

GUNSLINGER ADI USER MANUAL





Lyrical Distortion is proud to present Gunslinger ADi, a 1989 B.C. Rich "Made in USA" Gunslinger electric guitar, recorded direct via Countryman Type 85 Active Direct Box, Great River ME-1NV, Apogee Rosetta and programmed in Kontakt 2.2.4 to be easily played from any MIDI controller (88 keys recommended) or sequencer through an amp or amp simulator.

Gunslinger ADi is produced by Aaron Dirk and Stephanie Pray. Scripting by Günter "The Grey" Hirscher.

Gunslinger ADi represents a unique sounding instrument, sampled with incredible depth and playability. For Gunslinger ADi we sampled four variations of every note for every articulation, utilizing random cycling for authentic swift repetitive lines.

The patches include single note picking, single note hammer-on's, performed power-chords (I and V) and more. Also, all patches are available as performed palm-mutes as well as non-muted. The range of possibilities with Gunslinger ADi is like that of no other sampled Metal guitar library currently available.

ARTICULATIONS AND PLAYING TECHNIQUES

Gunslinger ADi presents single notes and performed power-chords played in the following techniques:

- picked
- palm-muted
- hammer-on

The single notes are sustained. There is no vibrato but the notes are very alive and natural. When picked, the notes are not muted and can sustain for some time before naturally decaying. When palm-muted the single notes are picked while part of your hand is applying pressure to the string. This mutes the sustain of each note and the natural decay happens more quickly. When the palm-mute is applied, the resulting sound is heavier than when not muted. When hammering the single notes, you pick one note and then move your finger to a new fret. This movement to a new fret creates a unique legato attack. This is called a 'hammer-on' attack. The attacks on these patches are not as hard as they are when picked; this playing technique is often utilized for soloing or performing swift lines. The best use of the 'hammer-on' patch is in conjunction with the single note sustains. The first note of a legato line should be from the picked patch and the following notes should be from the hammer-on patch. Keep in mind that four variations of each note were recorded and programmed to replicate a natural performance.

FINAL SPECS

Pick Sustain

Palm Pick

Hammer On

Palm Hammer On

Powerchord Sustain

Palm Powerchord

Shizit1 for GunslingerADi

About

Combining different playing techniques (articulations) is one of the keys to achieve realistic results with sample libraries. As a trade off, the more articulations, the more difficult the handling will be. LD 100 proof offers several different articulations and comes with a lot of different patches. For more details please read the user manual.

The patches for **GunslingerADi** described in this document have been created to make it faster and easier to access the main articulations and combine them by using the script feature of **KONTAKT2** and 3.

The **basic concept** is that the script does automatically switch between the PICK- and HAMMER-Sounds by the way you play:

- If you play non-legato (non overlapping notes), the script will select PICK-Sounds.
- If you play legato (overlapping notes), the script will select the HAMMER-Sounds.

There are additional features which makes the patches more flexible. Please read the following pages to get the most out of the additional features.

Have fun! Günter Hirscher Vienna, November 2005

Features of the KONTAKT2 script:

- AUTO LEGATO auto switch between PICK- and HAMMER-sounds
- Key switches to override / modify the default LEGATO mode. This allows you to play the following articulations:
 - o PICK
 - o HAMMER
 - o PALM PICK
 - o PALM HAMMER
 - o POWERCHORD
 - o POWERCHORD PALM PICK
- SOLO 3 modes: off / Solo 1 / Solo 2
- STACCATO mode repeating the same note on different keys allows you to play fast staccatos.
- RESET to script default values
- Random Cycle with no repeat- this eliminates cycle patterns and syncing both guitars associated with Round Robin cycle
- •TRILL Hold G0 keyswitch and the first key you press now will be memorized and always retriggered if you release a key (sounds best in combination with force hammer). This "base" note will be retriggered as long as you hold the TRILL key

Solo Mode

In my opinion, LD1 sound best when played monophonic. To add flexibility, I have added 3 options you can select in field SoloMode:



1. Solo Mode 0

You can play LD fully polyphonic. If Solo Mode = 0 then the Solo button (see below) is disabled, because there is nothing you can turn on/off.

2. Solo Mode 1

The sustain pedal down is monophonic, a really great feature for repetitive notes and realtime playing

3. Solo Mode 2

The sustain pedal down works normal, except repetitive notes are monophonic, like a real guitar

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THE BUTTONS

There are several buttons to add flexibility and/or change the default behaviour of the script. Except for the "RESET" button, there is a key – switch (actually 2, one low = left hand and one high = right hand) assigned to each button.



Although you can change the state of the buttons with your mouse **I** strongly recommend using the keyboard only, especially if you record your performance with your sequencer. Pressing a button with your mouse will not generate a midi event and will not be recorded in your sequencer.

SOLO on/off Solo

If you have selected Solo Mode 1 or 2 you can switch Solo on/off while you play with F#0 or B5 on your keyboard. By default, SOLO is activated.



You can turn on/off the auto-switch function between PICK and HAMMER sounds with the G#0 or C6 on your keyboard. If LEGATO is off you still can switch between the different sounds (see below), but regardless if you play legato or non-legato, there will be no auto-switch.

PICK / HAMMER / POWER / PALM

This four buttons are the most important because they allow you to quickly change the sounds while you play. In default mode, if none of these keys is pressed (and LEGATO is on), the script will autoswitch between PICK and HAMMER sounds. You can also use combinations of these keys to get i.e. the POWER PALM PICK sound. The table below shows the different possible combinations:



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Key-switch low (left hand)	Key-switch high (right hand)	Auto- switch	Non legato	Legato
=)=)	Yes	Pick	Hammer
C#0	F#5	Yes	Palm Pick	Palm Hammer
E0	A5	Yes	Power Pick	Power Hammer
C#0+E0	F#5 +A5	Yes	Power Palm Pick	Power Palm Hammer
C0	F5	No	Pick	Pick
D0	G5	No	Hammer	Hammer
C0 + C#0	F5 + F#5	No	Palm Pick	Palm Pick
D0 + C#0	G5 + F#5	No	Palm Hammer	Palm Hammer
C0 + E0	F5 + A5	No	Power Pick	Power Pick
D0 + E0	G5 + A5	No	Power Hammer	Power Hammer
C0 + C#0 + E0	F5 + F#5 + A5	No	Power Palm Pick	Power Palm Pick
D0 + C#0 + E0	G5 + F#5 + A5	No	Power Palm Hammer	Power Palm Hammer

There are 2 different modes for these keys:

In default mode you must hold the keys while you play you i.e. if you press CO or F5 (= PICK) and hold the key all the following notes will be played with the pick sound. If you release the key the script will switch back to the default mode.

Alternatively you can lock these keys (all or individual). Let's assume you want to play with the POWER CHORDS (and its variations) only. Press E0 or A5 and at the same time D#0 or G#5. If you now release the keys the POWER CHORDS will stay active until you press the key again.



If you press D#0 or G#5 without any of the PICK/HAMMER/POWER/PALM keys all keys will be unlocked.



This function allows you to play fast repetitions of the same note using more then one key on your keyboard. Sounds strange? Try the following: Press and hold F0 or A#5 and then press i.e. C1, D1, E1, D1 (play legato!). All the notes will be the C1!

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Pressing this button (there is no key assigned to this button) will reset all settings to the default values.

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