

Keyzone Classic 4

Installation Guide and User Manual

A multi-preset keyboard library for the Bitsonic Sample Player, focused on pianos, electric pianos and classic keyboard sounds.

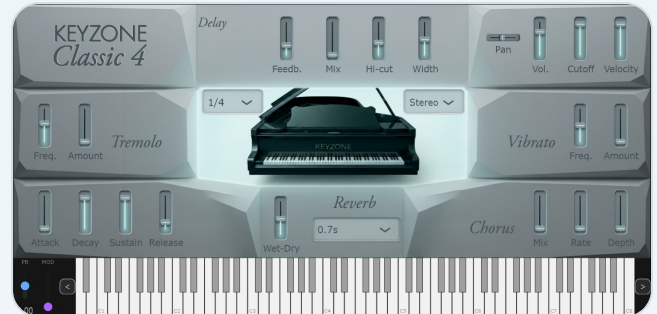
Overview

Keyzone Classic 4 is a keyboard-focused library built for the Bitsonic Sample Player. The bank contains **19 presets**, ranging from acoustic pianos to electric pianos, organ-style sounds and classic workstation tones.

Based on the bank content, the presets vary in depth from **single-layer** instruments up to **4 velocity layers per note**. The largest full-range piano programs cover the entire 88-key piano range.

Preset count: 19

Examples: Keyzone Piano, Yamaha Grand Piano, Steinway, Kawai CV Piano, Rhodes Piano, Rotary Organ, Hammond and Pipe.



Keyzone Classic 4 interface

Installation

1. Install the Bitsonic Sample Player as described in the product installation guide.
2. Place the `KEYZONE CLASSIC 4.bitsonic` library folder anywhere on your drive.
3. Open the Sample Player in your DAW.
4. In the library browser, select the parent folder that contains `KEYZONE CLASSIC 4.bitsonic`.
5. Choose one of the 19 included presets from the library panel.

Important: when selecting the library path, choose the parent folder, not the `.bitsonic` folder itself.

Library Structure

The library is not a single piano patch. It is a collection of different keyboard instruments:

- **Acoustic pianos:** from light multi-sampled presets to full 88-key grand pianos.
- **Electric pianos:** including Basic Electric Piano, Electric Piano, DX7 and Rhodes Piano.
- **Organ tones:** Rotary Organ, Hammond and Pipe.

From the bank data:

- **Concert Piano** is one of the deepest presets, with a full 88-note layout and 4 layers per note.
- **Steinway B** and **Dark Grand** also span the full piano range.
- Some presets are intentionally lighter and more direct, such as **Bright Piano**, **Triton Piano** or **Hammond**.

Main Controls

The Keyzone Classic 4 interface uses the common Bitsonic Sample Player layout.

Performance Controls

- **Attack, Decay, Sustain, Release:** shape the amp envelope.
- **Pan:** place the sound in the stereo field.
- **Vol.:** global output level.
- **Velocity:** controls how strongly velocity affects playback.
- **Cutoff:** low-pass filter cutoff for tone shaping.

Modulation

- **Tremolo Freq. / Amount:** volume modulation.
- **Vibrato Freq. / Amount:** pitch modulation.

Effects

- **Reverb Wet-Dry:** blend the convolution reverb.
- **Reverb menu:** choose an impulse response, such as short rooms, halls or piano halls.
- **Chorus Mix / Rate / Depth:** add width and movement.
- **Delay section:** Feedback, Mix, Hi-cut, Width, note division and Stereo/Ping-Pong mode.

How To Use It

1. Load a preset from the left-side library browser.
2. Play from your MIDI keyboard or the on-screen keyboard.
3. Start with the dry instrument first, then add reverb, delay or chorus only as needed.
4. Use **Velocity** and **Cutoff** to fine-tune expression and tone.

Practical advice: because the presets differ a lot in sampling depth, not every patch reacts the same way. Full piano presets are more dynamic and nuanced, while the lighter keyboard presets are faster and simpler by design.

Recommended Workflow

- Use the deeper grand piano presets when you want realism and dynamic detail.
- Use the lighter presets when you need fast workflow, less memory use or a simpler tone.
- For pop and soundtrack work, try a short reverb IR first, then add delay only if the arrangement leaves room for it.
- For electric pianos and organ-like presets, chorus can add width without making the sound too wet.

Troubleshooting

- If the library does not appear, verify that you selected the parent folder of `KEYZONE CLASSIC 4.bitsonic`.
- If the sound feels too dark, raise **Cutoff** or reduce wet effects.
- If the note response feels too even or too sensitive, adjust the **Velocity** control.

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