Pop Keys User Manual

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Support

Thanks for purchasing Sonic Cat Inc. product. If you can't solve your problem with this manual, please don't hesitate to contact us for user support.

- eMail : cat@sonic-cat.com

Must keep your purchasing email. When will be supported, need your order number and product number.

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Pop Keys

Tech. Specs.

Features :
- Various acoustic piano sounds
- Various electric piano sounds
- Various keyboard sounds for all music genre
- Innovate instrument structure by 2 layers mixing style
- Can easily make unique user sounds
- Easy and accurate digit display FX knobs

Tech Specs :
- 150 .NKI Kontakt instrument presets for Kontakt 5.3+
- 1,451 samples
- 24 bit / 44.1 kHz .NCW format samples
- About 900 MB installed

System Requirements :
- Kontakt 5.3+ full version required
- Kontakt Player is not compatible

Windows :
- Windows 7 or Windows 8 (latest Service Pack, 32/64 Bit)
- Intel Core Duo or AMD Athlon 64 X2
- 2 GB RAM (4 GB recommended)

Mac :
- Mac OS X 10.7 or 10.8 (latest update)
- Intel Core 2 Duo
- 2 GB RAM (4 GB recommended)

Supported Interfaces :
Stand-alone, VST, Audio Units, AAX Native (Pro Tools 10), RTAS, ASIO, CoreAudio, WASAPI

Overview

Pop Keys is a sample library for Kontakt of a useful keyboard sounds package.

Pop Keys has basically standard acoustic & electric piano sounds, moreover it has various keyboard instrument sounds total 150 presets. Just one Pop Keys will solve your keyboards part in your various music genres.

Installation

Decompress downloaded .ZIP file at your want directory. Please keep a copy for your original .ZIP file. This library doesn't require any special activation.

Folders & Loading

- Documentation : There are User Manual with EULA PDF files.
- Instruments : There are 150 .NKI files. Preset will be loaded when double click .NKI files or drag into Kontakt. Or you can load by click Files button on Main Control Panel of Kontakt.
- Samples : There are 1,451 .NCW files for .NKI presets.

Presets

- Instruments/01_Single : There are presets of using 1 layer standard sounds.

- Instruments/02_Double : There are presets of using 2 layers richness sounds.

- Instruments/03_Hybrid : There are more unique presets.

- Notice : Sometimes you can hear hiss noise when playing high velocity. It's just because recorded in analog equipments. It's not defective goods.

User Interface

< **Main UI** >

- TUNE : Changes the playback pitch within three octave up or down.

- Selector : Can select basic sound sources.

- On/Off : On/Off Sound 1 or Sound 2.

- ATTACK : The initial time it will take the envelope to reach its maximum level after it has been triggered.

- DECAY : The time it will take the envelope to fall from its maximum level to the level set by the Sustain control.

- RELEASE : The time it will take the envelope to fall from its sustain level back to zero after the key has been released

- LEVEL : Adjusts the overall level of all signals that originate from this Group.

- PAN : If the Group is being routed to a stereo Output Channel, this control allows you to place

the signal in the stereo panorama.

- LOW : Adjusts the amount of boost or cut at the LF Frequency.

- LOW MID : Adjusts the amount of boost or cut at the LMF Frequency.

- HI MID : Adjusts the amount of boost or cut at the HMF Frequency.

- HI : Adjusts the amount of boost or cut at the HF Frequency.

- On/Off : On/Off EQ

- RATE : Adjusts the speed of tremolo.

- DEPTH : Adjusts the depth of tremolo.

- SPEED : Adjusts the speed of auto panning.

- WIDE : Adjusts the stereo width of auto panning.

- On/Off : On/Off Tremolo effect.

< FX UI >

* All knobs are digit display knobs.

Compressor

Compressor is dynamic tools which automatically reduce the level of loud passages in a signal, thereby affecting the signal's dynamic range.

● Threshold : 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.

● Ratio : Controls the amount of compression, expressed as a ratio of "input level change" against "output level change". A Ratio of 1:1 means that no compression will be happening. For example, a Setting of 4 represents the ration 4:1, which means for every 4 decibel increase of amplitude above the threshold, the output will increase by only 1 decibel.

● Attack : Adjusts the time the Compressor will take to reach the full Ratio value after an input signal exceeds the Threshold level.

● Release : Adjusts the time the compressor will take to fall back to non-compression after the input signal falls below the threshold.

● Makeup : Controls the output gain of the compressed signal. Used to compensate for the gain reduction of the effect.

- Mix : Controls the dry/wet mix of the compressor. This can be used to create a parallel compression style routing, which increases the quieter signals rather than reducing the louder ones. At a setting of 100% you will only hear the compressed signal, at a setting of 0% you will only hear the unprocessed input signal.

Chorus

The Chorus module "thickens" the audio signal by splitting it up and detuning one version in relation to the original.

- Depth : Adjusts the range of modulated detuning. Higher values give a more pronounced chorusing effect.

- Speed : Adjusts the LFO speed. To synchronize the speed to your host or Master Editor tempo, click the Speed parameter's unit display and choose a note length value from the drop-down list.

- 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.

Phaser

This effect continually changes the phase relationships in your signal with an all-pass filter.

- Depth : The amount of LFO modulation. Higher values cause the phaser effect to sweep over a wider frequency range.

- Speed : The LFO modulation speed. To synchronize the speed to your host or Master Editor tempo, click the Speed control's unit display and choose a note length value from the drop-down list.

- 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.

- Feedback : This control adjusts the emphasis of the peaks and notches that the comb filter effect imparts on the signal.

Delay

This module offers a delay line that can optionally be synced to the tempo and provides an adjustable feedback level, a low-pass filter, and a pan control for ping-pong echo effects.

- Time : The delay time in milliseconds. To synchronize the time to your host or Master Editor tempo, click the Speed parameter's unit display and choose a note length value from the drop-down list.

- Damping : Attenuates high frequencies in the delayed signal. Turning this control clockwise will increase the damping effect. If you have set a feedback level, the signal will gradually lose more high frequency content with each repetition.

- Pan : Setting a value higher than 0 creates a panning effect, which alternates echos between the left and the right side of the stereo panorama — this is affectionally called a ping-pong delay. Higher values will result in wider panning; at 100, signals alternate between the far left and far right channel.

- Feedback : Controls the amount of the output signal that's being fed back into the input of the delay line, thereby creating a series of echos that gradually fade into silence.

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Reverb

This module simulates the natural reverberation that occurs when a sound source is placed in an acoustic environment, thus adding a feeling of spaciousness to the sound.

- Predelay. : 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.

- Size : Adjusts the size of the simulated room. This affects the duration of the reverb trail.

- 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.

- Damping : Sets the amount of simulated absorption that takes place in rooms due to furnishings, people, or acoustic treatments affecting the reflection behavior.

- Stereo : Higher values increase the stereo base width of the output signal. Lower values simulate a closer distance to the sound source.

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