L P C LE

Electric Clean Guitar

USER'S MANUAL

Prominy
Sound Solution.

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Introduction

LPC Electric Guitar LE

Ultra Real-sounding Electric Guitar sample library - The true sound of Gibson® Les Paul® Custom. LPC Electric Guitar LE enables you to compose and create natural guitar tracks that imitate real guitar playing!

Incredible real-time playability

With LPC Electric Guitar LE, you can play ultra realistic guitar performance in real-time. You can access the following playing techniques instantly without stopping your performance and create convincing guitar tracks very quickly.

Single note Realtime Legato Slide
Single note Realtime Hammer-on and Pull-off
Single note vibrato (deep & light)
Single note mute and picking noise
Picking Tremolo
Trill
Pinch harmonics
5th-dyad chord (Power Chord) Realtime Legato Slide
5th-dyad chord (Power Chord) mute and picking noise
Unison bend
Scrape
Fret noise, Pick stop noise, and Bridge mute noise

Auto Stroke Detection

With LPC's Auto Stroke Detection feature, LPC automatically detects the current beat position and identify proper stroke direction (down or up). There are several stroke detection modes and you can also control stroke direction manually.

Double-Tracking
This is a technique which is frequently used in recording guitar tracks. It gives the guitar track a nice, wide-spread stereo images and thickness. With LPC Electric Guitar LE, you can reproduce it very easily just by loading the double-tracked patch ('LPC_LE_doubletrack.nkm' - No identical samples are played simultaneously in both channels. You don't need a stereo delay or tweaking your midi data to emulate the double-tracking.

Realtime Legato Slide
Realtime Legato Slide feature using 'real' legato samples is available in single note, 5th-dayd chord (power chord) With LPC's Realtime Legato Slide feature, you are able to get perfectly real expressions of the human finger's legato slide that can not be reproduced with slide emulation by changing pitch.

System Requirements

Mac:
OS 10.4.x, G4 1.4 GHz or Intel® CoreTM Duo 1.66 GHz, 1 GB RAM

Win:
Windows XP or Windows Vista (32 bit), Pentium or Athlon 1.4 GHz, 1 GB RAM

2 GB free disc space, DVD drive
Native Instruments Kontakt 3.5 or later

[IMPORTANT] Preload buffer size configuration

Please check your preload buffer size before loading the multi / instrument.

SR5 Rock Bass is a very big instrument that loads a huge number of samples. You need to configure the preload buffer size in Kontakt's option. The default pre-load buffer size is too large. If you have not changed the preload buffer setting, decrease the pre-load buffer size.
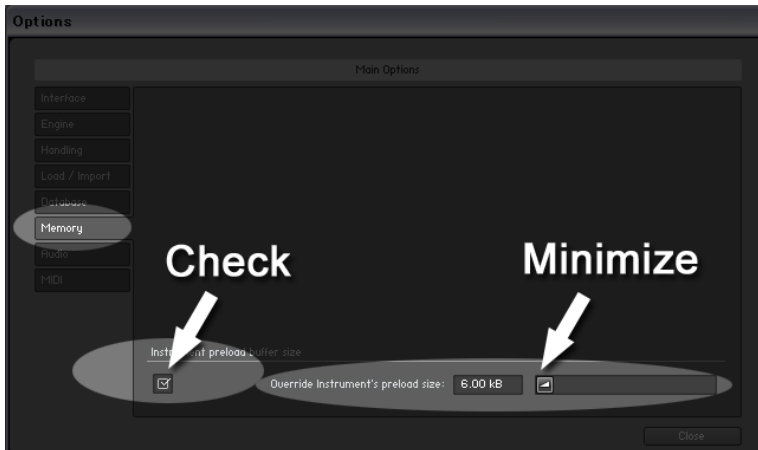


1. Click the Options button;

and select the 'Memory' tab.

2. Check the box and minimize (or set to 12kb); 'Override Instrument's preload size'.

The buffer size ('Override Instruments preload size') in the picture is 6kb, but if you load a big multi, we recommend 12kb to play the samples smoothly. If the samples are not played smoothly with 12 kb, increase the buffer size as needed unless RAM runs out. It depends on the system, but in most cases 12 kb should work fine. By decreasing the preload buffer size, loading time becomes much shorter and you can save a big RAM space.

Purge All Samples and 'on the fly streaming'
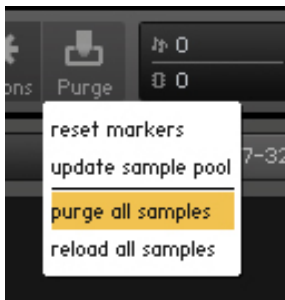
Another great way to save RAM is using the 'purge all samples' feature of Kontakt Player / Kontakt (ver4.1 or later). After loading the multi / instruments, click on the 'Purge' icon and select 'purge all samples'. If your system is not so old, Kontakt Player should load previously unloaded samples on the fly when you play notes. If your RAM space is tight, it's worth trying.

Instrument mode

Key switches (default)

You can access the following instrument modes by pressing the key switches.
([The key switches can be customized](#).)

G0: single note (with Realtime Legato Slide)
F#0: single note (with Realtime Hummer-on & Pull-off)
F0: single note (no legato slide)
E0: single note repetition
D#0: picking tremolo
D0: trill (whole step)
C#0: trill (half step)
C0: 5th-dyad chord (with Realtime Legato Slide)
B-1: 5th-dyad chord repetition
A#1 unison bend
A-1: Scrape

You can also select the instrument mode using the pull-down menu.

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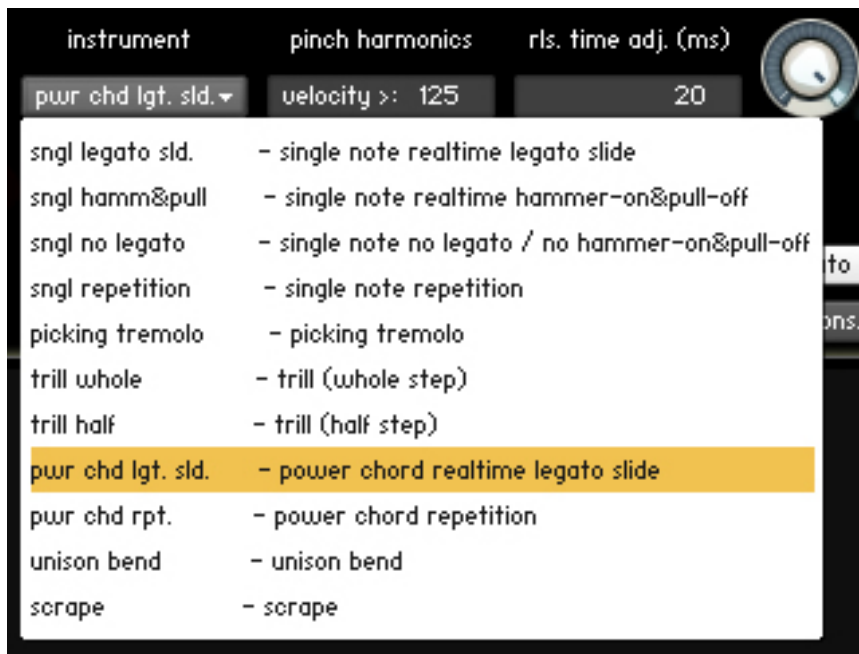
Single note

key switch [G0]: Real time legato slide mode
With this mode, you can play legato slide by holding down one note while playing the next note to connect those notes.

key switch [F#0]: Real time Hammer-on & Pull-off
With this mode, you can play Hammer-on and Pull-off by holding down one note while playing the next note to connect those notes.

key switch [F0]: release trigger repetition mode
This mode allows you to shred notes very fast, and is good for not only making a rhythm backing part but also simulating tremolo playing technique. (This feature also allows you to play 'measured' tremolo.)

key switch [E0]: No legato slide

key switch [D#0]: Tremolo picking

key switch [D0]: Trill whole step (2fret)

key switch [C#0]: Trill half step (1fret)

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5th-dyad Chord

key switch [C0]: Real time legato slide mode
With this mode, you can play legato slide by holding down one note while playing the next note to connect those notes.

key switch [B-1]: release trigger repetition mode
This mode allows you to shred notes very fast, and is good for not only making a rhythm backing part but also simulating tremolo playing technique. (This feature also allows you to play 'measured' tremolo.)

Unison Bend

Press **key switch [A#-1]** to activate.

Fast bend / slow bend (MIDI CC# 4)

0 - 63: fast bend

64 - 127: slow bend

Scrape

Press **key switch [A-1]** to activate.

Pinch Harmonics

You can play the pinch harmonic sound anytime if the velocity of the note is higher than the Pinch Harmonics Threshold (default: 125).

Fret noise (Play Key)

The fret noise is triggered by using the Hold Keys or the Stop Keys.

Bridge mute noise   (Play Key)

The Bridge mute noise is triggered by using the Hold Keys or the Stop Keys.

Pick stop noise   (Play Key)

The Pick stop noise is triggered by using the Hold Keys or the Stop Keys.

Finger release noise   (Play Key)

The finger release noise is triggered by using the Hold Keys or the Stop Keys.

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Mute / Picking noise

Mute and picking noises are available using Modulation wheel (CC# 1) or velocity switch.

Default mute mode setting

| Mute mode	Single note	Power chord
mod wheel (CC# 1)	**CC#1 =;** 0 – 31: normal sustain 32 – 63: loose mute 64 – 95: medium mute 96 – 126: tight mute 127: picking noise	**CC#1 =;** 0 – 31: normal sustain 32 – 126: mute 127: picking noise
velocity switch	**Velocity =;** 0 – 100: normal sustain 101 – 127: mute / picking noise **and CC#1 =;** 0 – 41: loose mute 42 – 83: medium mute 84 – 126: tight mute 127: picking noise	**Velocity =;** 0 – 100: normal sustain 101 – 127: mute / picking noise **and CC#1 =;** 0 – 126: mute 127: picking noise

How to change the mute mode setting...
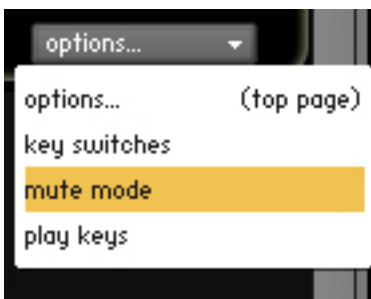
Click the pull-down menu ('options…') and select 'mute mode',

and select the mode from the pull down menu ('mod wheel' or 'velocity').

Mute mode: mod wheel (MIDI CC# 1)
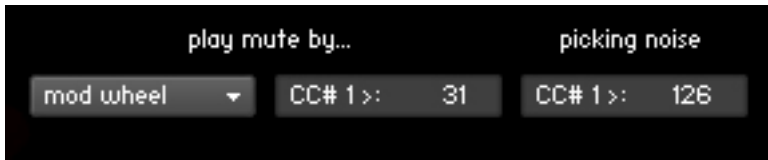
With this mode, mute and picking noise can be played using modulation wheel (MIDI CC# 1). Mute samples are triggered if the value of MIDI CC# 1 is larger than the MIDI CC# 1 threshold level. Picking noise samples are triggered if the value of MIDI CC# 1 is larger than the picking noise threshold level.

Mute mode: velocity

With this mode, mute and picking noise can be played using velocity switch. Mute samples are triggered if the note velocity is lower than the mute velocity threshold level. Picking noise samples are triggered if the note velocity is lower than the mute velocity threshold level and the value of MIDI CC# 1 is larger than the picking noise threshold level.

Mute mode (mod wheel / velocity switch), and the threshold levels can be changed through the following MIDI CC numbers.

MIDI CC# 48	mute mode
	0 - 63: modulation wheel (MIDI CC# 1) / 64 - 127: velocity
MIDI CC# 49	picking noise MIDI CC#1 (mod wheel)　threshold level
MIDI CC# 50	mute MIDI CC#1 (mod wheel)　threshold level
MIDI CC# 51	mute velocity threshold level

You can also play picking noise using [Hold Key or Stop Key](#).

1. Click the the pull-down menu; 'options…'.
2. Select the 'play keys' option.
3. Assign picking noise to a Hold Key or Stop Key by clicking the 'picking noise' button.
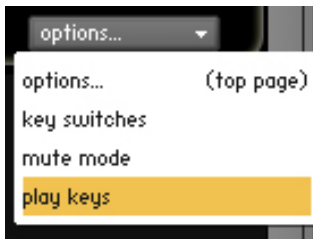
Play Key (Hold Key and Stop Key)

Hold key
When the original note is released while the hold key is held down, the original note is stopped and the selected samples are triggered.

Stop key
The original note is stopped and the selected samples are triggered when the stop key is pressed.

How to customize the Play Keys...

Click the pull-down menu ('options…') and select 'play keys',

and click the button to assign the noise to the Play Key.

For example, in the case of the picture above;

- If you release the original note while G#0 is held down, the original note is stopped and the finger release noise and the fret noise are triggered.
- If you release the original note while A0 is held down, the pick stop noise and bridge mute noise are triggered.
- The picking noise is triggered when A#0 is pressed,
- The picking noise and the fret noise are triggered when B0 is pressed.

11

You can also control the buttons for each hold key / stop key through MIDI CC# 114,115, 116, 117, 118, and 119. (See the '<u>MIDI controllers</u>' section.)

MIDI CC# 114	target Play Key to customize *This controller needs to be used with* *MIDI CC# 115 - 119.*	0 - 31: Hold Key 1 32 - 63: Hold Key 2 64 - 95: Stop Key 1 96 - 127: Stop Key 2
MIDI CC# 115	Picking noise	
MIDI CC# 116	Pick stop noise	0 - 63: OFF 64 - 127: ON
MIDI CC# 117	Finger release noise	
MIDI CC# 118	Bridge mute noise	
MIDI CC# 119	Fret noise	

Vibrato (single note)

When one of the single note instrument modes (except tremolo and trills) is active, vibrato sound is available using Aftertouch (except when tremolo or trill is active). If your keyboard doesn't have Aftertouch function but has an assignable slider or a knob, you can assign Aftertouch to the slider / knob. (You can also handle Aftertouch data using your sequencer.)

You can select a vibrato type using MIDI CC# 5. (This controller is not effective unless Aftertouch is ON)
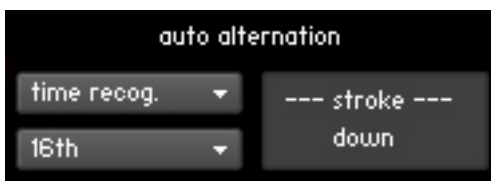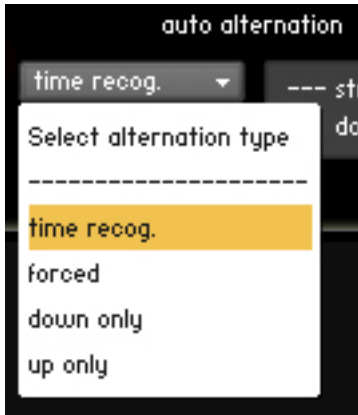
MIDI CC# 5:
0 - 63: deep
64 - 127: light

Auto Stroke Detection (Auto Alternation)

There are several stroke detection modes and you can also control stroke direction manually. When the 'time recognition' mode is active, the instrument automatically detects the current beat position and identifies proper stroke direction (down or up).

Auto alternation modes

There are four stroke modes. You can select the stroke mode from the pull-down menu. You can also change the mode using MIDI CC# 58.

time recognition (MIDI CC# 58: 0 - 31)	SPM automatically detects the current beat position and identify proper stroke direction (down or up).
forced (default) (MIDI CC# 58: 32 - 63)	Down stroke and up stroke are played alternately regardless of the current beat position.
down only (MIDI CC# 58: 64 - 95)	Only down stroke is played regardless of the current beat position.

Resolution

The stroke direction is determined according to the current beat position and the resolution. You can select the resolution for Auto Stroke Detection from the pull down menu. You can also change the resolution using MIDI CC# 57.

midi CC# 57	resolution
0 - 25	8th
26 - 50	8th Triplet
51 - 75	16th
76 - 100	16th Triplet
101 - 127	32nd

Stroke information window
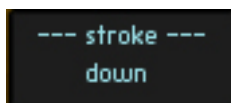
'down stroke' is detected, or 'down only' mode is active.
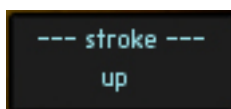
'up stroke' is detected, or 'up only' mode is active.

Key Switch setting

How to customize the key switches;
Click the pull-down menu; 'options…' and select 'key switches', and the key switch setting page is shown. You can choose a note by inputting a MIDI note number into the number box, or click on the up / down arrows.

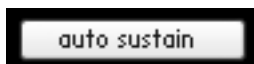The note name is automatically updated when the value in the box is changed.

Note: If the Drop Key Switch mode is active, the notes; from G#0 to B0 can not be selected since the keys are used as 'Hold Keys' and 'Stop Keys'.

Tone control

You can cut off the high frequency with the tone knob. You can also control the tone knob through MIDI CC# 59.

Pinch Harmonics threshold level

With the number box, you can change the velocity threshold level to trigger a pinch harmonics sample. When the velocity of the note event is higher than the threshold level, the pinch harmonics sample is triggered. The threshold level can be changed through MIDI CC# 55.

Note: If you would like to turn off this feature, input 127 into the number box.

Auto sustain

If the auto sustain is OFF, the samples stop playing when the note is released and you can play polyphonic. You can also turn ON / OFF the auto sustain through MIDI CC# 54.

Tips - playing arpeggio using sustain pedal:
If you would like to play arpeggio, using sustain pedal (MIDI CC# 64) is a good way to do it. While sustain pedal is ON, the auto sustain is deactivated automatically and you can play polyphonic and the samples continue playing even if the note is released because the sustain pedal is ON. When the new note is the same as one of the notes which is currently sustained by sustain pedal, the same old note is canceled automatically. (No duplicate notes are played.) When and sustain pedal is released (=OFF), the auto sustain is turned on automatically.

About auto sustain feature:
With the Auto Sustain feature, you can avoid unwanted staccato which is caused by note off when the same note (key) is repeated. After note-on, the note keeps playing until;

- next note-on event
- Hold Key or Stop Key is triggered
- the sample is streamed to the end.

The previous note is cancelled automatically when a new note is triggered. That means your both hands are free until a new note is triggered. This feature gives you time to press a key switch or move a controller and you are able to be ready for next note without stopping your performance. That is why the Auto Sustain feature enables you to control and switch the various articulations smoothly with a single MIDI channel in real time.

Release time adjustment
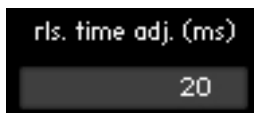
When a new note is triggered the previous note is automatically cancelled. You can adjust the release time of the previous note to connect the notes smoothly. The range; 0 - 30 is recommended. It depends on the instrument, tempo, and how the sound is processed (distortion, reverb, etc.) The release time can be controlled through MIDI CC# 62. (The Release time adjustment is effective only when the Auto Sustain is ON.)

Drop Key Switch mode

drop ksw mode If you use the drop tuned notes (C1 – D#1), the Drop Key Switch mode needs to be ON. (The 'drop ksw mode' button that can be available in the 'key switches' or the 'play keys' option) The button is available in the options; 'key switches' and the 'play keys'.

The Play Keys (hold keys and stop keys) are shifted – 4 semitones when the Drop Key Switch mode is turned on. You can also turn ON / OFF the Drop Key Switch mode using MIDI CC# 113.

Drop Key Switch mode: OFF
The hold keys are assigned to C1 and C#1, the stop keys are assigned to D1 and D#1.

Drop Key Switch mode: ON
The hold keys are assigned to G#0 and A0, the stop keys are assigned to A#0 and B0.

Tips: If the Drop Key Switch mode is tuned off, you can use the keys (G#0, A0, A#0, and B0) as key switches to select the instrument mode.

Double-tracked Multi

LPC_LE_doubletrack.nkm (located in the 'Multis' folder)

How to use the .nkm;
There are two instruments in the multi. 'LPC_LE_Left' is sent to the output 'st.1'* and 'LPC_LE_Right' is sent to the output; 'aux 1'* so that each channel can be processed separately using a DAW (such as Cubase, Logic, Sonar, etc.) In other words, each channel needs to have its own amp simulator and should be panned using the DAW's mixer.

'st.1' and 'aux 1' are Kontakt's output channels.

DAW's mixer
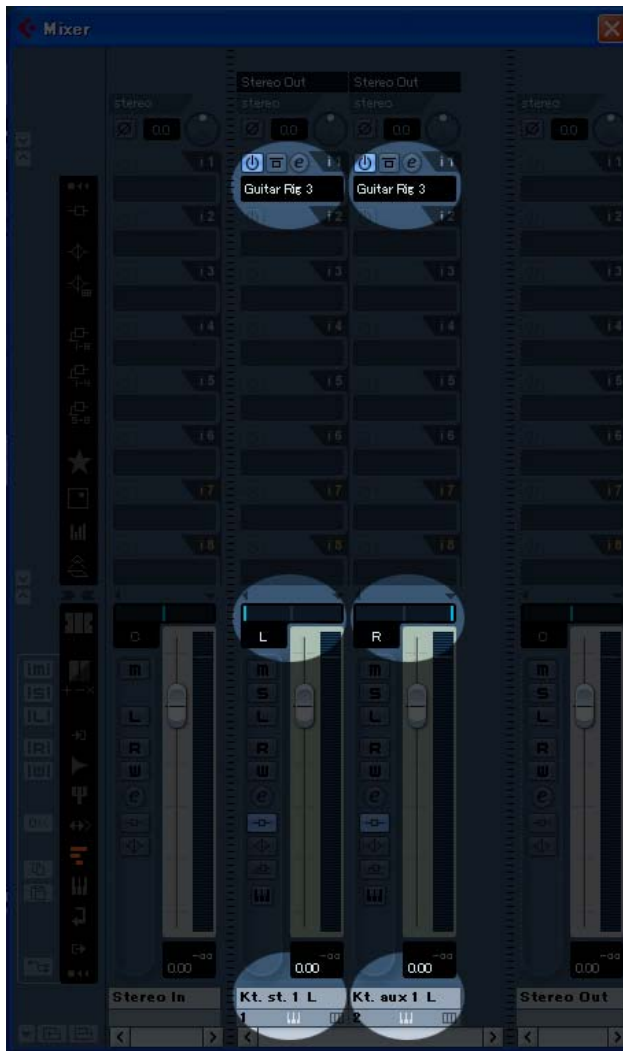
Insert an amp simulator to each DAW's channels from Kontakt. After being processed with an amp simulator, the st.1 needs to be panned to the Left, and the aux 1 needs to be panned to the Right.

MIDI controllers	
MIDI CC# 48	**mute mode** 0 - 63: modulation wheel (MIDI CC# 1) 64 - 127: velocity
MIDI CC# 49	**picking noise MIDI CC#1 (mod wheel) threshold level**
MIDI CC# 50	**mute MIDI CC#1 (mod wheel) threshold level**
MIDI CC# 51	**mute velocity threshold level**
MIDI CC# 54	**auto sustain ON / OFF** 0 - 63: ON 64 - 127: OFF
MIDI CC# 55	**pinch harmonic threshold level**
MIDI CC# 57	**auto alternation (auto stroke detection) resolution** 0 - 25: 8th 26 - 50: 8th triplet 51 - 75: 16th 76 - 100: 16th triplet 101 - 127: 32nd
MIDI CC# 58	**auto alternation (auto stroke detection) mode** 0 - 31: auto 32 - 63: forced 64 - 95: down only 96 - 127: up only
MIDI CC# 59	**tone control**
MIDI CC# 62	**release time adjust**
MIDI CC# 113	**drop key switch mode ON / OFF** 0 - 63: ON 64 - 127: OFF
MIDI CC# 114	**target Play Key to customize** *This controller needs to be used with MIDI CC# 115 - 119. 0 - 31: Hold Key 1 32 - 63: Hold Key 2 64 - 95: Stop Key 1 96 - 127: Stop Key 2
MIDI CC# 115	**picking noise (Play Key)** *This controller needs to be used with MIDI CC# 114. 0 - 63: OFF 64 - 127: ON

MIDI CC# 116	**pick stop noise (Play Key)** *This controller needs to be used with MIDI CC# 114. 0 - 63: OFF 64 - 127: ON
MIDI CC# 117	**finger release noise (Play Key)** *This controller needs to be used with MIDI CC# 114. 0 - 63: OFF 64 - 127: ON
MIDI CC# 118	**bridge mute noise (Play Key)** *This controller needs to be used with MIDI CC# 114. 0 - 63: OFF 64 - 127: ON
MIDI CC# 119	**fret noise (Play Key)** *This controller needs to be used with MIDI CC# 114. 0 - 63: OFF 64 - 127: ON

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