



# Introduction

Welcome to KEYz - a plug-in dedicated to creating great key sounds.

KEYz is a sample based instrument - it uses two voices.

Each voice can playback any of the included key sounds, and features a set of voice controls including volume envelope, tremolo, vibrato and a multi-mode filter.

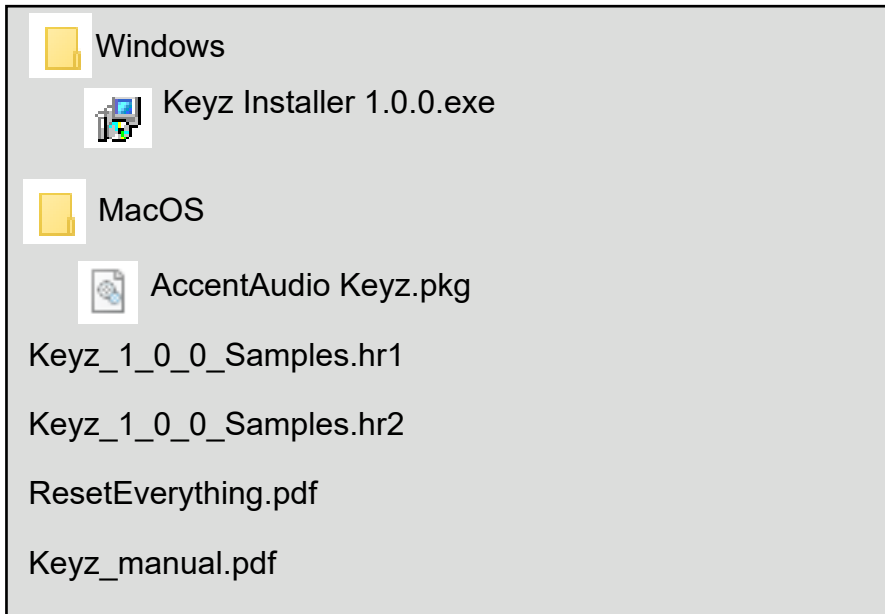
There's a set of instrument-wide effects and a set of controls for mono/poly playback, a powerful portamento system and a voice x-fade control.

There's a simple but powerful arpeggiator, a randomisation system, a preset system and master volume controls.

# Installation

Installing KEYz is really easy

When you unpack your product you should have these folders and files:



Running the installer(on windows) or package file(on Mac) will install KEYz.

## ***Windows Install***

Windows users will be able to select the 64-bit VST installation. The Installer will also make a folder for the instrument containing the following;

1. a copy this manual
2. the uninstall program

It will also add an item to your Start Menu so you can quickly access the manual and the uninstall program.

## ***Mac Install***

Mac users will be able to install one or both of the VST and AU plug-Ins. The Mac package will also make an application folder at:

/Applications/ChannelRobot/Keyz

This will contain the following:

1. A copy of this manual

Once you've run the installer/package you should refresh you plug-in list in your DAW and the installed instrument will show up.

# Sample Set-Up

The first thing KEYz will want to do is install the samples it uses.

It will ask you to identify it's first sample archive files, the file called

Keyz\_1\_0\_0\_Samples.hr1

This will be located in the place where you uncompressed your product download. From here the installer will find any other .hr files it uses.

Once this first file is identified KEYz will need to know where you would like to permanently keep the samples it uses - simply select a folder/directory that is permanently available on your computer where you would like to keep the samples.

*Note: The faster the drive you use (like for instance an SSD Drive) the better performance you will get from sample based instruments like KEYz*

Once you've identified the location where you would like to keep the samples KEYz will begin to copy the sample archive to this location.

When the copying is complete KEYz will move to Authorisation

*Note: sometimes at the end of the sample install process KEYz will tell you that the sample folder doesn't exist, even though you've just pointed KEYz at this folder. This is a known bug in the development library used to build KEYz - and you can safely ignore this message.*

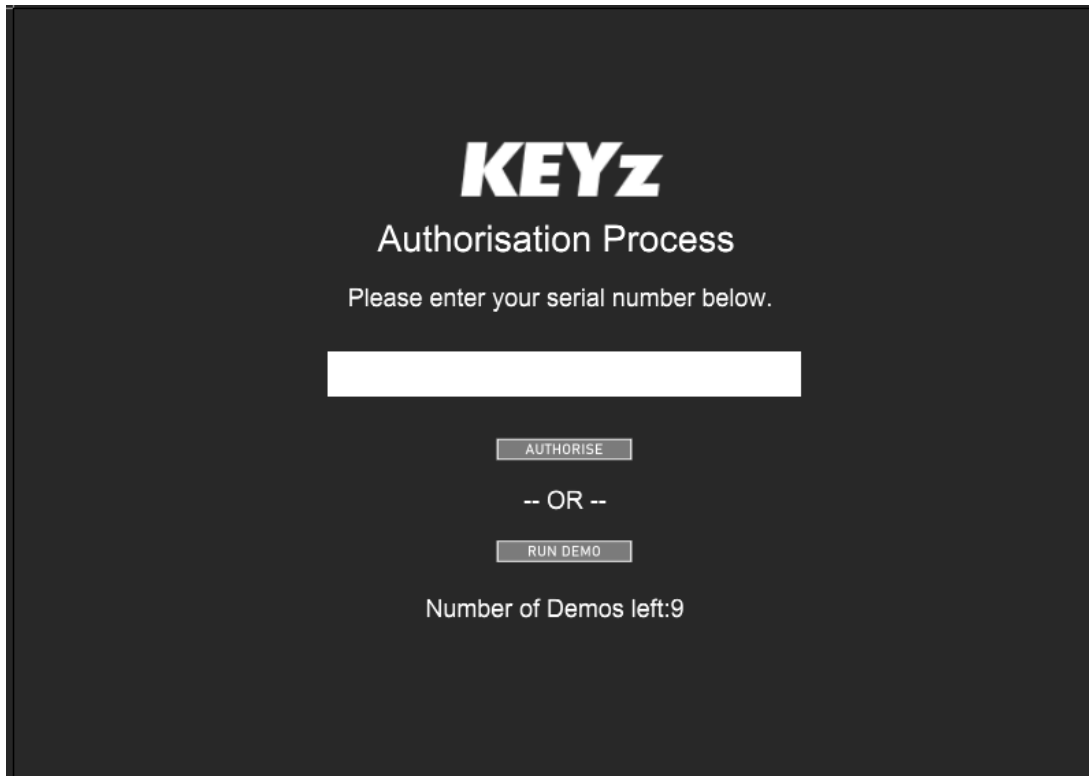
If you want to relocate your samples there's a separate document in with your download that describes this process, it's called:

ResetEverything.pdf

# Authorise

Authorising KEYz is really easy

When KEYz has completed the sample set up it will ask you to authorise the plug-in (you only need to do this once for the plug-in). Please enter the Authorisation code you received on purchase, it will be a set of 4 x 5 numbers i.e. AAAAA-BBBBB-CCCCC-DDDDD enter this code, including the dashes between the letters and press AUTHORISE. The plug-in will authorise and show you the main page.



**At this point its important to close the plug-in and re-open it, the product wont make any sound until you do this.**

When you re-open the plug-in it will find the authorisation and open on the main page ready for you to use.

If you dont have an authorisation code you may wish to run KEYz in Demo mode. Simply click the "RUN DEMO", KEYz will show you how many more "demo outings" you have available to you before you must authorise KEYz to use it.

In demo mode you can use KEYz for up to 15 minutes. You can authorise KEYz at any time by restarting KEYz.



## Overall Settings

The top bar of the instrument contains the overall settings:

On the left is the KEYz logo

Next is the Reset button - press this and all voices will be reset to empty and their default control positions - so you have a simple way to start a new sound.

In the centre is the Presets Display. It displays the last loaded preset. You can page through all the presets, forwards or backwards, using the two arrow keys next to the preset name.

Click on the Preset name and the preset browser will open, see the preset browser section in this manual to see how this works.

Next along is the Arp Button - click this to show the Arpeggiator page, click again to hide the arpeggiator page.

Next is the Randomise control. Click this and KEYz will randomise both voices, but it doesn't affect the effects section.

Finally is the settings button - click this to alter KEYz Settings on the settings page, click again to close the settings page



## Voices

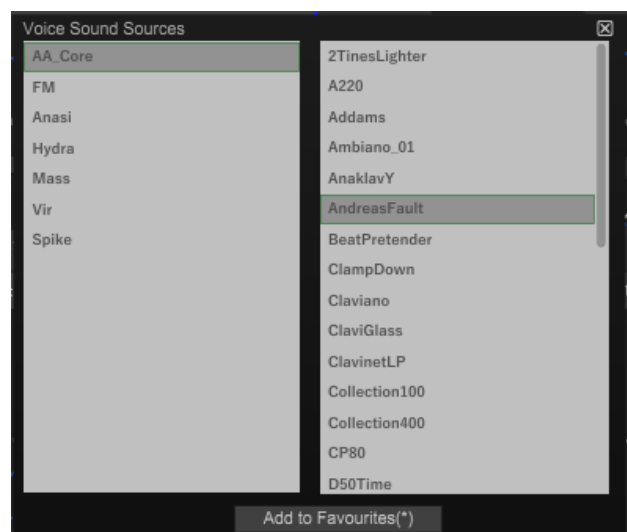
KEYz has 2 voices and each is configured and set up in the same way:

First is the voice name and selection controls. You can step forwards and backwards through all the voices using the arrow keys - or click on the voice name to open the voice selection window.

In the voice selection list on the left you can select any of the voice categories, voices in that category will be displayed on the right, where you can select and load any voice.

If you decide you like a particular voice you can mark it as a favourite by selecting it first then use the "Add to Favourites" button - an asterix (\*) will appear before its name so you can easily identify your marked favourites.

To close the selection window click on the close "X" at the top right.



# Voices

Below the voice selection are the controls for managing the voice:



First, over on the top left of the section, is the voice on off button. On the top right is the voice randomisation button - clicking this will randomise just the controls for this voice.

Included in this section below these controls are the Gain control - to set voice volume, the Unison - to set the number of sounds used in playback, the instrument will slightly offset the pitch and stereo spread of each voice to give you a thicker sound.

In the centre is the pan control to set pan position.

At the bottom are the pitch controls , Semi - to raise or lower the voice pitch in semi-tones, and fine - to raise or lower the voice pitch in cents

To the right of the voice controls are the Volume envelope controls

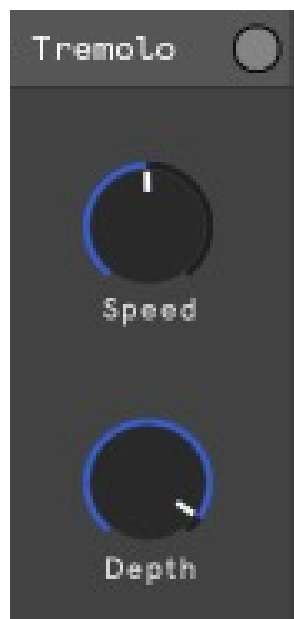


You can include or exclude the envelope using the power button over on the right.

You can set the amount that the envelope affects the voice using the amount control.

You can set the envelope shape using the Attack(Att), Decay(Dec), Sustain(Sus) and Release(Rel) controls.

## Voices continued...

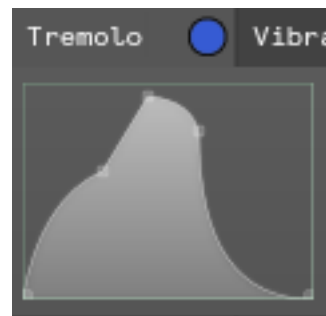


Below these two sections, and over on the left are the Tremolo controls

At the top right of the section, you can turn Tremolo on and off.

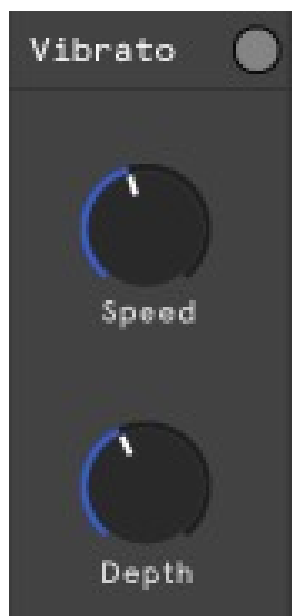
You can set the overall speed of the Tremolo - it is synced to your DAW tempo, and the depth of the Tremolo effect.

If you click on the Tremolo name the LFO shaping window will open. This allows you to draw your own shape for the Tremolo LFO.



Click anywhere in the window to add a node, right click on any node to remove it. Hover the mouse between two nodes and use the mouse wheel to reshape the curve between these nodes.

Click the Tremolo name again to close this window.



Next to the Tremolo section are the Vibrato controls

At the top right of the section, you can turn Vibrato on and off.

You can set the overall speed of the Vibrato - it is synced to your DAW tempo, and the depth of the Vibrato effect.

If you click on the Vibrato name the LFO shaping window will open. This allows you to draw your own shape for the Vibrato LFO.



Click anywhere in the window to add a node, right click on any node to remove it. Hover the mouse between two nodes and use the mouse wheel to reshape the curve between these nodes.

Click the Vibrato name again to close this window.



## Voices continued...

To the right of the Tremolo and Vibrato sections is the Filter Section.



In the top left of the section is the filter on off button. Next to this is a the name of the currently selected filter type. There are 8 different filter types available.

To select a filter type click on one of the filter shapes on the left of the panel.

The filter will display activity - when you play a sound - in the filter display area.

You can set the filter to respond to note velocity by clicking on the "Velocity" text below the Filter display. You can see the filter's frequency and its resonance below the filter display.

The filter comes with its own dedicated LFO and you can also set the LFO speed (tempo synced to your DAW) and the depth (amount) of filter used.

# Effects

Below the voice controls is the effects section



There are 8 instrument level effects. You can select, view and change parameters for each effect by clicking on its name. You can turn effects on and off with the small bar-button below each effects name.

# Control

Along with the effects panels there are three control panels, the first of these is the Portamento panel

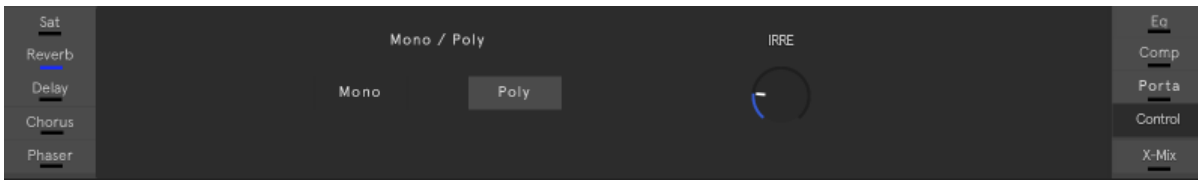


The portamento system is powerful and easy to use. These controls are available to you:

- Time - the time the system takes to move to the played note
- Amount Up - the maximum amount of bend applied for notes above the last note played
- Amount Down - the maximum amount of bend applied for notes above the last note played
- Smoothing - how much smoothing is applied to the bend - this affects the attack of the note
- Split - the keyboard split point (MIDI note) notes below this point will not have portamento applied, notes above it will

# Control continued...

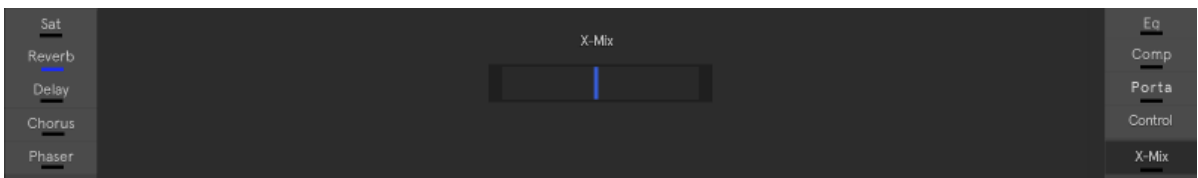
Next is a set of general controls



Mono/Poly sets the instrument as monophonic or polyphonic.

IRRE is our Infinite Round Robin Engine. The engine adds a small amount of EQ, and pitch change to every note that you play. This setting allows you to decide how much change you wish to hear.

Finally there's the X-Mix control



The X-Mix control allows you to cross-fade the volume between each voice. This system is completely independent of the Gain setting you have for each voice so you have complete control of how this x-mix sounds. You can set up the amount of each voice you want to hear - and this control will then cross-fade between these two amounts.

# Master Section

At the bottom of the interface is the master section.

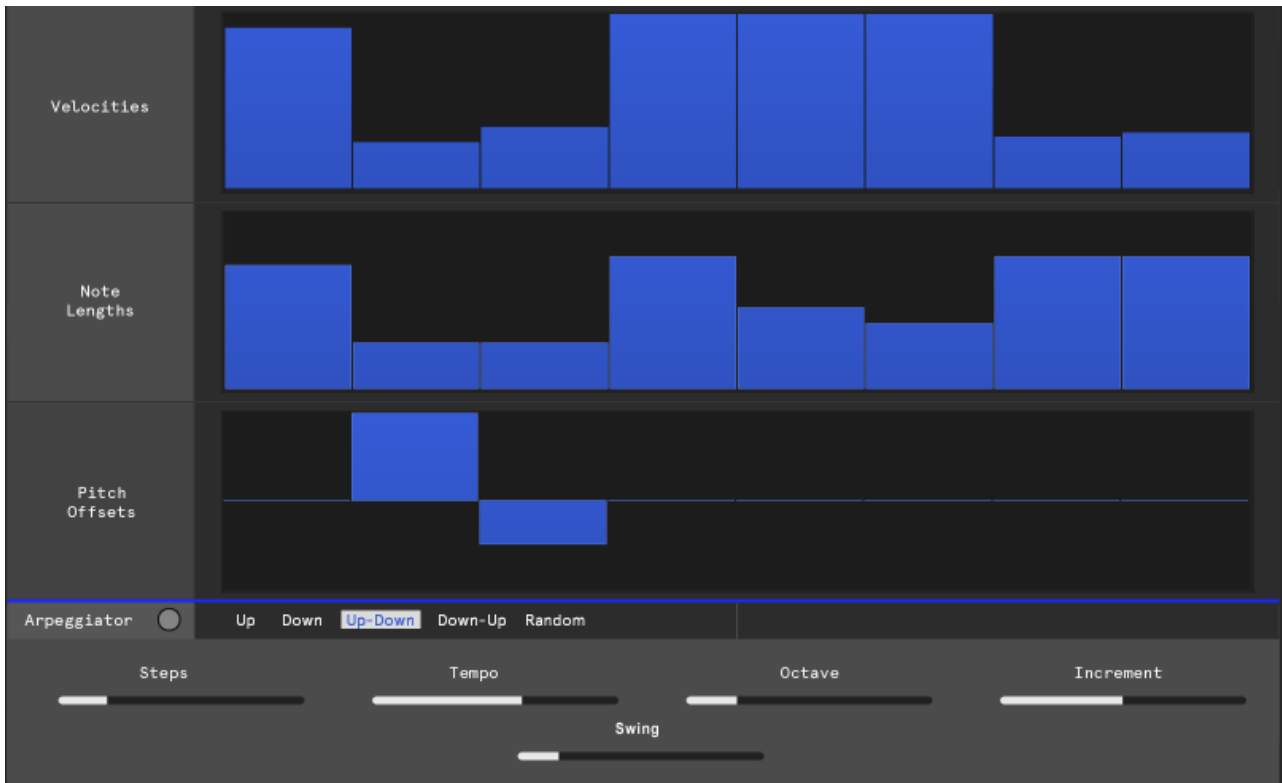


There's an info button over on the left - click this to see the about box

There's a master volume control over on the right with level meters showing the instruments output levels.

## Common elements

Almost all the controls in the interface are "MIDI-learnable" - simply right click on the control and select "Learn MIDI CC" then move your MIDI CC controller and the instrument will learn this CC number. You can remove assigned CC values in the same way. You can set the range, and invert, the CC control in the settings page.



## Arp Page

The Instrument comes with a sophisticated, flexible and useful arpeggiator.

The Arp works as follows:

For each step of the arp you can use the three tables to set the velocity, note length and pitch offset.

Below these tables are the overall arp controls.

You can turn the Arp On/ or Off

You can set the Arp direction

Set the total number of steps in each arp (from 2 to 32)

Next set the tempo (tempo synced to your DAW).

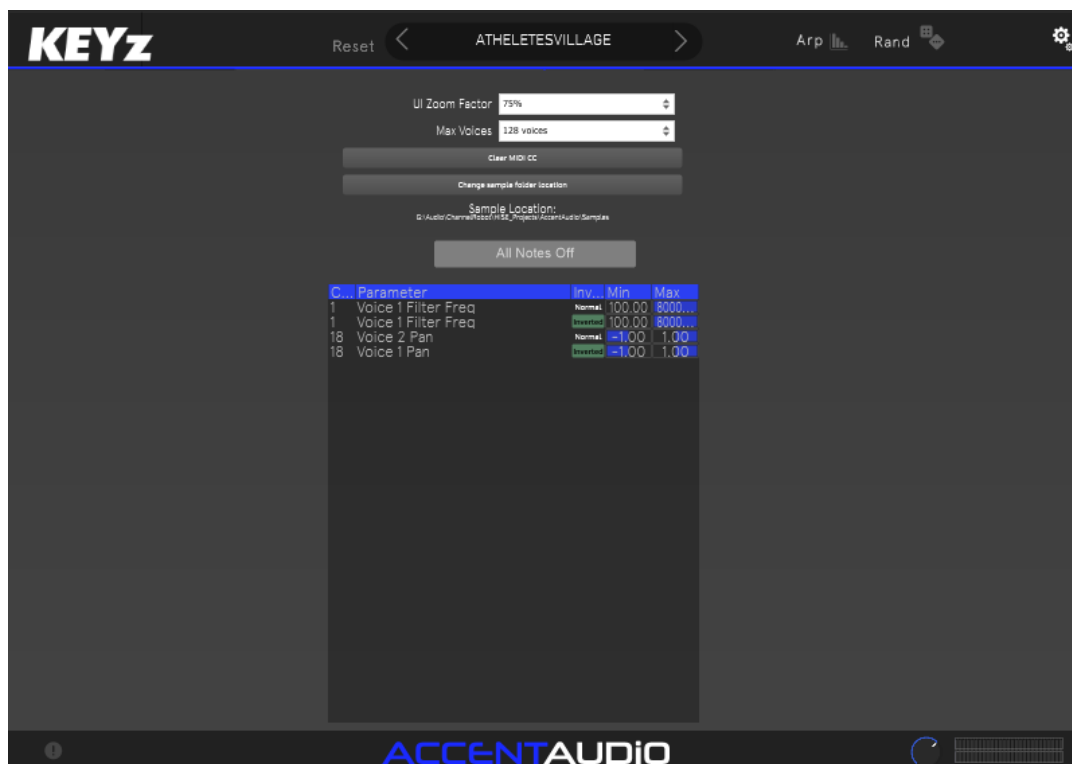
Next set the number of octaves used - so the arp will move sequentially thru the octaves at the end of each play-back cycle

Set the increment amount - so the number of steps the arp will use each time - so you can set up some interesting structures - say an 8 step arp playing forwards with an increment value of 3 will play the following steps in this order: 1,4,7,2,5,8,3,6

Finally you can set the amount of swing used between steps.

# Settings

The settings page allows you to alter several of the instruments settings



You can alter the UI size using the UI Zoom factor

You can set the max number of voices the instrument responds to.

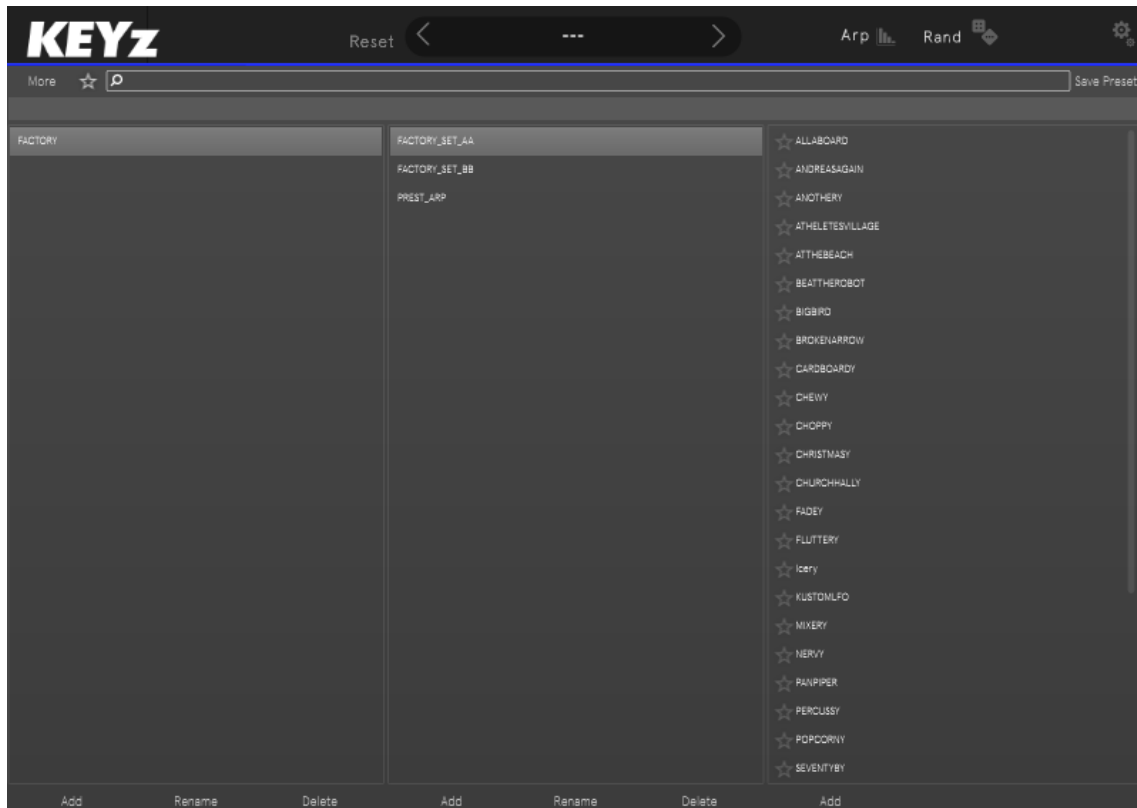
You can clear all the assigned MIDI CC values - next time you open this page the assignments will be gone.

You can change the location of the samples used by the instrument - this is the location(folder) you selected the first time you ran the instrument)

You can send MIDI all notes off to the instrument to turn off any running notes

You can see a list of the currently assigned CC Messages, and you can set the value range that the instrument should use for each control, and invert the CC values for each control.

# Presets



KEYz includes a preset browser, and comes with a range of factory presets.

At the top of the interface you will see the name of the last loaded preset. Click on this name to open the preset browser. Click again to close the preset browser, or click on the dismiss “X” over on the top right of the browser.

## Preset browser

The preset browser is organised into three columns: Categories → Sub-categories → presets

In each of these columns its possible to “Add” new elements, “Rename” a selected element and “Delete” a selected element

In the presets section you must click on a preset to load it, you can page up and down through the presets in a category with the up and down arrows to review the presets, but this wont load or change the current preset. When you select a preset with the mouse it loads into KEYz. You can also select/unselect a preset as a favourite (the star icon).

You can search for a specific preset using the search box, or list all your favourites using the “star button” to the left of the search box.

You can save a modified preset using the Save Preset button at the top right.

The More button allows you to export and import presets for the currently selected category, or sub-category or preset.