

Imperfect Samples Braunschweig Upright

Instructions to Alter the Weighting of the Piano:

The screenshots in these instructions are taken from Kontakt 2.2, however, the procedure will be similar for Kontakt 3. In this example, the piano weighting will be made **heavier** (i.e. to trigger harder notes, you have to press harder)

1. Load your preferred Braunschweig Upright instrument into Kontakt
2. Click on the 'spanner' icon to edit the instrument (as shown below)

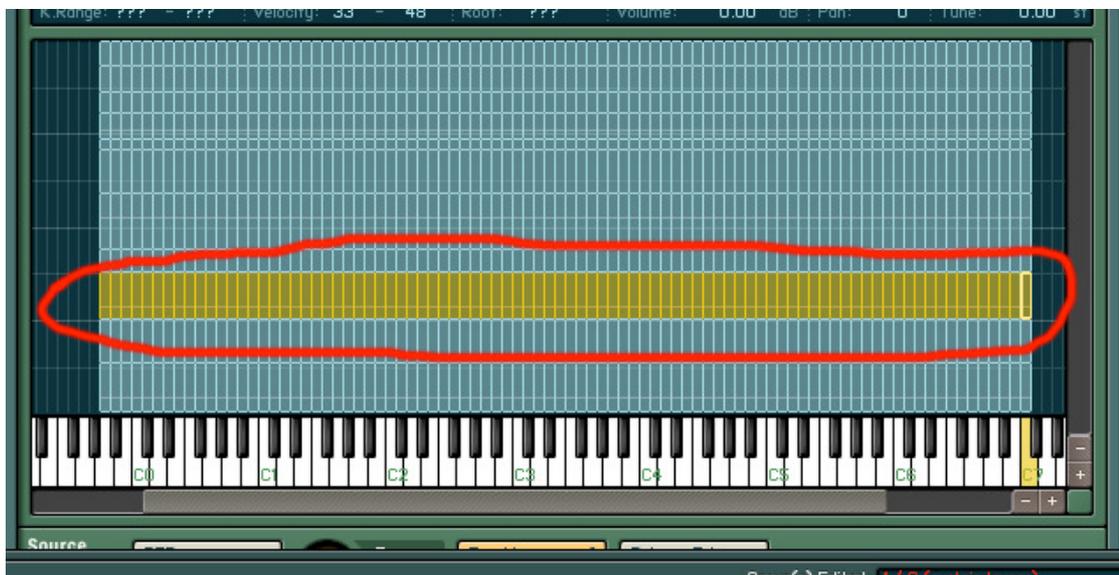


3. Ensure that 'group editor', 'mapping editor', and 'selected Group(s) only' buttons are highlighted, as shown below. (If anything else is highlighted, click them to un-highlight them). Make sure there is a tick in the 'sustain layers' box only, and that 'sustain layers' is highlighted. This should appear as shown in the picture below.



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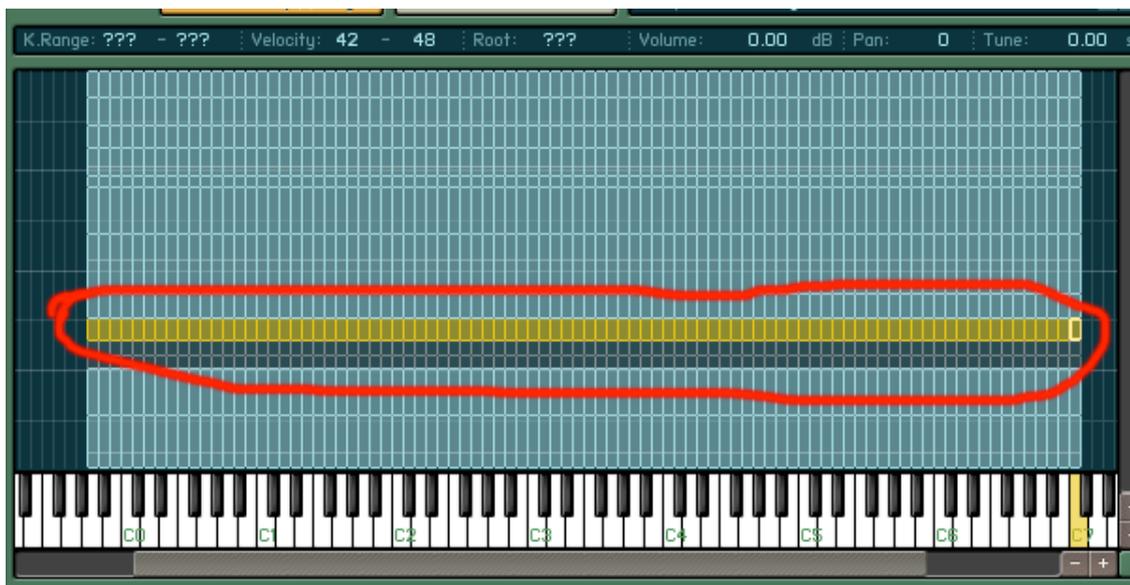
4. Notice in the mapping editor, that there are lots of horizontal layers with blocks in them. One of these layers is highlighted in the picture below. The layers towards the bottom of the window are the softer key sounds. The layers at the top, are the heavier key sounds.*



*Hint: play on your midi controller keyboard, and you'll see the layers you're triggering in real time!

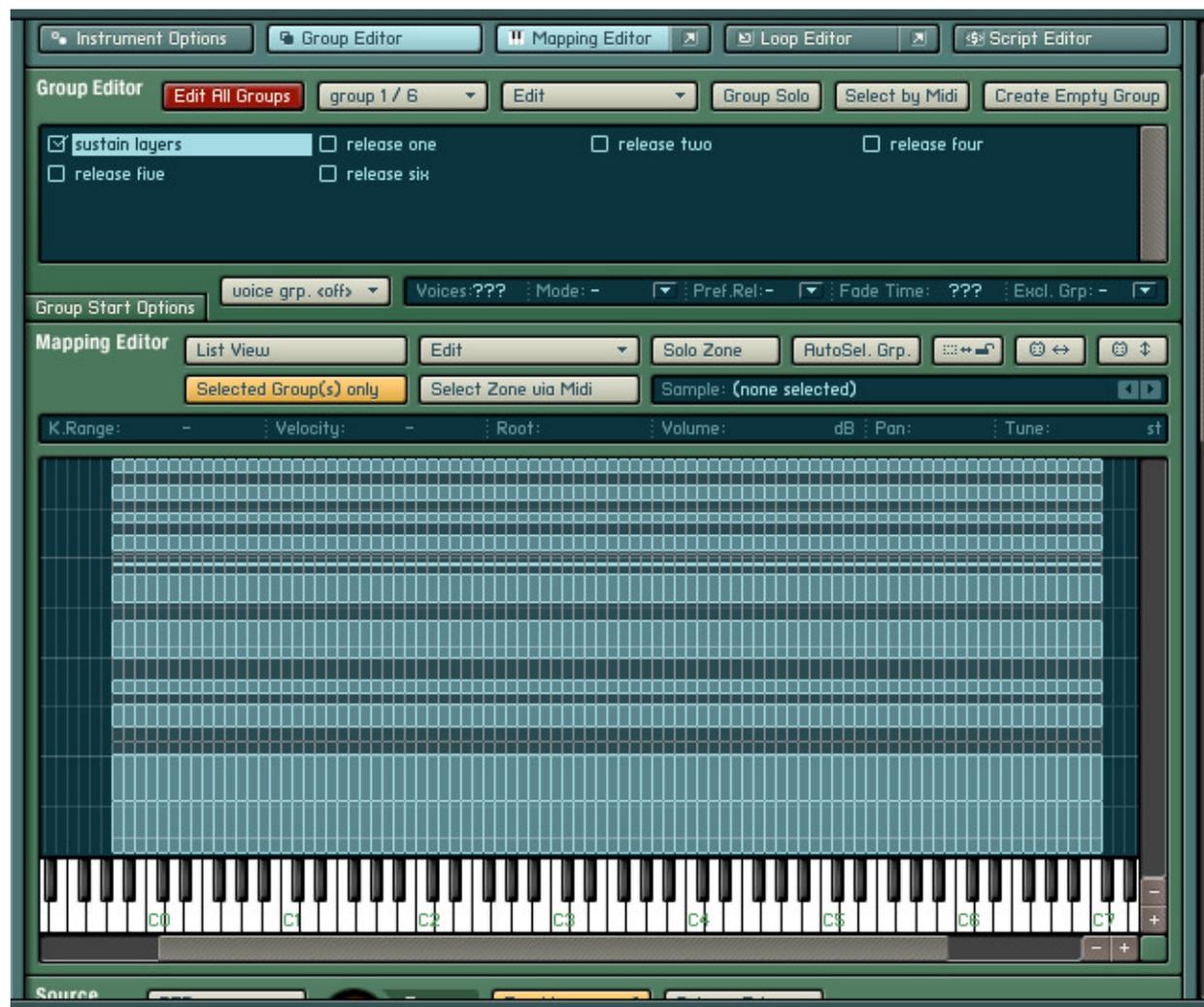
5. Select one entire horizontal layer, as shown in the picture above. (to do this, just click and drag the mouse across it).

6. Resize the layer (*Hint: click on the bottom right corner of the layer and drag to resize it), as shown below.



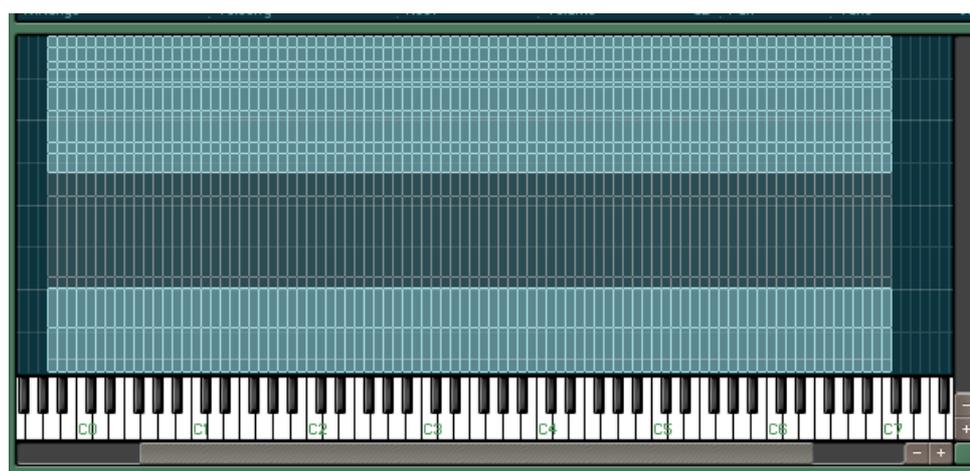
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7. Repeat steps 5 and 6 for all layers apart from the bottom two layers, as shown below. (NB: Do not move the bottom 2 layers yet!)



*HANDY TIP: Select all layers at once, and you can resize them all at the same time!

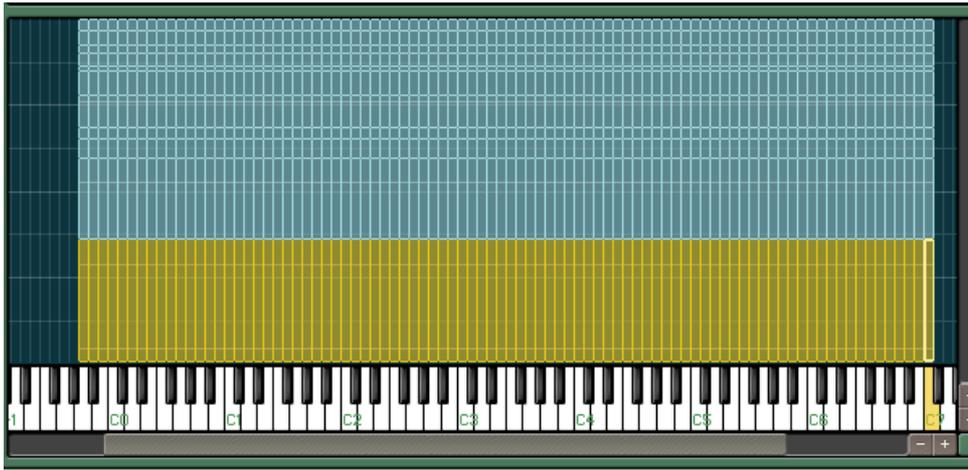
8. Move (**do not resize**) each altered layer upwards to fill the gaps, as shown in the picture below.



*HINT: To move a layer, select it, then click somewhere in the middle, and drag it up using the mouse. This can be a little fiddly- if you accidentally resize, just put it back, and try to move it again.

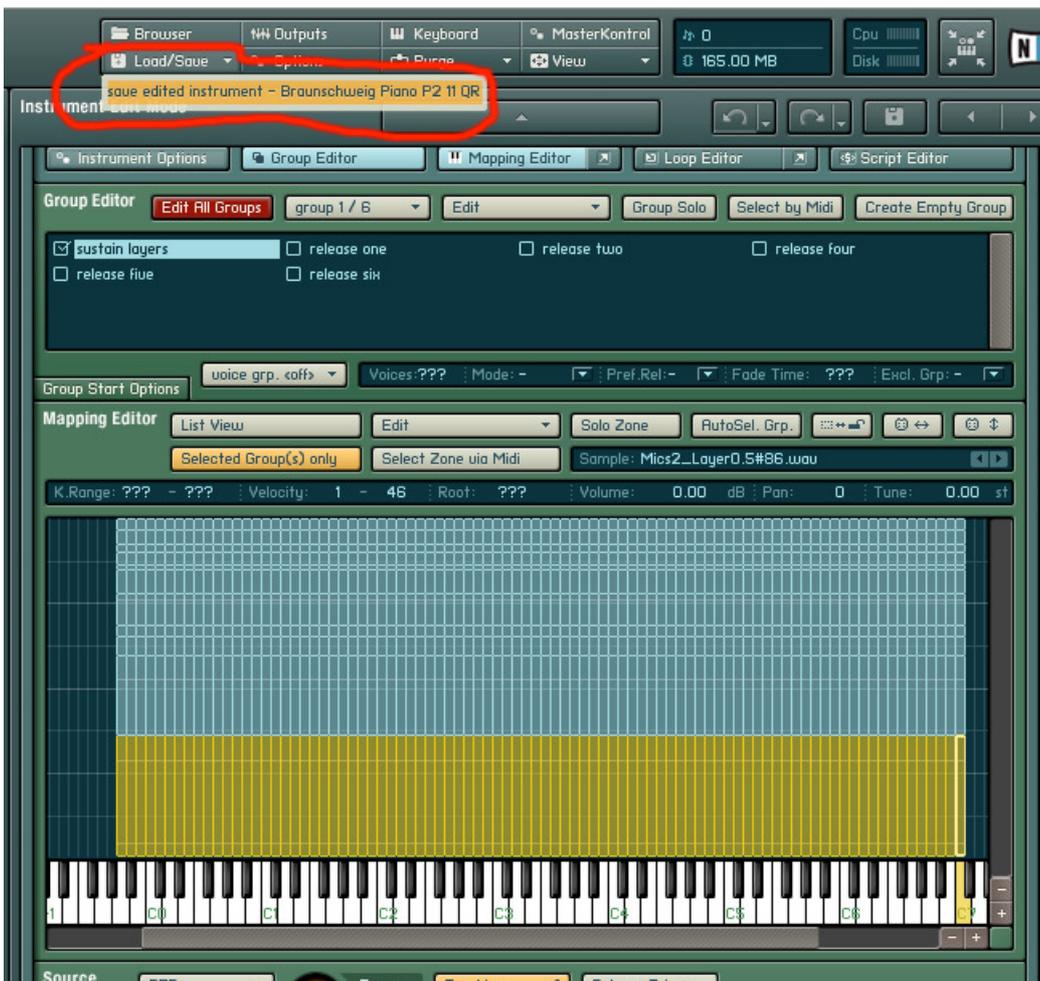
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8. Notice that there is a large gap in the middle of the instrument, as shown in the picture above. Fill this gap in by moving and enlarging the bottom 2 layers, as shown in the picture below.



9. That's it. Play on your midi controller keyboard, and notice how the weighting is heavier.
(NB: Make sure that none of the layers over-lap in the mapping editor, as this might result in 2 layers playing at the same time – unless you want that effect!)

10. If you like your new weighting, make sure you save the instrument to a new filename. Click 'save edited instrument' as shown in the picture below. Type in a new filename, then click 'save'.



*HANDY TIP: Although this specific example shows how to make an instrument heavier, a similar procedure can be used to make the instrument lighter or heavier, or even to just re-position the layers as you wish.

If you have any queries, please contact [info \[at\] imperfectsamples \[dot\] com](mailto:info@imperfectsamples.com)