



Thank you for purchasing the Amstrad CKX100 VST instrument.

The CKX100 Computerphonic Keyboard was one of my first keyboards and was ahead of its time by having MIDI output, leads and software with it to create computerised music. It has 7 demonstrations, 28 rhythms & 10 sounds which you could add vibrato to each. Both have been sampled for the VST.

It is a wonderfully sentimental keyboard with some very electronic sounds & drums for old computer game style music, or fit the sounds into your modern productions to be different.

You can toggle the 7 demonstrations on/off as well as the 28 rhythms.

Every included sound has been meticulously sampled, stacked and mapped across the keyboard. You can manipulate the sound envelope, adjust the filter sweep using the Hi Pass or Low Pass options, change the poly mode to monophonic and add portamento if required. Reverb is also included.

NOTE: Please place the included fonts into your 'FONTS' folder on your computer. This will show the correct display like what is shown above.

To Install the VSTi: Place the entire folder into your VST plugins folder. When you then start your DAW, it will ask you for your serial number. Please input the number making sure not to copy any spaces at the end. It will then be automatically be integrated within your setup.

I hope you enjoy this VSTi release.

We are always interested in hearing any productions where you use any of our instruments or samples. Send us a link to info@beatmachine.co.uk or find us on Sound Cloud as Beat Machine Drum Sample Packs.

*Finally, may we ask you to **please not illegally share, duplicate or modify** this instrument in any way. Illegal distribution will only jeopardise future releases. Thank you.*

PATCH LIST

01-ELEC PIANO

02-ELEC PIANO VIB

03-SYNTH 1

04-SYNTH 1 VIB

05-GUITAR

06-GUITAR VIB

07-FLUTE

08-FLUTE VIB

09-BELLS

10-BELLS VIB

11-BRASS

12-BRASS VIB

13-SYNTH 2

14-SYNTH 2 VIB

15-HARPSO

16-HARPSO VIB

17-ORGAN

18-ORGAN VIB

19-STRINGS

20-STRINGS VIB

Drum Kit

RHYTHM SET