

# ELEMENTS

Addendum v. 1.1



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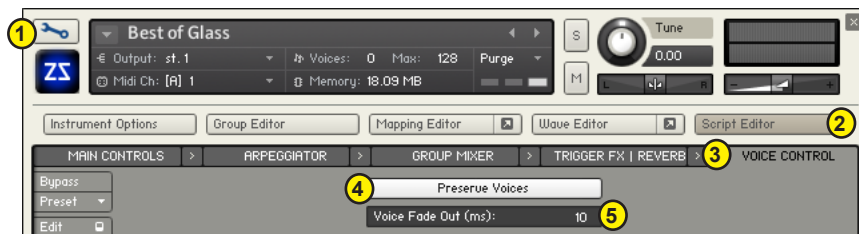
## What Is New in version 1.1

### Overview

ZapZorn Elements version 1.1 adds a new script that helps reducing the CPU load by reducing overlapping voices. It also adds reprogrammed ECO Multis which utilize only one convolution effect for all instruments in the Multi, as opposed to using one convolution reverb for each.

### Voice Control

The voice control script has been added to reduce CPU load by fading out any overlapping voices that are redundant. To access it use the following steps:



1. Click the wrench to edit the instrument
  2. Click on the Script Editor
  3. Click on the Voice Control Tab
- (This is the default view in version 1.1 with all patches once you hit the edit wrench)

This brings you into the Voice Control script that enables you to turn on and off the voice control and the adjust the fade out using:

4. The 'Preserve Voices' on and off switch - click it to turn it on (white) and off (grey) - this parameter defaults to 'on'
5. 'Voice Fade Out (ms)' - is the number of milliseconds it takes for a redundant voice to fade out thus preserving voices. It defaults on most patches to 10 ms., but on some Pads the number is higher. The general rule would be for patches that use fast arpeggiation (such as Pads), to use higher numbers to lessen the change in the sound. For most of the patches, using the Voice Control will have no audible change - just a change in CPU load. This parameter has a range of 1-200 milliseconds.

## What Is New in version 1.1 (continued)

### Multis and Multi ECOs

Version 1.1 updates the patches used in the Multis to include the new Voice Control script and additionally adds a further layer of CPU usage reduction by providing Multi ECOs. Multi ECOs take the CPU reduction another step by using Auxilliary sends to a single convolution reverb versus using individual convolution reverbs for each instrument in the multi.

Here is how they are laid out:



Under the Multi bar (fig. 1) There is a folder titled ECO Multis (fig. 2) and then the original Multis follow (fig. 3).

Once you go into the ECO Multis folder, you will find the same names as the original Multis with the exception of a tag line of “\_ECO” on the end of them. When loading an ECO Multi, you will see:



4. The ECO Multis name (with the \_ECO tag) and
5. The Aux Send footer opened with varying sends per patch going to Aux 1.

## Multis and Multi ECOs (continued)

Aux 1 has one of Element's custom convolution reverbs loaded and has all the patches used for that Multi going to that one reverb versus separate reverbs per patch. This cuts down significantly on CPU load. To change the loaded convolution reverb:



1. Click the Output icon at the top of Kontakt's Menu Bar - that will load the Output section into the Multi window
2. Click the 'cv' plug-in under the 'aux1' send channel strip
3. To change the reverb, click the next and previous arrows to cycle through the ZapZorn Elements custom convolution reverbs.

**IMPORTANT NOTE:** The ECO Multis will have a different sound than the original Multis since all sounds and patches are using the Voice Control parameter engaged as well as only one reverb for all patches. The Multis will, however, have a significant reduction of CPU load.