Downtown Grand Piano

MANUAL

ZAK
sound

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Requirements

macOS Requirements

- RAM: 4GB (Minimum) / 8GB (Recommended)
- macOS 10.11 or higher
- 3GB of free space
- Intel & Native Apple Silicon

Windows Requirements

- RAM: 4GB (Minimum) / 8GB (Recommended)
- Windows 7 or higher
- 3GB of free space

Automation and MIDI CC

Automation

All plugin parameters are automatable (effects, microphones, etc), including XY filters. The graphic equalizer and velocity curve are the only parameters that cannot be automated.

MIDI CC

To assign a MIDI CC parameter to the plugin, simple right-click on the desired parameter, and you will have two options:

- **Learn MIDI CC**: Perform a movement with a control on your MIDI keyboard, and the plugin will automatically learn the corresponding MIDI CC for the parameter.
- **Assign MIDI CC**: Manually set a specific CC number for the desired parameter to establish a direct control link.

The MIDI CC is stored independently in each preset. If you want global MIDI CCs, it's best to assign a CC to the plugin automatable parameter in your DAW.

Home
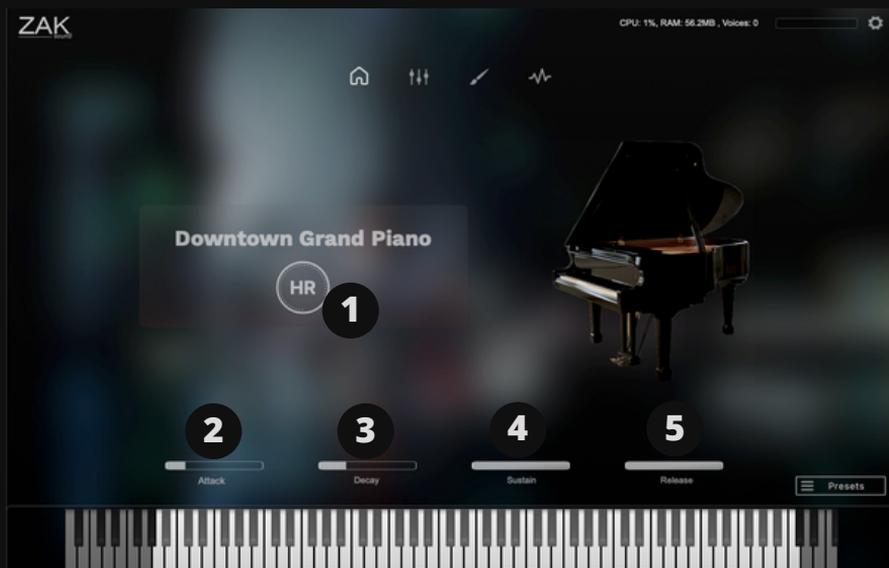
1. HR (Hammer Release)

Volume of the sound of the piano hammers when the keys are released.

2. Attack

Sets the time it takes for the sound to reach its maximum level.

3. Decay

Determines the time it takes for the sound to decrease from its maximum level to the sustain level.
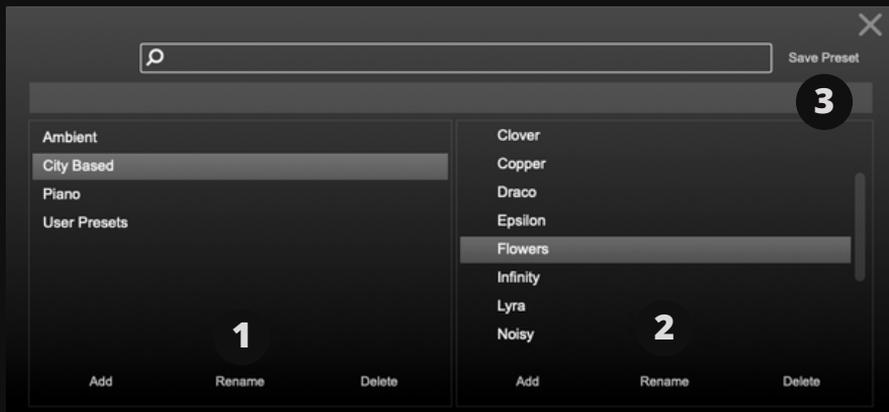
4. Sustain

Controls the level at which the sound remains as long as a key is held.

5. Release

Sets the time it takes for the sound to fade out after a key is released.

Presets

Presets created with different plugin settings.
You can create or modify your own presets for future use.

1. Add/Rename/Delete
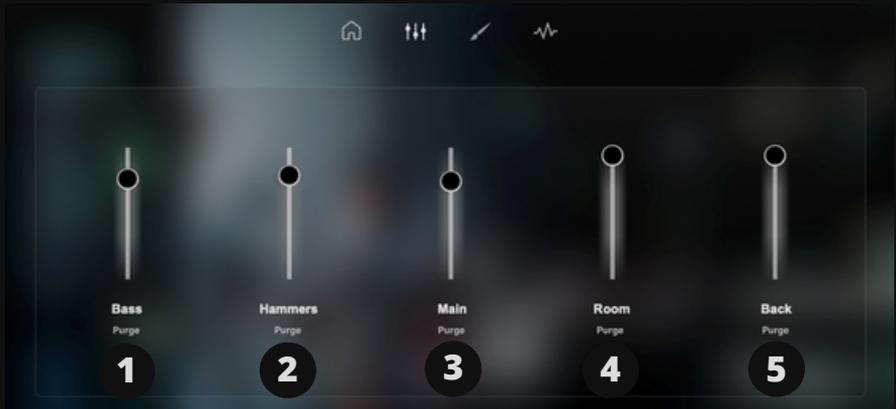
Add, rename, or delete categories.

2. Add/Rename/Delete

Add, rename, or delete presets.

3. Save preset

This button is used to overwrite existing presets. It's not for saving new presets. To save new presets, you must click "Add".

Microphones

1. Bass

Volume of the microphone positioned close the bass strings of the Grand Piano.

2. Hammers

Volume of the condenser microphones positioned on the piano hammers.

3. Main

Volume of the ribbon mics positioned on the central soundboard.

4. Room

Volume of the microphone positioned 6 feet diagonally from the piano.

5. Back

Volume of the microphone located 3 feet behind the piano.

FXs

1. Saturation

Pregain: Increases the signal gain.
Saturation: Adds saturation to the signal.

2. Reverb

Width: Adjusts the stereo width of the reverb.
Room: Controls the size of the reverb.
Wet: Mixes the dry signal with the reverb.

3. Stereo Width

Increases the stereo sensation. This setting applies only to the piano signal.

4. Limiter

Threshold: Sets the level at which the limiter begins to reduce volume.
Attack: Determines how quickly the limiter responds to audio above the threshold.
Release: Controls how quickly the limiter stops compressing audio once it falls below the threshold.
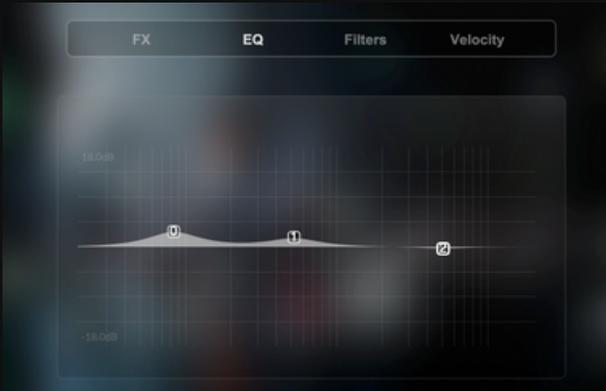
5. Delay

Left: Sets the delay time for the left side. Synced with DAW.
Right: Sets the delay time for the right side. Synced with DAW.
Feedback: Adjusts the number of repetitions of the delay.
Mix: Mixes the dry signal with the delay signal.

EQ

| FX | EQ | Filters | Velocity |

Multi-point graphic EQ: Allows you to add or move points by left-clicking, and change their type or delete points by right-clicking.

Filters

| FX | EQ | Filters | Velocity |

1. XY Pad

Two graphical filters. One moves up and down, and the other moves sideways.
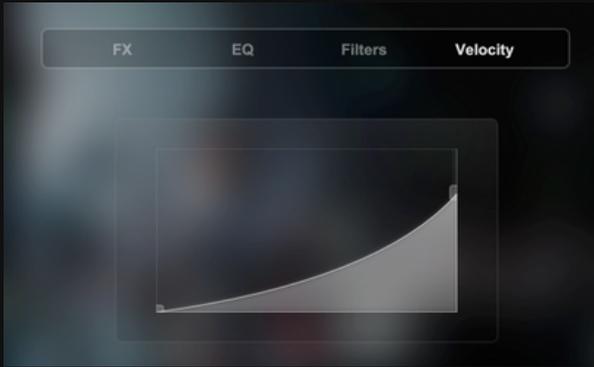
2. Lowpass

Cuts off high frequencies.

3. Highpass

Cuts off low frequencies.

Velocity

Modifies the curve to define the maximum or minimum velocity of the samples. Left-click to drag or create a new point, and right-click to remove it.

Convolution Reverb

1. City Samples Selector

Recordings of the city used as convolution reverb to create unique reverbs and ambiances.

2. Audio wave

Sample stereo graph. You can adjust the length of the sample by dragging its position from the extreme left or right side of the graph.

3. Wet

Adjusts the amount of the convolution reverb signal.

4. Dry

Adjusts the amount of piano signal.

5. Fade out

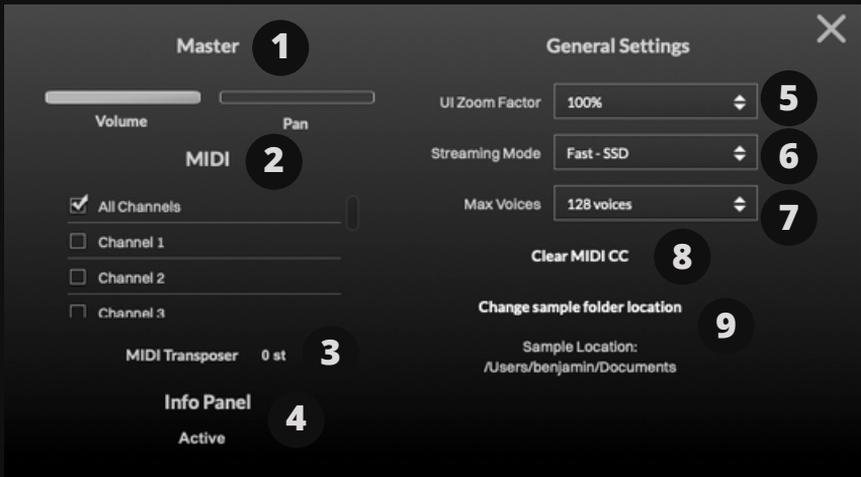Controls the fade-out of the convolution sample.

6. Predelay

Sets the time delay between the piano and the onset of reverb reflections.

7. Highcut

Removes high frequencies from convolution.

General Settings

1. Master settings

General volume and panning.

2. MIDI

Selects the MIDI channels

3. MIDI Transporter

Transposes MIDI notes up or down (semi-tones).

4. Info panel

Enables or disables the info panel.

5. UI Zoom Factor

If your screen is less than 1000 pixels, you can reduce the size.

6. Streaming mode

Select SSD or HDD.

7. Max Voices

Sets the maximum number of simultaneous voices.

8. Clear MIDI CC

Removes all assigned MIDI CC.

9. Change sample locations

If you change the location of the samples, make sure to update this folder.