KEYSCAPE™

C O L L E C T O R   K E Y B O A R D S

USER GUIDE

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KEYSCAPE™

C O L L E C T O R K E Y B O A R D S

Thanks for purchasing Keyscape!

Over 10 years ago, we began the extraordinary journey of designing Keyscape as a "dream collection" of rare, highly desirable, best-in-class keyboard instruments in software. The process of building this virtual instrument required tremendous patience by our award-winning team. Our renowned artisans and experts began a fascinating process of research, acquisition, restoration, and customization of the more than 36 original collector instruments. It took years of meticulous and painstaking work – deep multisampling with innovative techniques, world-class equipment and extensive modeling/software development – to produce the highly dynamic, expressive and intricately detailed sounds you now have at your fingertips. We put a lot of LOVE and care into these sounds!

With a simple, flexible, and inspiring interface that allows any user to get great results, Keyscape lets you tailor the sound to your own tastes and touch. We are also excited that Omnisphere 2 users can use Keyscape within Omnisphere's interface to unleash the full potential of the STEAM Engine® synthesis with these amazing sounds.

It's been a true labor of love to produce this epic virtual instrument. We hope you are inspired by it as much as we are.

Eric Persing
Producer/Creative Director

GETTING STARTED

CREATING YOUR USER ACCOUNT

If you haven't done so already, you'll need to set up a User Account on the Spectrasonics website. Your User Account allows you to get Authorizations, Updates, and view your account status at any time.

NOTE: You only need one User Account for all of your Spectrasonics instruments.

To create a Spectrasonics User Account, please go here:

http://auth.spectrasonics.net/useracct/

OVERVIEW

• Insert the Keyscape Drive A into a USB port on your computer.

• Double-click the Keyscape Installation.url to access the installer download page.

• You'll find information on this webpage about the two installation options, "Full" (77GB) or "Lite" (30GB).

• Download the installer and follow the instructions.

• Open your host, open Keyscape, & follow the authorization instructions in Keyscape.

• Re-open Keyscape after authorizing and you're ready to go!

INSTALLATION ALTERNATIVES

We realize there are times when you may prefer an installation method other than the included USB drives.

• You're working remotely and don't have your Keyscape USB drives

• You prefer a direct download and have a fast broadband connection

• You've lost the included USB drives and need a replacement

If you are in one of these situations, we have additional installation options available (for a nominal fee) from the Support Services section of the Spectrasonics Techshop. Please check the website for details.

http://www.spectrasonics.net/sales/techshop/

ADDITIONAL DOWNLOAD INSTALLATION (optional)

For all registered users, additional download installations for Keyscape can be easily purchased from the Spectrasonics Techshop 24/7. We recommend that you have a high-speed broadband internet connection to use this option. The download time will vary, depending on your internet connection speed. This option includes a special Mac/Windows utility called the Download Manager, which will facilitate the transfer of the complete Keyscape instrument and library to your computer. When the download is complete, you can use it to install Keyscape on any of your systems. We recommend that you archive the downloaded installers for future use.

ADDITIONAL USB INSTALLATION DRIVES (optional)

Additional copies of the USB drives can be purchased by registered users from the Spectrasonics Techshop and used to install Keyscape on any supported system with a standard USB port.

SETTING UP YOUR CONTROLLER KEYBOARD

The highly dynamic and expressive instruments in Keyscape have been recorded with incredible depth. To fully access the intricately detailed sounds you now have at your fingertips, it is important to set Keyscape to respond properly to your keyboard controller. This adjustment can make a dramatic difference in the sound.

We have included a variety of velocity curves optimized specifically for the most popular keyboards and controllers. Select the curve that matches your keyboard from the VELOCITY section pull-down menu in the SETTINGS tab.
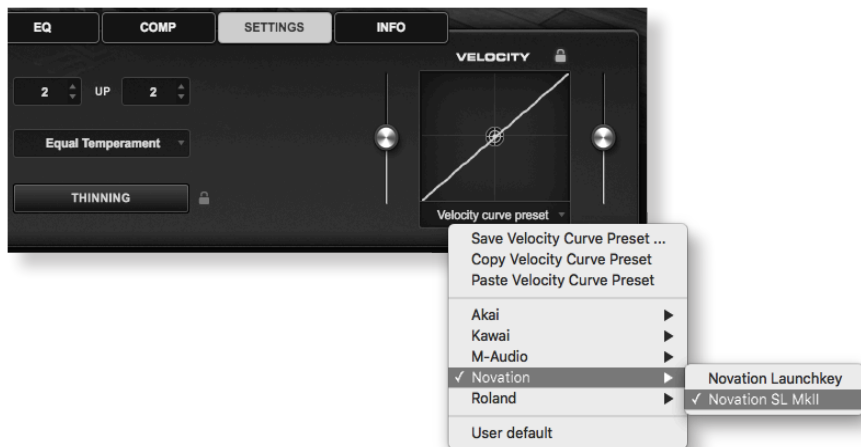
You can LOCK the preset to maintain that curve as you browse through Patches. It will then be automatically loaded every time you load Keyscape.
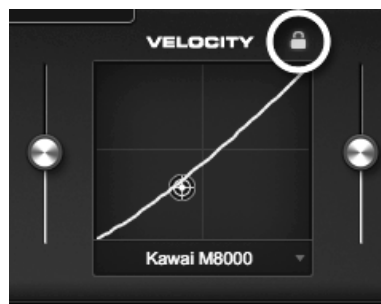
Omnisphere 2 users can load Keyscape sounds for further sonic manipulation, as well as extended browsing and multi-timbral performance options.

After authorizing Omnisphere 2 to play Keyscape sounds, it will allow you to:

- Layer Keyscape and Omnisphere 2 sounds.
- Create your own Keyscape Duos.
- Use Omnisphere's Live and Stack modes to switch, layer, and split multiple Patches – ideal for live performance.
- Take advantage of Omnisphere's deep browsing features, like Sound Lock, Sound Match, Ratings, and more.
- Use the Arpeggiator to create rhythmic patterns.
- Access all of Omnisphere's powerful synthesis features to create unique new sounds from Keyscape Soundsources.
- Use any of Omnisphere's advanced FX units to modify Keyscape sounds.

With both Omnisphere and Keyscape installed, your Keyscape libraries will appear in the Browser DIRECTORY menu along with your other libraries.

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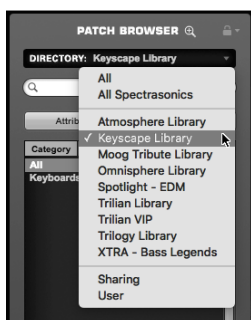
LEARNING KEYSCAPE

KNOWLEDGEBASE

Our website includes an extensive online Knowledgebase for
all registered users, where you will find answers to the most common
technical questions regarding Keyscape.

http://www.spectrasonics.net/support/knowledgebase.php

REFERENCE GUIDE

Keyscape is a very powerful instrument and includes a comprehensive
online electronic manual called the "Reference Guide." Every aspect of
Keyscape is covered in the Reference Guide. You can access the guide
from the Utility Menu.

https://support.spectrasonics.net/manual/keyscape/

The guide is available in web-friendly format and as a downloadable
PDF.

CHECKING FOR UPDATES

The latest versions of the Software, Soundsource Library, and Patch
Library for Keyscape can be found on our website.

You're definitely going to want to stay up-to-date with the latest software
and sounds for Keyscape, as we have a lot in store for this instrument.
With Keyscape, we've included a way for you to be able to quickly check
for updates directly from the plugin. Click the CHECK FOR UPDATES
button on the splash page, which is accessible by clicking on the
Spectrasonics Prism Logo.

TECH SUPPORT CONTACT

Phone: 1-888-870-4223 (inside US)
       1-818-955-8444 (US and rest of the world)
E-mail: **info@spectrasonics.net**

Spectrasonics offers two different types of licenses for Keyscape:

1. Single-User License:

This is the standard type of license for individual music producers which is sold through Spectrasonics and our authorized dealer network.

2. EDU License:

This is a special type of license which allows educational institutions to teach with Spectrasonics instruments in a classroom environment.

The EDU license is only available directly from Spectrasonics.

For complete details about Spectrasonics special EDU program visit:

http://www.spectrasonics.net/sales/educational.php

Or contact us via email: **edu@spectrasonics.net**

PLEASE NOTE: If you do not have an EDU License Contract with Spectrasonics, you do not have an EDU version of the product and were sold the product incorrectly for Educational use. If this is your situation, please contact us and we can help you.

What are the basic principles of the standard license agreement?

Single-user music production/performance: **Allowed**
Multiple users: **Not Allowed**
Non-music use: **Not Allowed**

Any uses that are not allowed under the license need additional permission or a special license from Spectrasonics.

What is meant by "Single-User"?
A single-user is defined as one person. The license cannot be owned by a company, corporation, organization, band, partnership, studio, etc.

Are there any legal limitations to how I can use Spectrasonics Virtual Instruments?
The main limitation is that you are not allowed to use them to make a sample library or any other kind of sample-based product. You are also restricted from giving away or posting online any loops or samples created using Spectrasonics Virtual Instruments. However, you are free to use them in all your musical recording applications without paying for any additional licenses.

Is there an educational license price for Spectrasonics Virtual Instruments?
Spectrasonics doesn't offer student discounts, however qualifying schools and institutions can participate in our EDU program (see page 8).

Do I need a special license to use Spectrasonics Instruments in music used on a commercial project?
No. The lifetime license fee to use the instruments and samples in any type of music is included in the purchase price of the instrument. You can use it on as many of your own projects as you like and we hope that you make some hits with it!

Do I have to credit Spectrasonics if I use any Spectrasonics Virtual Instruments on a project?
No, it isn't mandatory, but we certainly would appreciate it!

Can I use Spectrasonics Virtual Instruments in music library productions?
Yes, this is fine. Some soundware companies restrict this kind of use (since music libraries sometimes cross over into the soundware business), but Spectrasonics allows music library use. In fact, we have many customers that use our products in music libraries. Specific limitations about music library use include the following:

• The music in the library must be mixed. You cannot provide separate tracks.
• The intended audience for your music library collection must be non-musicians.

Please don't hesitate to contact us with any questions regarding your specific music library needs at **info@spectrasonics.net**

Can I distribute the music I've created with Spectrasonics Virtual Instruments in a "multitrack" format?
One of the only things that is NOT allowed is distributing your music in a multitrack format that completely exposes tracks that were created using our samples.

The problem in this case is that the separate tracks can then easily be reused in new works by the end-user of the music – someone who is not a licensed Spectrasonics user. This use becomes a type of redistribution of our copyrighted samples as a "derivative work" and is not allowed without special permission or a special license from Spectrasonics. Please contact us if you need further clarification: **info@spectrasonics.net**

NOTE: "Multi-channel" mixed music (5.1, 7.1 mixes, etc.) is not a problem.

What if the Spectrasonics elements in my music are exposed for a period of time?
We aren't concerned about normal music use, where the music is presented in a mixed format. Of course our sounds may sometimes appear in exposed passages like intros and breaks within a song's mix, but this is considered normal usage.

Can I use Spectrasonics Virtual Instruments in music for film trailers?
Yes. Some companies restrict this kind of use, but Spectrasonics allows it.

Can I use Spectrasonics Virtual Instruments in music for multimedia or game music projects?
Yes, with the exception of encoding samples created with Spectrasonics Virtual Instruments directly into the game. That requires a special license. Remember, music use is allowed, but non-music use (e.g. SFX) is not permitted without clearance. Please contact Spectrasonics if you wish to encode any of the samples into a game system.

Can I use the sounds from my Spectrasonics Virtual Instruments outside of music production?
If you are considering any non-musical use of the sounds from your Spectrasonics Virtual Instruments, it's very important that you contact us directly in advance to clear any special, non-musical usage: **info@spectrasonics.net**

Can I use Spectrasonics Virtual Instruments or libraries to create loops or samples for distribution if I'm layering them with other sounds or doing a lot of creative processing?
Not without securing special permission or an additional license from Spectrasonics. Legally, it is considered a "derivative work" when our copyrighted sound recordings are involved in the creation of new samples or loops. Please see the Trademark/Sampling FAQs section on page 17.

What if it's just for my own use and I don't distribute the samples I've created?
If you're a licensed user, you are welcome to use your Spectrasonics Virtual Instruments and libraries to create new audio samples and loops for your own use. The important thing is not to distribute them. Please see the Trademark/ Sampling FAQs section on our website for more details.

Can I use the demo songs?
No. They are just presented to give you an idea of what Spectrasonics Virtual Instruments can do. Demo songs cannot be sampled, remixed, or used in any other application without special permission from Spectrasonics. If you are interested in using any of the demo songs in some other application, please contact us and we'll connect you with the composer/publisher.

Can I resell Spectrasonics Virtual Instruments used to someone else?
Please see the License Transfer FAQs on our website.

Can my writing partner use my Spectrasonics Virtual Instruments on their computer?
No. The license to use Spectrasonics Virtual Instruments is on a per-person (single-user) basis. They would need their own licenses for the Spectrasonics Virtual Instruments to use them legally on their computer.

I work at a production music studio with several other composers/ producers. Can we all use Spectrasonics Virtual Instruments from our main server?
No. It's very important to know that each composer must have his own copy and license for Spectrasonics Virtual Instruments. We make regular checks to verify that large production studios have obtained the proper licenses for our instruments and sample libraries.

Can I install my Spectrasonics Virtual Instruments on a client's computer for their use?
Not unless they are a licensed user.

As a studio owner, am I allowed to include Spectrasonics Virtual Instruments on a rental or studio computer for studio clients to use on their projects?
No. The standard license to use Spectrasonics Virtual Instruments is only granted to the buyer. We have a "single-user/multiple-computer" lifetime license policy. If it is a recording project that you are musically involved in producing, engineering or arranging, of course that isn't a problem. However, your studio clients aren't licensed to use them for their own projects and the use of Spectrasonics Virtual Instruments cannot be "rented." In the case where a client has his own license for a Spectrasonics Virtual Instrument, that client is welcome to use the owner's installed copy of the instrument.

Does this mean that I can't use Spectrasonics Virtual Instruments when working on someone else's project?
Not a problem. This type of use is standard and perfectly allowable. The "single-user" is defined as the person who is licensed to use the software instrument for his/her lifetime. This means that the licensed user can use it on any musical projects he/she is involved in. This can be a person's own project, a project where he/she is acting as a producer for another artist, or as a session musician performing on someone else's project – live or in the studio. Most of our customers use their Spectrasonics Virtual Instruments on many different kinds of musical projects for different artists and collaborations.

The main point of our license agreement is the concept of a single, licensed user. A licensed Spectrasonics user must be musically involved in a project that is utilizing Spectrasonics Virtual Instruments - hence the restriction against simply renting the instruments or renting "time" to use the instruments as part of a studio's services.

I've never heard of these kinds of licensing restrictions before. This seems unusual and totally different from using hardware sound modules. Why does Spectrasonics have such an unusual policy?
It's actually not unusual at all or even unique to Spectrasonics. In fact, this is the identical type of license agreement used for thousands of sample libraries, virtually all sample-based virtual instruments, and the vast majority of music software. Single-user license agreements have different restrictions than those for hardware devices, and many people are not aware of the distinctions.

Who can I talk to if I have more questions?
We're happy to talk to you! You can send us an email at **info@spectrasonics. net** or call us at 888-870-4223.

SOFTWARE LICENSE AGREEMENT

This Spectrasonics End User License Agreement accompanies a Spectrasonics computer software program and sounds and its documentation and other related explanatory materials (collectively, the "Software"). In addition to the program and the documentation, the term "Software" shall also include any upgrades, modified versions, or updates of the Software licensed to you by Spectrasonics. Please read this Agreement carefully.

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YOU MAY NOT:
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2. Title, Copyright, and Other Rights.
The code is owned by Spectrasonics, and its structure, organization and code are the valuable trade secrets of Spectrasonics. The Software is also protected by United States Copyright Law and International Treaty provisions. As between the parties, Spectrasonics and/or its licensors and suppliers retain all right, title and interest in the Software and all copies and portions thereof. Title, ownership rights, and intellectual property rights in and to the material accessed with the Software is the property of the applicable material owner and may be protected by applicable copyright or other law. This License gives you no rights to such material. You may use Spectrasonics trademarks only to identify printed output produced by the Software, in accordance with accepted trademark practice, including identification of the trademark owner's name. Such use of any trademark does not give you any rights of ownership in that trademark. Except as stated above, this Agreement does not grant you any intellectual property rights in the Software.

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Notwithstanding anything to the contrary, neither Spectrasonics, nor its licensors and suppliers, shall be liable with respect to any subject matter of this agreement under tort, contract, strict liability, or any other legal theory for (a) any indirect, special, incidental, or consequential damages of any character, including, without limitation, damages for loss of goodwill, data, profit or savings, work stoppage, or computer failure or malfunction; (b) any damages in excess of Spectrasonics' list price for a license to the software; or (c) for any claims by any third party, even if Spectrasonics, its representative, or its licensors or suppliers shall have been informed of the possibility of such damages. Some states do not allow exclusions or limitation of incidental or consequential damages, so this limitation and exclusion may not apply to you.

5. Termination.
The License granted in Section 1 will terminate automatically if you fail to cure any material breach of this Agreement within thirty (30) days of written notice, or immediately without notice in the case of a breach of Section 1. Upon termination, you shall immediately cease all use of the Software and return or destroy all copies of the Software. Except for the License granted in Section 1 and except as otherwise expressly provided herein, the terms of this Agreement shall survive termination. Termination is not an exclusive remedy and all other remedies will be available whether or not the license is terminated.

SOUNDS LICENSE AGREEMENT

The license to use Spectrasonics Virtual Instruments and the sounds they contain is granted to a single-user only. You cannot transfer ownership of Spectrasonics Virtual Instruments, nor the sounds or programs they contain, without first obtaining a license transfer from Spectrasonics. License transfers are only granted on a case-by-case basis for Spectrasonics Virtual Instruments. License Transfers are not available for Spectrasonics sound library products (Xpanders, sample libraries, benefit libraries, sample CDs/CD-ROMS, etc).

Reproduction or duplication of these collections, or any of the sound recordings contained therein, either as they exist in their original format, or by any means of reformatting, mixing, filtering, re-synthesizing, processing, or otherwise editing for use in another product or for resale, is strictly prohibited without the express written consent of Spectrasonics.

All unauthorized copying, giving, trading, lending, renting, reissuing, redistributing or reselling of Spectrasonics Virtual Instruments, or any of the sounds they contain, is expressly prohibited.

You cannot electronically transfer or post samples from Spectrasonics Virtual Instruments to another person or group of persons over the Internet, or place them in a computer/sampler network to be accessed by multiple users.

Use of these sounds in Multimedia/Game Music projects is limited to use within original musical compositions.

Spectrasonics constantly monitors other soundware and software releases to check for copyright infringements and will prosecute all piracy and copyright violations to the fullest extent of the law.

In Plain English:

Please be creative in your application of these sounds and instruments and respect the artists' hard work by keeping them for your use only.

DON'T COPY THEM.

THE SOUNDS IN SPECTRASONICS VIRTUAL INSTRUMENTS ARE GUARANTEED TO BE 100% COPYRIGHT CLEAN

COPY PROTECTION FAQS

Do Spectrasonics Virtual Instruments use copy protection?
Yes, we have our own system. Once you've installed and opened the plugin, you'll need to authorize the plugin on our website, via your User Account. It's fast and easy, and you'll get your Response Code for your computer immediately. You don't have to use your music computer to do the web authorization.

Do Spectrasonics Virtual Instruments use an iLok or any kind of dongle for Copy Protection?
No. All Spectrasonics products use a custom-developed Challenge/Response system. This system allows you to install and authorize 24 hours a day, 7 days a week. Additionally, with our system, you aren't limited to using them on only one computer. Since all Spectrasonics instruments have a "single-user/multiple-computer" license, you can install and use them on as many computers that you own and will be using yourself.

Does this mean I can use my Spectrasonics Virtual Instruments on more than one computer at a time?
Yes. This is no problem as long as you are the only user.

What if I need more than one install for laptop use, if my hard drive crashes, or if I get a new computer?
Not a problem! Our website is available around the clock to handle these situations immediately. It's very easy to do it online and you'll always be able to get the authorizations you need from Spectrasonics.

I'm concerned about what would happen to my Spectrasonics Virtual Instruments if the company were to go out of business? Would I be still be able to authorize them?
Absolutely! At Spectrasonics, we believe it is essential to guarantee to our users the ability to get lifetime authorizations for the Spectrasonics instruments they purchased. In the unlikely event that the company were to go out of business, we would provide for all registered users to get continued authorizations. In fact, we already have a system in place for this contingency. However, the good news is that this event is highly unlikely - we've been in business for a long time and we plan to be around for many years!

TRADEMARKS DISCLAIMER

Spectrasonics®, Keyscape™, and STEAM Engine® are registered trademarks of Spectrasonics.

All other manufacturers' product names used in this instrument are trademarks of their respective owners, which are in no way associated or affiliated with Spectrasonics. These trademarks of other manufacturers are used solely to identify the products of those manufacturers whose tones and sounds were studied during Spectrasonics sound development.

SAMPLING KEYSCAPE

The purpose of this information is to clear up any confusion regarding the sampling of Keyscape™. We get a lot of questions about this topic from other sound designers, so we'd like to make sure our policies are clear and upfront.

The factory Sound Libraries within Keyscape are based on sound recordings which are copyrighted by Spectrasonics ©2016. The included Keyscape Sounds License Agreement grants the purchaser a license to utilize the copyrighted material in the sound libraries within a musical context (see the Sounds License Agreement on page 15 and Licensing FAQs on page 9 in this User Guide for more info).

However, please note that this included standard license does NOT grant the user any rights to copy any portion of the factory Sound Libraries for distribution or to use Keyscape's Soundsources to create new samples for distribution.

Please contact Spectrasonics directly if you have any further questions regarding the sampling or distribution of sounds from Spectrasonics Virtual Instruments. We are happy to talk to you, as other licensing options may be available. We handle requests outside of the standard licensing terms on a case-by-case basis. You can send us an email: **info@spectrasonics.net** or call us at 888-870-4223.

SAMPLING FAQS

Am I allowed to distribute samples I've made of any of Keyscape's Factory sound libraries?
No. The factory core sound libraries of Keyscape are copyrighted and may not be distributed. This includes all types of distribution – the use in other sample libraries, sound FX libraries or sample-based hardware or software products is specifically prohibited.

What if I extensively modify the Keyscape factory sounds?

All modification, layering and tweaking is still legally considered a "derivative work" based on copyrighted recordings, so any type of re-use sample distribution like this would require specific clearance in advance.

Does this mean that I'm not allowed to distribute my own original Keyscape Patches?

That's not a problem. Any type of distribution of user Keyscape Patches (Keyscape .prt_key) is not only allowed, it's encouraged! :-)

Am I allowed to distribute or sell samples I have created using my own original Keyscape Patches?

Because Keyscape's library is based on our copyrighted recordings, the answer is NO. You can distribute Keyscape Patch files (.prt_key) only. Please contact us if you have questions.

Can I sample Keyscape for my own private use?

Of course. Every licensed user is free to use Keyscape's sounds in any way within the production of their music that works for them creatively, including making their own custom samples with the instrument. Those custom samples only become a legal issue when they go beyond the private musical use of the individual user (i.e., distribution).

Am I permitted to distribute my Keyscape samples if it's non-commercial?

No. There's no distinction between commercial or non-commercial distribution. Posting/sharing original samples of Keyscape presents the same legal issues as commercial distribution.

But if Spectrasonics sampled other manufacturers' instruments to make Keyscape, then why can't I use Keyscape for my sampling project? This seems inconsistent.

For Keyscape's core library, Spectrasonics researched and obtained all necessary legal clearance to use all the original samples we created that incorporate other manufacturers' instruments.

Please contact **info@spectrasonics.net** if you have any questions regarding sampling Keyscape™.

BASIC GLOSSARY

Authorization
Keyscape must be authorized on each computer where it is installed.
Authorizations are managed in your user account on the Spectrasonics website.

Controller
A device (typically a MIDI or USB keyboard) that allows you to play notes, select
and modify sounds with dedicated knobs, faders, buttons, pads, etc.

Host / Host Application (DAW)
A computer application or hardware device capable of loading Virtual Instrument
software plugins. Also known as a sequencer or DAW (Digital Audio Workstation).
Logic™, Digital Performer™, Pro Tools™, Cubase™, Nuendo™, Sonar™,
GarageBand™, Live™, Traktion™, Fruity Loops™, Metro™, and Acid Pro™ are
all examples of software hosts that work with Keyscape.

Instance
When you open a Keyscape plugin within your host, that is considered one
instance.

Keyboard
1) An external MIDI controller capable of triggering notes via piano-style keys, or
2) A text-entry ASCII computer keyboard. There are several keyboard + mouse
combinations that provide quick access to Keyscape's features.

Plugin
A software application that runs inside a host application that provides additional
functionality.

Registration
Keyscape has a serial number which must be registered in a User Account on
the Spectrasonics website.

Sequencer
A computer application that allows recording and editing of MIDI notes and audio
files. Also known as a host if the sequencer is compatible with plugins.

User Account
An account set up on the Spectrasonics website. From the User Account you can
register your serial numbers, access updates and authorize your Spectrasonics
instruments.

SPECIAL THANKS

Special Thanks to:

The whole Spectrasonics Team…hey…we did it! :-)

Herbie Hancock, Cory Henry, Chick Corea, Greg Phillinganes, Jim Wilson, Zac Rae, Tony Beliveau, Clare Yeo, Ric'key Pageot, Ellis Hall, Ignacio Longo, Tolga Gurpinar, Neal Olander, Jonathan Merrill, Scott Frankfurt, Mauricio Gasca, Michael Flint, Seth Norman, Les Correa, Bob Wilson, Ken Rich, Brian McCullough, James Bernard, Bob Daspit, Chris Coleman, Chris Hines, Klaudia Kawka, Sugandha Tyagi, Eddie Spinelli, Stéphane Pigeon, John Martin, Chad Martin, Cesar Merino, Todd Lampe, Gabriel Muñoz, Maria Arellano, Paul de Benedictis, Andy Gradl, Nick Manson, Mark and Shelly Hiskey and all @ ILIO, Satoshi Yamaguchi and all @ Media Integration Japan, Sue Meaney and all @ Sonic Virtual Media, Patrik, Mattias and all @ Luthman Scandinavia, Bev and all @ Sample Division South Africa, Lluis and all @ Mas Acoustics, Lubo and Neviana Hristova, Larry Iser for all the help on copyright clearance, Pete Bromaghim, Randy Avazian, Richard and Cyndi Souther, Ruth Calvert, Patricia Machado, Jaz, Soren and Sage Persing, Pastor Mark Pickerill and all @ CA Eagle Rock, Iketaro Kakehashi, Ace Yukawa, Jun Yamato and all @ Roland Japan, all our beta testers and all of our fantastic users, who constantly blow us away with their amazing creativity!

The Producer wishes to extend personal thanks to:

My dearest Lorey – without whose vision, determination and encouragement this work would simply not exist!

"I can do all this through him who gives me strength." - Philippians 4:13

CREDITS

Produced by Eric Persing

Sanity management: Lorey Persing

SOFTWARE DEVELOPMENT
Software Manager: Neal Olander
STEAM Engine design: Glenn Olander

Additional coding: Thomas Serafini, Bernie Torelli, Magnus Jonsson, Jay Olson, Shirley Sloper, Jankoen de Haan

SOUND DEVELOPMENT
Principle sound development: Eric Persing, Ignacio Longo, Scott Frankfurt, Jonathan Merrill, Mauricio Gasca, Nick Manson

Additional sound development: Seth Norman, Bob Daspit, Adam Hawk, Stéphane Pigeon

Source Instrument Consultants/Technicians: Jim Wilson, LA Piano Services, Ken Rich Sound Services, Zac Rae, Vintage Vibe, Chris Carroll, Jon Gusoff, James Theesfeld, Adam Haniper, Mitchell Manger, Mitch Robertson

Recording Engineers: Eric Persing, Scott Frankfurt, Clark Germain, Moogie Canazio, Mauricio Gasca

Clavichord Tangent Fabrication: Armand Hillside

DESIGN
Art Direction, Graphic Design, Cover Artwork, 3D modeling: Tolga Gurpinar
Principle Interface design: Tolga Gurpinar, Eric Persing
Additional Interface design: Ignacio Longo, Neal Olander
Consumer Perspective Specialist: Les Correa

CREDITS - continued

DOCUMENTATION
Managing Editor: Ignacio Longo
Graphic Layout: Michael Flint
Contributors: Jonathan Merrill, Ignacio Longo, Eric Persing, Michael Flint

PRODUCTION
Production Manager: Michael Flint
Production Coordinator: Lorey Persing
Distribution Manager: Cesar Merino
Warehouse Manager: Gabriel Muñoz
Mediamaster: Ignacio Longo
Betamaster: Bob Wilson
Printing: Graphic Visions

WEBSITE
Webmaster: Chad Martin
Site development: Tolga Gurpinar, Chad Martin, Lee Samdahl, Ekim Yardimli
Techshop: Chad Martin, Lorey Persing, Cesar Merino, Todd Lampe, John Martin

ADDITIONAL TECHNOLOGY
UVI Filters by Univers-Sons
Custom FX development partners: Overloud, Nomad Factory, Audionerdz
FLAC Lossless Audio compression courtesy of Xiph.Org Foundation

SPECTRASONICS