

Instructions for the Use of “SPSetup” Banks for the Kurzweil SP4 Series

1. Overview

An “SPSetup” bank is a collection of sixty four individual *Setups*, that can be loaded into the *User Setups* bank on the SP4 series of Kurzweil keyboards. Each of the 64 individual *Setups* in an “SPSetup” bank is, in general, a *Layer* of two *Programs* (a layer of 2 sounds), with the relative volume of the *Programs* adjusted for optimal mix level. The *Programs* used by “SPSetup” banks are SP4 factory presets (Programs 0-127, stored in *Program* banks 1 and 2) and SP4 *User Programs* (128-191, stored in the *User Programs* bank). The *User Programs* employed by an “SPSetup” bank are those that are downloadable as *Program Sound Banks* from the Kurzweil.com website. For many of the *Setups* in an “SPSetup” bank, an *Auxiliary Effect* has been added that was not part of either of the individual *Programs* used. For some *Setups*, the relative transposition level of the *Programs* has been adjusted by one or more octaves for an optimal mix. Each *Setup* in an “SPSetup” bank has been named to provide a hint of the intended sound.

“SPSetup” banks are provided as i) .SPX files that can be loaded into the SP4 via a PC using the keyboard’s Global mode or, ii) .3sb files that can be loaded into the SP4 via a PC installed with *SoundTower SP SoundEditor* software.

That’s it! very basic synthesis, but the results can be surprisingly satisfying, especially as the SP4 has some great onboard digital processing *Effects*.

2. Before Starting to Use “SPSetup” Banks – SAVE THE EXISTING BANKS CURRENTLY STORED ON THE SP4

Important Note: The use of an “SPSetup” bank will cause permanent loss (over-writing) of existing *Setups* in the *User Setups* bank (*User Setups* AA/64 through HH/127). Furthermore, if an “SPSetup” bank is loaded directly from a PC to the SP4

as an .SPX file the **Programs in the User Programs bank (User Programs AA/128 through HH/191) will also be permanently over-written** by the User Programs contained in the “SPSetup” .SPX file. (The User Programs provided in “SPSetups” .SPX files are the ones provided as Program Sound Banks at the Kurzweil.com website (at the website see Products/ SP4/ downloads). To ensure that no existing User Program or Setup is irreversibly lost from the SP4, **perform a Save All operation as described in the SP4 Musician’s Guide to save all existing over-writable objects and to ensure that you can restore the SP4 to it’s original state if necessary**, including your favorite sounds.

Save All Operation

It is recommended to follow the SP4 Musician’s Guide for the *Save All* operation (please consult and follow the instructions in the manual). However, in short:

- Turn on the SP4 and connect it to a PC via a USB cable
- Go to the SP4 *Global* mode and scroll to find the *Save All* command in the menu
- Press the SP4 *Next/+* button (an SP4 temporary drive appears on the PC desktop)
- Press *Next/+* again (an .SPX file containing the current SP4 objects is loaded to the SP4 temporary drive on the PC desktop)
- Open the SP4 temporary drive and **Copy/Save the .SPX file to your PC** **
- Eject the SP4 temporary drive from the PC

(****Important Note:** The .SPX file **MUST** be copied from the SP4 temporary drive **and saved on the PC hard drive** to store the file. If the file is not saved to your PC **the .SPX file will be lost when the SP4 temporary drive is ejected and all information will be lost**)

3. Loading an “SPSetup” Bank to the SP4 as an .SPX File Using a PC

The simplest way to load an “SPSetup” bank to the SP4 is to load it as an *SPSetup VolX.SPX* file, using the “Load [overwrite]” command found in the Global Mode menu of the SP4. Each *SPSetup VolX.SPX* file was generated via a “Save All” operation on

the SP4 in Global mode. Each *SPSetup VolX.SPX* file contains 64 individual User *Setups* that will be loaded into the *User Setups* bank of the SP4 (*User setups* 64-127). In addition, each *SPSetup VolX.SPX* file contains the User *Program* sound banks obtained from the Kurzweil.com website. When loading an *SPSetup VolX.SPX* file to the SP4, User *Programs* will be loaded into the *User Programs* bank (positions 128-191) in the SP4 as these User *Programs* are essential to the proper function of an “SPSetup” bank. Loading an *SPSetup VolX.SPX* file as described above will permanently overwrite any existing User *Programs* and User *Setups* stored in the SP4, so be sure to save your existing user objects to a PC prior to the loading operation via the Save All operation (see section 2 of this doc).

Important Note for *SPSetup VolX.SPX* files:

- **This method of loading an “SPSetup” bank will erase/replace all existing User objects stored in the SP4** (including User *Programs* and User *Setups*)
- **Prior to loading an *SPSetup VolX.SPX* file it is essential to save all existing SP4 over-writable objects to a PC, using the *Save All* operation described in the SP Musician’s Guide and summarized in Section 2 of this IFU document. **To avoid losing favorite sounds forever, perform a Save All operation NOW, before proceeding****

Once the existing User objects in your SP4 have been saved to a PC using the Global-mode “*Save All*” operation, loading an “SPSetup” bank to the SP4 as an .SPX file is easy. To do this, it is recommended to follow the instructions for performing the *Global-mode, “Load [overwrite]”* operation provided in the SP Musician’s Guide. However, in short:

Steps for loading an *SPSetup VolX.SPX* file:

1. Following a Save All operation via the SP4 and a PC (see section 2 above), select the desired *SPSetup VolX.SPX* file on the PC and copy it
2. Turn on the SP4
3. Connect the SP4 to the PC via a USB cable

4. In Global mode on the SP4, scroll to find the *Load [overwrite]* command in the menu
5. Press the Next/+ button on the SP4 – A temporary SP4 drive will appear on the PC desktop
6. Double click the temporary SP4 drive on the PC to open it and paste the *SPSetup VolX.SPX* file (the one that was selected and copied in step-1) into the temporary drive
7. Press the SP4 Next/+ button again – the SP4 screen will indicate “*Loading...*”.
Note: Loading an *SPSetup VolX.SPX* file from the PC to the SP4 may take 1-2 minutes – please be patient
8. When the *SPSetup VolX.SPX* file has been successfully loaded from the PC to the SP4, the SP4 screen will indicate “*File Loaded*”
9. Eject the temporary SP4 drive from the PC
10. In *Setup* mode on the SP4, press the “*Bank*” button once to select the “*User*” Setup bank where the 64 individual “SPSetup” Setups can now be found in positions 64 (AA) through 127 (HH)

At this point the SP4 should be loaded for the following:

- In the *User Setups* bank (User Setups 64-127): Sixty four novel *Setups* (an “SPSetup” bank)
- In the *User Program* bank (User Programs 128-191): Sixty four *User Programs* (the same ones downloadable from the Kurzweil.com website as SP4 Sound Banks)

4. Alternative Method for Loading an “SPSetup” Bank to the SP4: Loading as an .3sb File Using a PC installed with SoundTower SP SoundEditor software

If SoundTower SP SoundEditor software is installed on the PC, an “SPSetup” bank can be loaded into the *User Setups* bank of the SP4 as described below. (See the Kurzweil.com website for information about SoundTower software for SP4).

Important Notes Prior to Loading an “SPSetup” Bank Using SoundEditor:

- **Note-1: Save existing SP4 info prior to loading an “SPSetup” bank**

Prior to loading an “SPSetup” bank into the SP4 using SP SoundEditor it is important to save the existing information stored in the User banks of the SP4. This *Save* operation will prevent permanent loss of information, such as favorite *Setups* or *Programs* currently stored in the SP4’s User banks:

Save Option-1 (recommended): Use the *Save All* operation described in the SP4 Musician’s Guide to save all SP4 User objects to a PC as an .SPX file. Once saved to a PC the .SPX file can be used to restore the SP4 to it’s original state if necessary

Save Option-2: Use the SP SoundEditor software to save all User *objects* initially stored in the SP4. **This method is only recommended for those who are experienced with the use of the SP SoundEditor software. It also assumes that SoundEditor is configured correctly to work with your SP4 and PC.**

- **Note-2: Loading User Programs into the SP4 (specifically, the SP4 Sound Banks from the Kurzweil.com website)**

Each “SPSetup” bank is designed to function via i) the SP4’s Preset *Programs* plus ii) the User *Programs* that are downloadable from the Kurzweil.com website as SP4 Sound Banks. The *User Program* bank on the SP4 (User *Programs* 128-191) must be populated with the Kurzweil User *Program* Sound Banks in order for an “SPSetup” bank to function properly. After saving info stored in the SP4 (see section 2 above), download the User *Programs* Sound Banks provided at the Kurzweil.com website (see Products/SP4/downloads) to a PC and install them into the *User Programs* bank of the SP4 following the instructions provided on the Kurzweil website. Alternatively, following a *Save All* operation, load any *SPSetup VolX.SPX file* to the SP4 using the instructions provided in Section 3 above. (Each *SPSetup VolX.SPX file* already contains the required User *Programs* obtained from the Kurzweil website. Therefore, loading any *SPSetup VolX.SPX file* will automatically load the correct User *Programs* into the SP4’s User *Programs* bank). “SPSetup” *Setups* can be loaded subsequently via SoundEditor as required.

Steps for loading an *SPSetup VolX.3sb* file using SoundEditor software:

1. Perform a Save All operation via the SP4 and a PC as described in section 2 above
2. Turn on the SP4 and press the *Setup* button to place the SP4 in Setup mode
3. Using a USB cable, connect the SP4 to a PC installed with SoundEditor software
4. Launch the SoundEditor software and click to select *Setup* mode in SoundEditor
5. Click on the *File* button in SoundEditor, select "*Load Setup Bank Data*" from the menu, then browse for and select the required *SPSetup VolX.3sb* file on the PC
6. At this stage a SoundEditor dialogue box will appear on the PC providing options as follows "*Transmit Setup Data to the PC? This may replace existing setup, [No/Yes/Cancel]*". **Select the "No" option from the dialogue box.**
 - Note: At this stage the SoundEditor *Setups* list window will show - in positions 64 through 127 - the names of the 64 *Setups* contained in the selected *SPSetup VolX.3sb* file
7. Click on the *MIDI* button in SoundEditor and select "*Send Setup All Data*". A SoundEditor dialogue box will appear. In the "*From*" box within the dialogue box type in the number "64" and in the "*To*" box type in the number "127". Within the same dialogue box click "*Start*" to load the "*SPSetup*" bank into *User Setups* positions 64 to 127 of the SP4 (a bar will appear in the dialogue box indicating progress of the loading operation which will take 1-2 min)
8. Quit SoundEditor and disconnect the USB cable from the PC
9. In *Setup* mode on the SP4, press the "*Bank*" button once to select the "*User*" Setup bank where the 64 individual "*SPSetup*" Setups can now be found in positions 64 (AA) through 127 (HH)

5. Auditioning the User Setups sounds in an "SPSetup" Bank

After performing a *Save All* operation, and loading an "*SPSetup*" bank into the SP4 as described in Section 2-4 above, the 64 individual *Setups* from an "*SPSetup*" bank will be loaded into the *User Setups* bank of the SP4 and can be auditioned as follows:

- On the SP4, press the *Setup* button to place the SP4 in *Setup* mode

- Press the SP4's *Bank* button once, to access the *User Setups* bank containing the "SPSetup" *Setups* (a red LED will illuminate next the "User" *Setups* bank)
- Proceed to audition the "SPSetup" *User Setup* in each of the *User Setup* bank positions AA/64 through HH/127 (there are 64 novel *User Setups* in each "SPSetup" bank). Once the desired *User Setup* has been selected (for example, *Setup 64 in User Setup Bank A, position A*), audition the sound by playing the keyboard

Tip-1

Many "SPSetup" *Setups* are programmed with an *Auxiliary Effect*. To explore the impact of the *Auxiliary Effect* on a particular *Setup's* sound, Press the SP4's "Control" button multiple times until the red LED illuminates opposite the "5 *Reverb*" label. Rotate the "Control" knob to activate the *Auxiliary Effect* (the SP4 screen will transiently show the *Reverb* effect level (range 0-127). Audition the sound by playing the keyboard.

As a general rule of thumb, try a *Reverb* effect level of approximately 30. If the effect level seems to be too extreme, adjust to <30 using the "Control" knob. (Note: At a level of 0, the impact of the *Reverb Auxiliary Effect* will be undetectable, that is, the sound from the *Setup* will be "Dry"). If you like the *Auxiliary Effect*, and prefer even more impact of the effect on the final sound obtained from the *Setup*, adjust the *Reverb* effect level to >30 using the "Control" knob (at a *Reverb* level of 127 there will be a maximum "Wet" effect on the sound). Basically - adjust the *Reverb* effect to the preferred level using the *Control* knob. Some *Auxiliary Effects* have a very dramatic impact on the sound produced from the *Setup*, so this experiment is recommended for each *Setup*.

Tip-2

Many "SPSetup" *Setups* are programmed so that the SP4's Modulation Wheel will apply a modulation effect when activated. In general it is recommended to begin the audition of an "SPSetup" *Setup* sound with the Modulation Wheel in it's lowest position. Then, during audition of a sound, move the modulation wheel from it's

lowest to its highest (furthest forward) position to assess for any impact on the sound. For some “SPSetup” *Setups* the Modulation Wheel will exert a dramatic effect on the sound while, for some *Setups*, there will be no impact on the sound, depending on how the *Setup* was programmed.

Tip-3

For most “SPSetup” *Setups*, the Sustain pedal connected to the SP4 will work conventionally to sustain the sound being played on the keyboard. However, for many organ sounds, the Sustain pedal will instead work as a Toggle to activate/de-activate a Leslie speaker effect.

Tip-4

For most “SPSetup” banks the organization of the *User Setups* sounds is generally as follows (though there are exceptions):

- *User Setup Bank A* (position A through H, 64-71): Piano and Electric Piano based sounds
- *User Setup Bank B* (A - H, 72-79): Organ, Clav and Glock based sounds, etc
- *User Setup Bank C* (A - H, 80-87): Synth and Synth-Pad based sounds
- *User Setup Bank D* (A - H, 88-95): Strings-based sounds
- *User Setup Bank E* (A - H, 96-103): Guitar and Harp based sounds
- *User Setup Bank F* (A - H, 104-111): Wind Instrument based sounds
- *User Setup Bank G* (A - H, 112-119): Lead Synth (mono) + Synth based sounds
- *User Setup Bank H* (A - H, 120-127): Vocal based sounds + “Other” (diverse)

Happy sound-auditioning!

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