIDI CC# 62.

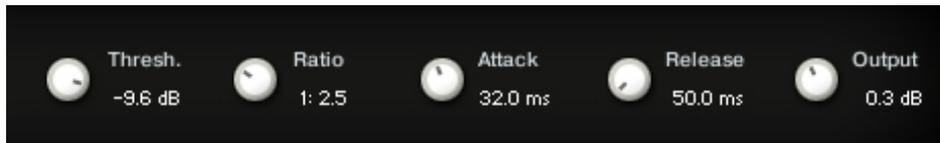
**reverb:** Turns ON / OFF the reverb effect. It can also be controlled via MIDI CC# 63.

**rls. lv.:** Controls the volume of the release samples that are triggered when the keys are released. It can also be controlled via MIDI CC# 90.

## Compressor



To configure the effect; 'Compressor', click the 'Options...' menu and select 'compressor'.



**Thresh:** Sets a level threshold above which the Compressor starts working. Only levels that rise above this threshold will be reduced by the compression; signals that stay below it will be left unprocessed. It can also be controlled via MIDI CC# 102.

**Ratio:** Controls the amount of compression, expressed as a ratio of “input level change” against “output level change”. It can also be controlled via MIDI CC# 103.

**Attack:** Adjusts the time the Compressor will take to reach the full Ratio value after an input signal exceeds the Threshold level. It can also be controlled via MIDI CC# 104.

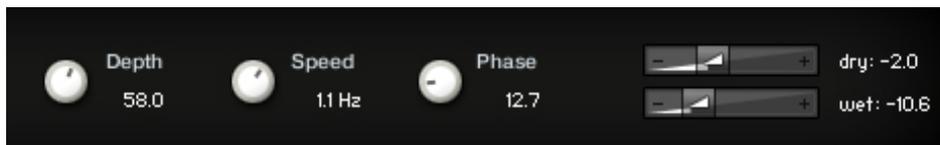
**Release:** Adjusts the time the compressor will take to fall back to non-compression after the input signal falls below the threshold. It can also be controlled via MIDI CC# 105.

**Output:** Controls the module's output level. This knob acts as a make-up gain control, which allows you to bring the output signal up to the same peak level as the input signal after compression. It can also be controlled via MIDI CC# 106.

## Chorus



To configure the effect; 'Chorus', click the 'Options...' menu and select 'chorus'.



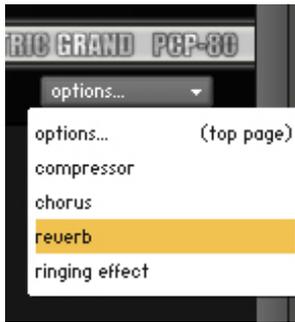
**Depth:** Adjusts the range of modulated detuning. Higher values give a more pronounced chorusing effect. It can also be controlled via MIDI CC# 107.

**Speed:** Adjusts the LFO speed. It can also be controlled via MIDI CC# 108.

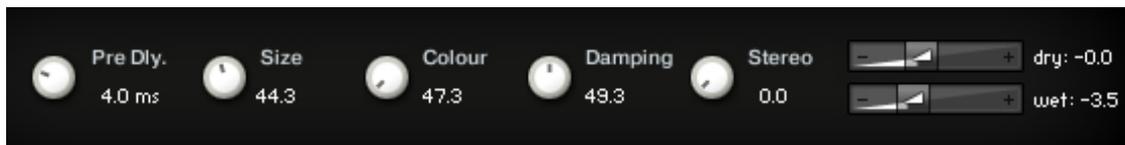
**Phase (0 to 90 degrees):** Imparts an LFO phase difference between the left and the right stereo channel. This can considerably increase the width of the output signal's stereo base. It can also be controlled via MIDI CC# 109.

**Dry and Wet sliders:** Adjusts the respective levels of the original and processed signals. They can also be controlled via MIDI CC# 110 (Dry) and MIDI CC# 111 (Wet).

## Reverb



To configure the effect; 'Reverb', click the 'Options...' menu and select 'reverb'.



**Pre-Dly.:** Introduces a short delay between the direct signal and the reverb trail build-up. This corresponds to the natural reverberation behavior of large rooms, where a short time elapses before the first reflection of a sound wave returns from a wall. It can also be controlled via MIDI CC# 112.

**Size:** Adjusts the size of the simulated room. This affects the duration of the reverb trail. It can also be controlled via MIDI CC# 113.

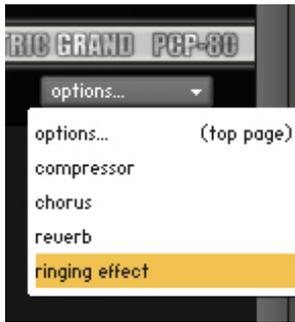
**Colour:** This control allows you to adjust the construction material of the simulated room and, consequently, the color of the reverb trail. Low values simulate softer surfaces like wood, while high values simulate the reflection behavior of hard surfaces like concrete. It can also be controlled via MIDI CC# 114.

**Damping:** Sets the amount of simulated absorption that takes place in rooms due to furnishings, people, or acoustic treatments affecting the reflection behavior. It can also be controlled via MIDI CC# 115..

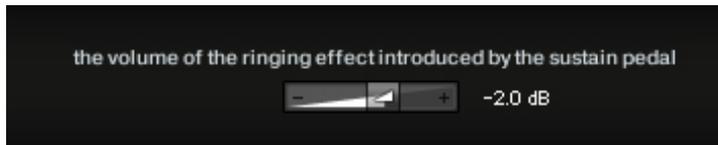
**Stereo:** Higher values increase the stereo base width of the output signal. Lower values simulate a closer distance to the sound source. It can also be controlled via MIDI CC# 116.

**Dry and Wet sliders:** Adjusts the respective levels of the original and processed signals. They can also be controlled via MIDI CC# 117 (Dry) and MIDI CC# 118 (Wet).

## Ringling Effect



To configure the effect; 'Ringling Effect', click the 'Options... ' menu and select 'ringing effect'.



This feature simulates a ringing effect that you can hear when you play a real CP-80 and use its sustain pedal. You can adjust the volume of ringing sound with the slider. It can also be controlled via MIDI CC# 119.

## **ELECTRIC GRAND PCP-80 (for Kontakt 4) v.2.50e2**

Written by AKIHITO OKAWA

(quotes from Kontakt Reference Manual are used in the descriptions about the effects;  
compressor, chorus, and reverb.)

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URL: <http://prominy.com>

Email: [info@prominy.com](mailto:info@prominy.com)