



imperfection is a feature

KEY PERFORMER

Version 1.1

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Welcome

Thank you for trying / buying / using Key Performer. If you are just trying the DEMO version, please feel free to test it carefully and to contact GSi for questions not covered by this manual. Reading this manual cover to cover is highly recommended before or while exploring the program, in order to save precious time while trying to figure out how something is supposed to work.

DEMO LIMITATIONS: the software shows a reminder screen at the beginning. Click "RUN DEMO" to start using the demo version. It will play for 10 minutes, after that the reminder screen will appear again, the sound will be muted and the RUN DEMO button will be disabled.

Saving single programs or banks is also disabled in Demo mode.

Some samplesets may be available only to registered users.

After testing, if you like **Key Performer** and you feel this is the program for you, you can purchase your own personal activation key by visiting the GSi website at www.GenuineSoundware.com and following the instructions.

You can also click the "BUY NOW" button in the reminder screen or go to the **Options Menu → Register Online.**

PLEASE! Don't use cracked / illegal software, don't encourage its diffusion, stay away from fraudulent websites that sell "preinstalled" copies for a fraction of the original cost. Buy the software you use from official resellers or directly from manufacturer's web stores. SUPPORT INDEPENDENT SOFTWARE DEVELOPERS. If you can't afford expensive major softwares, keep in mind that there's always an affordable alternative out there. Just look around you and avoid warez! Thank you.

Software Description

Key Performer can be described as “the Swiss Army knife of the modern gigger keyboardist”. It's a single software instrument which offers a wide variety of keyboard sounds that are always used in almost all musical genres where a keyboardist is involved. Just to summarize a few of its key features, it offers:

- Several classic keyboard sounds including pianos, electric pianos, synths, organs, etc.
- A sample playback section (aka “ROMpler”) with “adaptive playback”
- A physical modeling classic Electric Piano
- A physical modeling “Wurlly” piano
- A phase modulation synthesizer for the famous DX Piano
- A Virtual Analog polyphonic synthesizer
- A Virtual Tonewheel Organ with rotary speaker effect
- Two effect slots with all the most famous effects
- An AMP simulation section with overdrive
- A global Reverb effect
- 64 Programs per bank, 9 snapshots for organ sections and 9 for VA synth
- Full MIDI implementation
- Easy MIDI Learn
- Huge efficiency with very low CPU power requirements
- Simplicity of use, Versatility, Stability, Expandability, Authenticity!





Q: Is it multi-timbral? Can I play two or more sounds at once in split, layer mode or on different MIDI channels?

A: No. It's mono-timbral, you can play only one instrument at a time on a single MIDI channel (or in OMNI mode). But don't take this as a disadvantage. If you buy a hardware keyboard which is mono-timbral, the only way to play two sounds at a time is go to buy another keyboard. With software plugins it's a different matter: you can load multiple instances in the host software, assign them to different MIDI channels and have free instant multi-timbrality.

Installation and typical configurations

Minimum System Requirements PC

- Microsoft Windows operating system: 98SE, XP, 2000, Vista
- 900 MHz CPU with SSE2 instruction set
- RAM 512 Mb
- Stereo soundcard with low latency ASIO support
- A MIDI interface or MIDI controller keyboard
- A VST Host program for the plugin version

Installation on a Windows PC

Run the installer and follow the on-screen instructions. After installation, if you own your personal activation key, unlock the DEMO by inserting your name and your license key directly into the reminder screen and click the REGISTER button. Your name should appear on the interface.

Download the sampled instruments separately and copy them in a folder of your choice. Assign this folder in the **Option Menu** → **Set GSinstruments location**. SEE ALSO  [MIDI and global options](#).

Minimum System Requirements Apple Mac

- OSX 10.5+
- Intel CPU
- RAM 512 Mb
- Stereo soundcard with low latency ASIO support
- A MIDI interface or MIDI controller keyboard
- A VST or AU Host program for the plugin version

Installation on a Mac

Run the installer. This will copy the following files to the following locations:

KeyPerformer.vst → MacintoshHD/Library/Audio/Plug-ins/VST

KeyPerformer.component → MacintoshHD/Library/Audio/Plug-ins/Components

Copy the file KeyPerformer.app to your Application Folder.

The first time KeyPerformer is launched, it will create the following folders into the user's Library:

[your_username]/Library/Audio/Presets

[your_username]/Library/Audio/Presets/GSi

[your_username]/Library/Audio/Presets/GSi/KeyPerformer

[your_username]/Library/Audio/Presets/GSi/KeyPerformer/GSinstruments

It is where all files related to KeyPerformer will be created and stored. If you wish to use a different location to store the sampled instruments, assign this folder in the **Option Menu** → **Set GSinstruments location**.

SEE ALSO  [MIDI and global options](#).

Download the sampled instruments of your choice from this URL:

<http://www.genuinesoundware.com/vst/KeyPerformer/GSinstruments/>

and unpack them into the GSinstruments folder.

Troubleshooting Mac Installation

The installer will ask you for the administrator password before copying the files. This is required because the folders where the plugin files have to be copied are protected by root-level access rights. If your host can't load the plugin, try to move the files to your local user's Library folders:

Move the following files to the following locations:

KeyPerformer.vst → [your_username]/Library/Audio/Plug-ins/VST

KeyPerformer.component → [your_username]/Library/Audio/Plug-ins/Components

Please note: the Standalone application for Mac needs the file

KeyPerformer.component to run.

***NOTES FOR THE STANDALONE APPLICATION:** Before starting to play the instrument, you have to set the appropriate MIDI input port and the audio output driver from the menus.*

Installation on SM Pro Audio V-Machine without using the VFX editor

First, install on your PC. Plug a USB stick to your computer and create these folders:

/banks

/plugins/KeyPerformer

From your Windows PC, locate the folder where the VST plugin has been installed (typically: `C:\Program Files\Steinberg\VSTPlugins\KeyPerformer\`), and copy the whole content of this folder to your USB stick under `/plugins/KeyPerformer`.

Also, in this same folder, create a folder named `GSinstruments` and copy all the sampled instruments you need. Open the `KeyPerformer.ini` file on the stick and change the value of **GSinstLocation=** to a blank value.

Go to www.GenuineSoundware.com download the VFX Bank file and copy it under `/banks` onto the USB stick.

Boot up the V-Machine, plug the USB stick and navigate through the banks. For more information on the V-Machine, please visit www.smproaudio.com



Q: What is the performance like on the V-Machine?

A: You can reach up to 56 notes of polyphony for the ROMpler section, 16 notes for the DX and the VA synth sections; the two physical modeling piano sections don't have polyphony limitations, but you can safely play about 50 notes. And you can reach the whole polyphony for the virtual tonewheel organ section. The loading times are slower than most modern Windows computers.

Q: What is the performance like on a Netbook?

A: With an EEE PC based on a 900 MHz Intel Celeron and Windows XP Home, you can have up to 96 voices of polyphony for the ROMpler section, 24 for the DX piano and the VA synth, full polyphony for all other synth engines. With a Intel Atom N270 CPU you can have full polyphony with all synth engines and take full advantages of the complete FX section.

Q: What is the latency like?

A: This mostly depend on the soundcard and audio driver you're using. The internal processing is completely 32-bit floating point, so to have the lowest latency possible. With a Behringer UCA202 and Asio4all 2.9 drivers on a 900 MHz EEE, you can safely set 256 buffers which, at a sampling rate of 44100 Hz, give about 8 ms of latency. You can reach better results with a more powerful computer and better soundcard with appropriate ASIO support.



PLEASE NOTE: It's strongly advised to avoid sampling rates above 48000 Hz, in order to obtain the best performance possible in both CPU load and sound quality.

Q: Can I install Key Performer on a Receptor?

A: Yes. Please [contact Muse Research](#) for more informations.

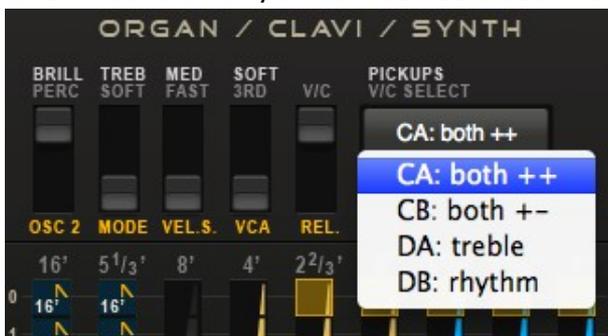
Sampled Sounds

Key Performer has a sample playback synthesis engine capable of playing back up to 128 voices. The sampled instruments are contained in separate monolithic files with extension **.GSinst** and are located in a folder on your hard disk. In the **<Instrument Select>** list all sampled instruments are listed in alphabetical order showing the file name less the extension, and are listed before the other five built-in instruments, which are always listed even if no sampled instruments are installed or can be found by the software.

When you select a sampled instrument from the list, the software can recognize the instrument type and enable or disable certain internal features accordingly. This is why it's called "*adaptive*". A few examples:

- when you load an acoustic piano, the harp resonance and the pseudo-stereo simulations are activated;
- when you load a monophonic sound, the mono mode is activated along with the support for the pitch and modulation wheels;
- when you load a mallet instrument like the Vibraphone, a special envelope mode is used that mimics the behaviour of a mallet instrument, where the note is sustained only if the sustain pedal is pressed, not if a key is held depressed;
- when a Mellotron / synth pad instrument is selected, the sustain re-pedaling feature is disabled in order to prevent unwanted sustained notes with instruments with long release times.

A special remark is due for the Clavinet sound. When the Clavinet is loaded, the first four on/off switches assume the function described by the green



labels, being the four filters found in a classic Clavinet D6/E7. Similarly, you can select the four pickup combinations by the pop-down menu labeled **<Pickups>**. Both++ means both pickups in phase, and +- means out of phase.

Please note: all switches are ON when the circle is high. When all 4 filters are off, you won't hear any sound. The Clavinet sound doesn't support the sustain pedal. The keyboard extension is from F to E, 60 notes like in the original instrument.

Except the Clavinet, all sampled instruments have no parameters.



Q: Can I import/create/edit my own sample sets?

A: No. Key Performer uses its own proprietary format which is not compatible with any other sample playback device. Also, Key Performer can't import samples from other known platforms. Samplesets will be provided by GSi from time to time.

Q: Can Key Performer stream samples from disk?

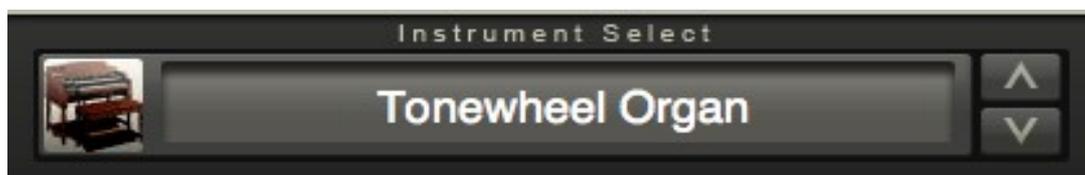
A: No. Samples are completely loaded into memory. There are many reasons for this choice, mainly because if you have a low-performance device (like the V-Machine) you can't risk to overload or underrun the audio buffer with slow disk operations. For a similar reason, samplesets are loaded one at a time, and can't be pre-loaded all at once, because the memory requirements would be excessive. Since the internal processing is entirely 32-bit floating point, when a sample is loaded into memory it takes double the space of the file on disk, so a 32 Mb sampleset on disk will require 64 Mb of memory.

Q: How fast is loading sampled instruments?

A: This mostly depends on the computer platform in use. On a modern Windows computer, a 45 Mb sampleset is loaded in less than 2 seconds, but this only happens the first time. Since computers use disk buffers, when the OS tries to transfer the same data blocks more than once, the loading operation is much faster from the second time, thus the same 45 Mb sampleset is loaded again in less than 150 ms.

Managing Sampled Instruments

As described earlier in this document, sampled instruments are represented by monolithic files that you can store in a folder of your choice, tell the software where to look for them, and they will be listed in the <Instrument Select> menu displaying their file name in alphabetical order. This means that you have full control over the sample collection, as well as over their names and position in the list.



You can have up to 64 sampled instruments. If more than 64 .GSinst files are present in the folder, only the first 64 will be listed. Other files or subfolders will be ignored.

The position in the list is relevant when you save your presets. Let's make an example: if a sample provided by GSi is named *AcousticPiano2.GSinst*, it will be displayed in the list at, say, position # 3. If you save a preset using this instrument, it will reload with instrument at position # 3, regardless of the name or the actual file that will be loaded. So if you subsequently rename the file to *My Preferred Piano.GSinst*, since M is greater than A, this will be moved to, say, position # 11, and position # 3 will be replaced by another instrument. Your preset won't match the original settings anymore and you'll have to fix it.

Virtual Electric Pianos

Key Performer offers three classic electric piano sounds artificially reproduced by means of sophisticated synthesizing methods. The first two pianos use a similar method called "Physical Modeling" where the mechanical structure of an electro-acoustic instrument can be approximated with DSP techniques, resulting in a kind of sound and playability very close to the original instrument. This is the case of the instruments called "Modeled EP" and "Modeled Wurl". The third electric piano is the classic DX "EPIANO1" here reproduced using Phase Modulation Synthesis with six oscillators per voice.

Modeled EP

This is a simulation of the classic American electric piano "Mark I" from the seventies. You've heard this instrument many times in famous songs like "Riders on the storm" by Doors, "Sheep" by Pink Floyd, or in Jazz, Funk and Acid Jazz artist like Incognito, Jeff Lorber, George Duke, Jamiroquai, just to name a few. This model is basically a simplified version of another GSi plugin called [MrRay73 Mark II](#). The keyboard extension is spread over 73 notes, from E to E like in the original instrument. Each single note is a "generator" on its own, the available polyphony is full and can't be limited.

Modeled Wurl

This is a simulation of a Wurlitzer 200A, also derived from another (discontinued) GSi plugin but greatly improved in this version. The first time this kind of instrument was used in a record was allegedly in "What'd I say" by Ray Charles, but the artist who brought it to success was undoubtedly the British band Supertramp. It offers 64 notes ranging from A to C, like in the original instrument, and has that "edgy" character with a great dynamic feel. The last 5 notes (from G# to C) are undamped.

DX Piano

Not a single keyboardist has ever come across one of the most famous digital synthesizers of the early eighties which changed the concept of portable keyboards. And everybody knows the sound of the factory preset no. 8, which was widely used in pop and disco music from the 80's and 90's, in famous songs like Sade's "Smooth Operator", or in almost all early songs by Lisa Stansfield including the famous "All around the world". The keyboard extension is 76 keys, from E to G, like in the "Anniversary" edition of this famous synthesizer, and the available polyphony can be up to 64 voices.



Q: Why the keyboard extension is limited and not extended through all 127 MIDI notes?

A: For many reasons, first of all for maintaining a certain authenticity in the sound and prevent it from being "unnatural" in notes under- or over-pitched. Saving resources is also an important reason.

Virtual Analog Synth Section



Key Performer also features a built-in 32-voice polyphonic VA synthesizer in subtractive synthesis with two bandlimited alias-free oscillators and a 24 dB resonant low-pass filter.

All synth controls are shared with Organ and Clavi controls and are identified by the yellow labels.

PLEASE NOTE: The virtual drawbars always act upside down, so the values are high when the knob is down and viceversa. Some of the drawbars become smooth sliders when the VA Synthesizer is in use.

Buttons from left to right

- **OSC2:** activates Oscillator 2;
- **MODE:** Polyphonic when high (on), Monophonic when low;
- **VEL.S.:** Activates velocity sensitivity (sent to filter envelope);
- **VCA:** If on, VCA level follows envelope;
- **REL.:** Activates the release stage. Release time is equal to Decay time.

Vertical sliders

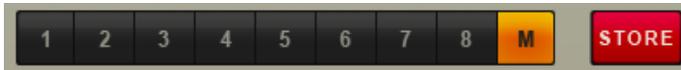
- **OSC1, OSC2:** these are the waveform selectors for the two oscillators and have 9 steps each. Waveforms available: Sawtooth, Triangular and Square, on 16', 8', and 4' octave each;
- **O2:** Pitch of oscillator 2. Varies from -12 to +12 semitones;
- **CUT:** Filter Cutoff;
- **RESO:** Filter Resonance;
- **F.ENV:** Filter's Envelope amount;
- **ATK:** Envelope Attack time;
- **DEC:** Envelope Release time;
- **SUS:** Envelope Sustain Level.

Vibrato rate: you can select up to 6 fixed rates for the vibrato effect. You can activate the vibrato from the modulation wheel (MIDI CC# 1) and use the pitch bend wheel with a fixed excursion of +2/-2 semitones.

Yes, this synth doesn't offer too much, there are surely more powerful synths, but this is a very basic structure with few parameters (only 15!) that lets you have most of the classic 80's synth sounds that fit most pop/rock music genres, so that you can have fun from "Jump" to "The Final Countdown"!

Snapshots

Both the VA Synth section and the Tonewheel Organ section feature 9 local memory locations for storing snapshots of their related controls. A snapshot is different from a program, whereas a program stores all 35 instrument parameters, including the 9 + 9 snapshots.



By using snapshots, you can have nine different sounds without having to switch to a new program. You can remotely switch snapshots by MIDI Program change messages, or you can map the snapshot button strip to a continuous controller, or you can use the first octave of your controller keyboard. SEE ALSO  [MIDI and global options](#).

Storing a snapshot is very simple: before creating your sound, choose a snapshot position from 1 to 8. When you're done with your settings, click the **<STORE>** button. Snapshots from 1 to 8 have to be stored manually, and any changes are discarded if you switch to another snapshot without storing first. Snapshot labeled "M" stands for "Manual", because doesn't need to be manually stored. All the changes made are automatically stored.

In order to retain your snapshots, you'll have to save your program.

SEE ALSO  [Using Programs and Banks](#).

Virtual Tonewheel Organ Section

This is a single-manual fully polyphonic virtual tonewheel organ directly derived from GSi **VB3** and simplified for a super-fast performance while still maintaining a great sound. You have all the traditional controls of the "big brother" VB3: nine drawbars, single-triggered percussion and the same scanner vibrato simulation.

When the TW Organ is selected, the Rotary Speaker effect is automatically activated and the speed is set to slow. The sustain pedal is used for switching from slow to fast with a "latch" mode that enables you to release the pedal after switching speed. Alternatively, you can switch speeds with your modulation wheel, having the stop position at the center position, slow when the wheel is down and fast when the wheel is all the way up. With the expression pedal you can control the swell volume.

You can have nine snapshots for the organ as well, exactly like for the synth section (as described above).



Q: What's the difference between this and the "senior" VB3?

A: Both simulations share the same basic tonewheel sound, but VB3 has more details (key contacts simulation, cabinet resonance, global leakage, motor fluttering, etc.) and more options, furthermore VB3 has two manuals plus pedalboard and has several rotary speaker algorithms.

Effects

Key Performer includes a complete FX section offering the most useful and sought after effects that a keyboardist would use with his live rig. The effects are divided in four slots, so up to four effects can be used simultaneously.



FX1: This slot offers effects based on amplitude and frequency modulation. Here you have:

- Tremolo 1: monaural tremolo modulated by a triangular waveform;
- Tremolo 2: monaural tremolo modulated by a softened square waveform like those obtained in analogue circuitry by means of a flashing lamp and a photo-resistor;
- Auto-Pan 1: stereo auto-panner modulated by a triangular waveform;
- Auto-Pan 2: stereo auto-panner modulated by the above described photo-coupled square waveform;
- Pedal Wah: this is a recreation of the famous JH-1 Wah Wah pedal modulated by the expression pedal;
- LFO Wah: same wah effect modulated by a photo-coupled square waveform;
- Auto Wah: this time the modulation relies on the input signal's amplitude.

FX2: This slot offers effects based on delayed signals mixed with the dry signal. Here you have:

- Chorus: a classic 2-voice stereo chorus;
- Phaser 1: a 2-stage monaural phase shifter;
- Phaser 2: a 6-stage stereo phaser;
- Flanger: a stereo flanger;
- Ping-pong delay: stereo clean digital delay;
- 1 Tap Echo: monaural analog-like echo effect;
- 2 Taps Echo: stereo 2-taps analog-like echo effect.

Since most of these effects have a modulation oscillator, only two parameters are needed: <RATE> and <DEPTH>. The amount of these parameters varies according to the effect they're controlling. When using the delay effects, <RATE> adjusts the delay time and <DEPTH> adjusts the mix and feedback level. When using the Pedal Wah or Auto Wah, <DEPTH> adjusts the max. wah level and <RATE> is unused.

! **PLEASE NOTE:** When playing the TW Organ, the Pedal Wah is disabled.

All effects are in full stereo operation, even those tagged as "monaural" (mono tremolo, mono phaser, etc.). This means that if the input signal is stereo (like an acoustic piano), the output signal is stereo as well, despite the effect is monaural, i.e. the same effect on both channels.

The one exception is the Wah, which is actually a mono effect.

AMP: This slot contains amplifier simulations and offers an overdrive effect.

There are three different simulations:

- Tweed: a classic 100W tube combo guitar amp with 2x12" speakers;
- Stack: the powerful stacked rock amp with 4x12" speaker cabinet;
- Rotary: a simulation of the classic 147 vintage rotary cabinet.

All amp simulations are stereo. You can dial the amount of overdrive using the <DRIVE> slider.

REVERB: This last slot adds reverberation to the overall sound. There are different ambience types from a small room to a large Church and the amount of reverb can be adjusted with the <LEVEL> slider.

The Master EQ Section

Above all, there's the master Volume and EQ section.



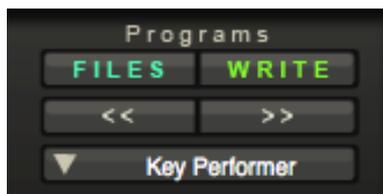
The volume slider is located, within the sound chain, between the output of the instrument and the input of FX1. This is a very important factor because can influence the behaviour of effects based on the input signal's amplitude like the Auto Wah and the Overdrive. For instance, if you are playing a rock organ patch and you want more drive, turn the volume up.

The <BASS> and <TREBLE> sliders add colorization to the basic sound. The operation frequencies associated with these filters vary according to the active instrument.

Using Programs and Banks

As we have seen before, Key Performer has 64 memory locations for User Programs. But before proceeding, we should better point out the difference and the relationship between *Banks*, *Programs* and *Snapshots*.

Each Bank can store up to 64 Programs. A single Program stores the value of all 35 parameters available in Key Performer PLUS the 18 snapshots (9 for the synth, 9 for the organ).

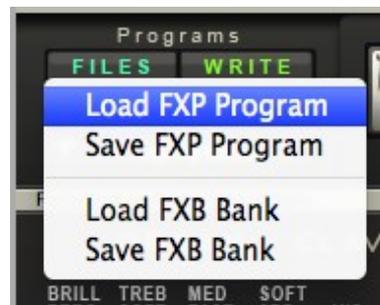


Unlike many software instruments, Key Performer treats Programs as temporary memory locations that won't be memorized until the **<WRITE>** button is clicked. And just like all traditional hardware keyboards, all Program memories are saved when the instrument is turned off and are automatically restored when the instrument is turned back on. There's only one exception for the first Program, which is called "Key Performer" and can't be replaced, can't be renamed and automatically retains all the changes with no need to click the **<WRITE>** button.

You can navigate through the 64 Programs by clicking the **<+>** and **<->** buttons or by picking a Program from the menu (click the green down arrow). Programs can also be called via MIDI with Program Change events with values from 0 to 63.

To store a program, click the **<WRITE>** button. To rename a program, click on the name in the green area and type the new name. Renaming a program also stores it.

You can't move programs from a location to another, but you can save single programs to standard **.FXP** files on disk and reload them in a different location. To load/save Programs or Banks, click the **<FILES>** button.



Every time Key Performer is turned off, it automatically saves the default bank file named **KeyPerformer.fxb** in the same directory where the plugin file is located (or in the preset library folder on Mac). This file is automatically reloaded when Key Performer is launched.



PLEASE NOTE: When running in DEMO mode, the default bank file can be loaded but won't be saved to disk.

MIDI and Global Options

Key Performer has a full MIDI Implementation. Each one of the 35 available parameters can be freely assigned to a MIDI Continuous Controller thanks to the built-in Easy MIDI Learn feature.

Using MIDI Learn



Right-click on a control. A menu should pop-up where the mouse pointer is located. The first line in the menu shows the parameter name. The second line shows the CC number currently assigned. If you click on this menu item, the CC is unassigned. If no CC is

assigned, this line reads "MIDI CC Not Assigned".

Click on MIDI Learn to activate the "learn status". A text on the interface informs you that the software is waiting for an incoming MIDI CC message to assign to that control. Move a physical controller on your control surface and the two controls will be paired. If you wish to abort this operation, right-click a control to pop up the MIDI Learn menu again and click the fourth line "Cancel".

MIDI Values vs. Parameter values

All CC values are considered to be **0 = Min./Off** and **127 = Max./On**. Even though the virtual drawbars are designed upside down, it's just a matter of GUI display, but their values aren't reversed.

MIDI Channels and MIDI Out

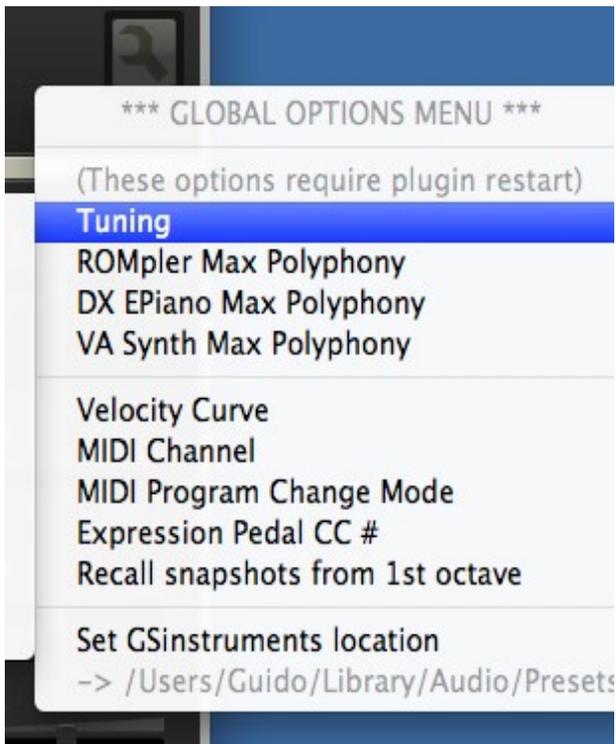
Key Performer is mono-timbral and can respond on a single channel or on all channels. When receiving on All Channels, the MIDI out port is disabled. When a Channel number is set, MIDI out is enabled and all parameter changes operated on the GUI are sent out on their respective MIDI CC number (if assigned). This is particularly useful when using a control surface with led ring knobs and motorized faders, so that every time you switch to a new preset, the control surface will update its controllers accordingly. MIDI out doesn't echo MIDI in and automatically prevents unwanted loopbacks.



PLEASE NOTE: The MIDI output port is not available in the standalone application.

Global Options Menu

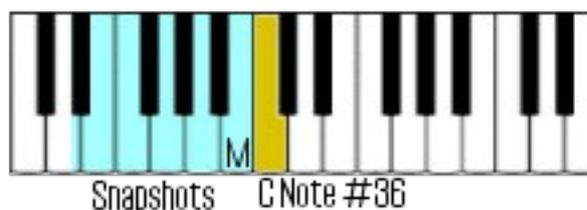
Click the tool icon you see on the top right corner of the interface to open the Global Options Menu. Here you can set a few important options. The first block comprises options what will take effect only after the plugin is restarted:



- **Tuning:** this is the global tuning, from A=435 to A=445 Hz in steps of 1Hz;
- **ROMpler Polyphony:** from 8 to 128 voices. Choose the appropriate polyphony according to your playback device power in order to prevent audio buffer drop-outs.
- **DX Epiano Polyphony:** from 8 to 64 voices.
- **VA Synth Polyphony:** from 4 to 32 voices.

The other options take effect immediately, and are mostly MIDI related:

- **Velocity Curve:** you have a choice of 4 different velocity response curve. Select the one that best matches your playing style and your keyboard controller action;
- **MIDI Channel:** select the MIDI channel. This will be valid for both input and output. Selecting "All Channels" will disable MIDI out;
- **MIDI Program Change Mode:** what do you want to switch with MIDI Program Change events? If you wish to switch between the 64 Programs, select "to Programs"; if you wish to switch Instruments within the same Program, select "to Instrument Selection"; if you wish to switch snapshots when using the VA Synth or the TW Organ, select "to Snapshots";
- **Expression Pedal CC#:** select the appropriate CC# number used by your controller keyboard for the expression pedal. Many keyboard use CC# 11, some may use CC# 4;
- **Recall snapshots from 1st octave:** if you wish to switch between snapshots using your keyboard, you can turn this option ON and use the octave below first C note (MIDI note #36) of a standard 61 keys keyboard, so notes from #27 to #35 will switch snapshots where note #27 is snapshot 1 and note #35 is snapshot "M".



The last block in the menu lets you select the appropriate folder where Key Performer has to look for all `.GSinst` samplesets. If not specified, Key Performer looks for a directory called `GSinstruments` located in the same folder where the plugin file is located. However, this value is properly set by the installer. This is an example of the typical file list you could find in the Key Performer plugin installation directory (Windows only):

<code>/KeyPerformer.dll</code>	← The VST plugin
<code>/KeyPerformer.ini</code>	← Plain text file where all global options and MIDI map is stored
<code>/KeyPerformer.lic</code>	← Plain text file where user's name and license code are stored
<code>/KeyPerformer.fxb</code>	← Default bank file

If you wish to copy your samplesets to a different location, you'll have to specify the new location in the Global Options menu. The change will take effect after Key Performer is restarted.



NOTES for the V-Machine: since the V-Machine mounts a virtual drive path with letter `P:/` which points to the `/plugins` directory, you can simplify things by opening the `.ini` file with an advanced text editor (not WordPad!!!) and set the string `GSinstLocation=` to a blank value, so Key Performer will look for `GSinstruments` in the default location (see above tree), or you'll have to specify the correct location starting with letter `P`, for example:

`P:/KeyPerformer/GSinstruments/`



Q: What's the difference between a trailing slash `/` and the backslash `\` when writing file paths?

A: Most operating systems use the trailing slash (OSX, Linux, Unix) while Windows uses the backslash. Actually, since Windows is a very smart OS, it can use both. So, just to make things easier, you can specify paths with a trailing slash so these will be valid for both Windows and other wannabe-Windows operating systems like the Wine emulator used by the V-Machine.

Q: What is an "advanced text editor"?

A: It's a program that lets you edit plain text files with different coding formats (ANSI, DOS, UTF-8) and that basically doesn't add or change anything to the original text file unless specified by the user. This is very important when dealing with text files used for configuration informations that have to be interpreted by other programs. You can have a look at TextPad, Crismon Editor or PSPad.

Q: Compared to version 1.0, the interface is very nice now!

A: Thanks to... read the credits below :-)

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Special thanks to Luigi Felici and Antonio Tuzzi for their friendly technical help, to Jonathan Style for the beautiful new interface, and to Jeremy Sagan for his precious help with the Mac Standalone Application.