Resting secure on a black metal stand against a wall in the living room sits a device. It has eighty-eight keys, fifty-two of which are white and thirty six of which are slight shorter, inset between most of the white keys, and gleaming black. These keys are encased in a sleek, black, curvaceous body and above them are a multitude of controls; rotary knobs taking you right back to the 60s and 70s, LEDs that light up as you turn the knobs or press the buttons, silver switching allowing you to provide the device with power. Every control is at your fingertips on this panel, which could even be called the user interface.

A player puts pressure on the keys. This is the action that connects internal switches to trigger electronic circuits, the data input. Three sensors are installed for each key, one detecting when the key is beginning to be pressed, one when it is pressed down completely and a third in-between. The time between the signals allows the device to determine how hard the key was hit.

This input is processed by a programme which takes data from the user hitting the key as well as data from the controllers and the output goes to a sound generator. Connected to this is an internal audio power amplifier, which takes the digitally processed output and produces sound through speakers. This sound can be loud or soft sound, akin to a piano, a clavinet, an organ; with reverb, sustain, phasor, all dependent on the style of key pressing and the controls selected. A myriad of different volumes and timbres can be conjured up by this amazing device – a stage piano that can authentically recreate the sounds of decades of generating defining keyboard sounds in one beautiful computer.