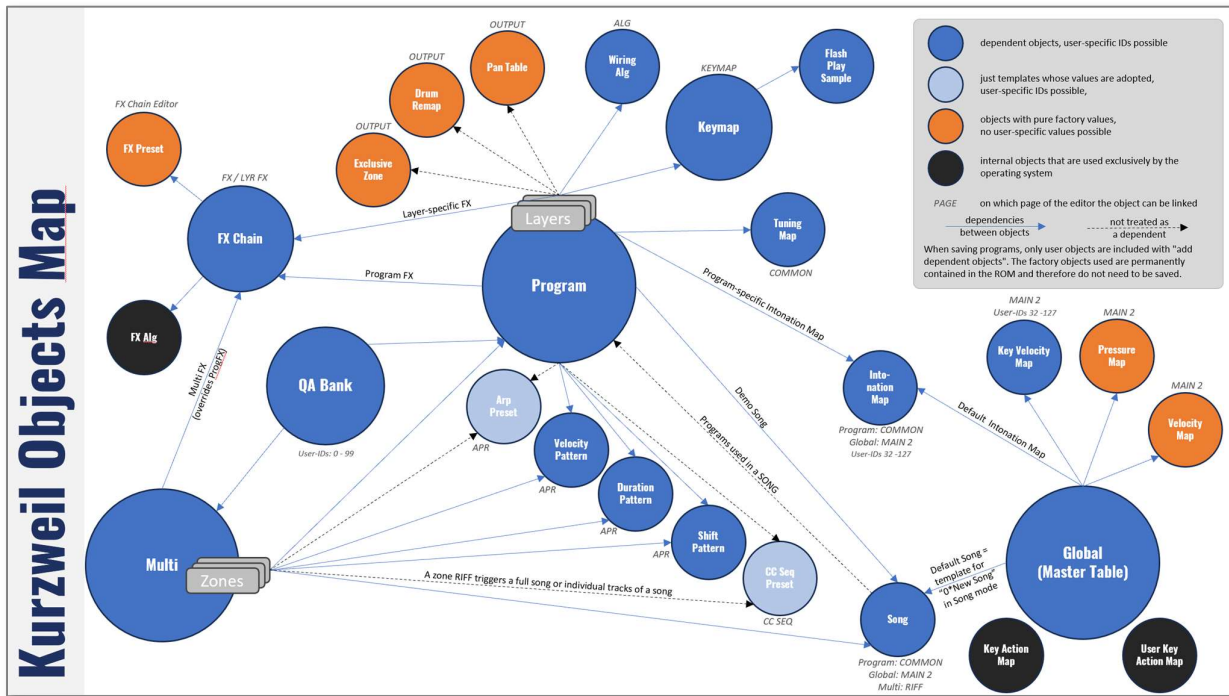


Kurzweil Objects



Object Type Multi FACTORY USER DEPENDENT	A Multi is a combination of Programs arranged as layers and splits across the keyboard in max. 16 zones.
Program FACTORY USER DEPENDENT	These are normally a single instrument, such as a piano, or an organ. A Program is similar to a “preset” or “patch” on other synthesizers and contains up to 32 layers.
Keymap FACTORY USER DEPENDENT	A keymap belongs to a program and contains a set of samples (up to 128 sample roots) and parameters determining how each sample will play when you trigger a note. Each keymap consists of a set of keyboard note ranges (the entire span of each keymap is from C 0 to G 10). Each range has a ROM or RAM sample root assigned within the range.
Flash Play Sample FACTORY USER DEPENDENT	A list of samples (a digital file of an audio from another source) stored in the memory of the keyboard . This can be individual samples or multi-sample objects (a combination of multiple sample roots for one instrument sound).
Wiring Algorithm (ALG) FACTORY USER DEPENDENT	Algorithms are the core of VAST programs (Variable Architecture Synthesis Technology). The sound sources in each layer can be individually processed with an algorithm containing DSP functions .
FX Chain FACTORY USER DEPENDENT	A sequence of audio effects used to process and enhance sounds. These effects can include reverb, delay, chorus, flanger, phaser, and many others. FX Chains can be customized and edited to achieve the desired sound, allowing musicians to create unique and complex audio textures.

FX Preset FACTORY PRESET	A list of hundreds of predefined effects divided into types (e.g. Flanger, Chorus). The FX chains are formed from any combination of these or even customized effect boxes	
FX Alg FACTORY INTERNAL	List of KDFX (Kurzweil Digital Effects) presets first introduced in the Kurzweil K2500 series. Used exclusively within the operating system.	
Tuning Map FACTORY USER DEPENDENT	Program tuning maps can be selected and edited for each Program, to set tuning offsets for each key in cents. These maps can be used to emulate stretched tuning techniques which are commonly used for acoustic pianos and other acoustic keyboard instruments.	
Intonation Map FACTORY USER DEPENDENT	A Program Tuning Map changes the overall tuning of the instrument, while an Intonation Map allows for fine-tuning of pitches within that tuning. An Intonation Map allows you to adjust the pitches of individual notes within a scale or chord to achieve more precise intonation.	
Song FACTORY USER DEPENDENT	These object type is used for: - Program COMMON: Demo Song for the current program - Global: Default Song which song will be used as a new song template when 0*New Song* is selected in Song mode. - Multi RIFF: Riffs are full songs or individual tracks of a song created in the Song mode that you can trigger in Multi mode. - Song Mode: to record MIDI songs with up to 16 Tracks.	
Arp Preset FACTORY USER PRESET	Use the Arp Preset to recall factory or user created Arpeggiator settings . An Arp Preset contains settings for all of the parameters on the ARP page (except for the State and KeyRange parameters, which are stored with the Program or Multi). Changing any of the Arp parameters will change the Preset to "0 Edited Arp", to indicate that the previous preset settings are no longer being used.	ARPEGGIATOR (ARP)
Velocity Pattern FACTORY USER DEPENDENT	Velocity sets the attack velocity of the played Arpeggiator notes. When you set Velocity in the Arp Editor Page to Pattern, the Velocity Patt parameter appears, which allows you to select a step sequence for arpeggiator velocity patterns .	
Duration Pattern FACTORY USER DEPENDENT	Sets the duration of each arpeggiated note according to a sequenced pattern. Duration Pattern steps are played back at the rate set for Beats. The duration of each note is a percentage of the current arpeggiator Beats value.	
Shift Pattern FACTORY USER DEPENDENT	A step sequence for arpeggiator note patterns . The note number of each played key is shifted according to a sequenced pattern , thus "Shift Pattern."	
CC Seq Preset FACTORY USER PRESET	The Continuous Controller (CC) Sequencer allows you to rhythmically modulate up to 4 program parameters (such as filter frequency) based on preset or user patterns. Use the CC Seq Preset to recall factory or user created CC Sequencer settings . A CC Seq Preset contains settings for all of the parameters on the CC SEQ page (except for the State parameter, which is stored with the Program/Multi).	
Pan Table FACTORY	The Pan Table allows you to select preset per-key panning tables, so that the note that each key produces is uniquely panned. These tables are particularly useful for producing the stereo image of a drum set when creating percussion programs, or for producing the stereo image of a piano when creating piano programs.	
Drum Remap FACTORY	The Drum Remap parameter defines how drum programs are mapped, so that drum sounds can be properly remapped when using the General MIDI (GM) drum map. For instance, the 'Kurz2' map designates that the current drum kit uses a PC4 drum map	
Exclusive Zone FACTORY	The Exclusive Zone parameter applies principally to drum programs. When using a drum program, you may want the closed hi-hat sounds to "cut off" open hi-hat sounds. Since you can remap the keymaps of drum programs, this parameter remaps "cut off keys" accordingly.	

QA Bank FACTORY USER	A Quick Access Bank contains 10 Programs or Multis that can be quickly selected by pressing the corresponding keypad (or favorites on the Forte) buttons. Up to 100 QA banks can be managed under GLOBAL - OBJECTS.	
Master Table FACTORY USER	The master table saves all central, comprehensive settings, such as key velocity, transpose, default program after switching on the keyboard. There is only one unique master table. The factory table is overwritten by user changes.	
Pressure Map FACTORY DEPENDENT	The Pressure Map parameter determines the way the Keyboard controls Pressure (Aftertouch) . Different maps generate different MIDI pressure values for the same physical key depending on how hard you press and hold the key.	GLOBAL SETTINGS
Key Velocity Map FACTORY USER	Adjust the velocity response per key. Velocity response for each key can be adjusted by +/- 50 in the Key Velocity Map editor.	
Velocity Map FACTORY DEPENDENT	The Velocity Map parameter determines the way the Keyboard generates MIDI velocity information . Different maps generate different MIDI velocity values for the same physical key strike velocity. The default map (Linear) provides the widest range of velocity expression, but you may want to choose a different map if the default does not suit your playing style.	
Key Action Map FACTORY INTERNAL	Internal configuration of the installed keybed.	
User Key Action Map FACTORY INTERNAL	Internal configuration of the installed keybed.	

FACTORY

There are factory objects of this type on board (for all object types are factory elements available)

USER

It is possible to create user elements for this object type

PRESET

Presets are only used to recall settings. The most recent settings will always be saved with the Program or Multi when the Program or Multi is saved

DEPENDENT

This object type is included in "load/store dependent objects"

INTERNAL

Not accessible to users, used exclusively within the operating system