



ONYX by Sonikmatter

Introduction

Thank you for purchasing the ONYX Soundset by Sonikmatter LLC. ONYX represents 2 years of programming by three of the most respected Kurzweil programmers on the planet.

ONYX is a diversified soundset aimed at the experimental electronic musician. The mission of ONYX is to push the envelope in Kurzweil programming. We feel that we have done this, and created some useful and unique sounds. The sounds themselves range from beautiful organic pads, to stomping drums and razor sharp leads.

The programmers of ONYX have spent many hours utilizing the Kurzweils unique and extremely powerful control scheme to create some fantastic real-time modulation possibilities for you to use with these sounds. They have also explored some of the programming possibilities that KDFX has made possible.

The programmers hope that these sounds are useful both as a unique and useful sound set, and as a learning tool for expanding your own programming skills. By hitting the edit button and delving into the programming of these sounds, you too can discover just how some of the cutting edge techniques were achieved.

The programmers encourage you to dissect, manipulate and otherwise abuse these sounds in any way you can imagine. Heck, that's exactly how we came up with them in the first place :-).

Of course if you ever have any questions on ONYX, the programmers are available in the forums at sonikmatter.com and will do their utmost to answer your questions.

There are two versions of the ONYX soundset. One is optimized for machines without KDFX and the other for KDFX machines. The sounds vary considerably between them, so you may wish to try the K2000 version on your KDFX equipped machine and vice versa (assuming your ROM version on your K2000 allows this).

Installation Guide

The Onyx Soundset has a dedicated Master Settings File and its own Control Setup for the K2600 version (for use on the K2500 with KDFX, the K2600 and K2661.)

To ensure that you can revert your machine back to its initial state at any time you will need to make a backup of your Master Settings.

To do this, do the following:

- 1) Insert a Disk
- 2) Press Disk
- 3) Select the Disk where you wish to backup your Settings
- 4) Press Save
- 5) Scroll Down to "Master"
- 6) Press Save
- 7) Insert a Name
- 8) Press OK

If you wish to load the Master File at any time do the following:

- 1) Insert your Disk with the Backup Files
- 2) Press Disk
- 3) Select the Relevant Disk
- 4) Press Load
- 5) Select the File
- 6) Press OK
- 7) Confirm any Prompts.

To Load ONYX

- 1) Save the Files to a Floppy Disk (or Flash Card for K2661)
- 2) Insert the Floppy (or Flash Card) into your Kurzweil
- 3) Press Disk
- 4) Press Load
- 5) Select the ONYX.kxx file (where xx is either "rz" or "26" depending upon the version you are loading.)
- 6) Press OK
- 7) Select an Empty Bank
- 8) Press Overwrite or Fill

(For the K2600 version ONLY)

- 9) Press Exit
- 10) Press MIDI

- 11) Press XMIT
- 12) Change Control Setup to X00 – Onyx (where X is the bank that you selected in Step 7)

Control Setup

In this control setup the following controllers are used.

Pitch Wheel – Pitch Modulation
Modulation – MIDI CC 01
Slider A – Data MSB (MIDI CC06)
Slider B – MIDI CC 22
Slider C – MIDI CC 23
Slider D – MIDI CC 24
Slider E – MIDI CC 25
Slider F – MIDI CC 26
Slider G – MIDI CC 27
Slider H – MIDI CC 28
SW1 – Arpeggiator On/OFF
SW2 – MIDI CC 29
Small Ribbon Pressure - Mono Pressure
Aftertouch – Mono Pressure
Large Ribbon – MIDI CC 30 (set as a single zone).

The pedals are set to Sustain, Sostenuto, Soft and Freeze

The MIDI Clock is used extensively in these programs to ensure that rhythmic sounds stay synced to your songs.

If you are using the internal K2xxx sequencer then the Clock should be set to INT, and if you are using an external sequencer or MIDI Clock source, set this to EXT. This setting can be found on the Song -> Misc Page.

Again, thank you for purchasing this soundest, and for supporting Sonikmatter.com. We hope that you find inspiration from ONYX.

The ONYX Programming Team

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