# REPLIKA SOUND GUITAR LIBRARY: ACOUSTIC GUITAR STEEL STRINGS V6

# **FEATURE GUIDE**



## **TABLE OF CONTENTS**

Important (Requirements)	3
Library Size	3
Pack Contents	3
Main Interface	4
Articulation Key Switches	5
Articulation Descriptions	5
<b>Chord and Strumming Controls</b>	6
Quick Guide to Chord Playing	6
MIDI Control	7
Contextual Help	7
Chord List Bar Chords Open Chords	8 8 9
Effects Units Impulse Response Selection Menu	10 11
MIDI Setup	12
Group Purge Switches	12
Contact	12

## **IMPORTANT (REQUIREMENTS)**

Please note this instrument will NOT work on the free Kontakt 5 Player. It will time out after 10 minutes. You need to have a FULL version of Kontakt to use this instrument.

## **LIBRARY SIZE**

The library contains 3523 samples and takes up 1.61 GB on the Hard disk. The Kontakt instrument loads 383.33 MB into the RAM.

## **PACK CONTENTS**

Samples - Various Articulations

1 Kontakt 5.3 Instrument

19 MIDI files containing various Strum Patterns

1 MIDI files containing the Audio Demo Song

A User Manual

#### MAIN INTERFACE

Note: All the MIDI note names used refer to C3 as middle C.

This means: C3 is the MIDI note number 60. The Instrument Range is from D1 to E5.



- 1 Chord Name Window (Displays the name of the chord selected)
- 2 Chord Note Window (Displays the constituent notes of the selected chord)
- 3 Displays the Articulation Type currently selected (using the red Key Switches)
- 4 Bar Chord Button Switch this On to strum Bar chords
- 5 Open Chord Button Switch this On to strum Open chords
- 6 Power Chord Button Switch this On to strum Power chords (3 note chords)
- 7 Strum Speed Control Controls how fast each chord strum is.
- 8 Strum Emphasis Control Make lower or higher notes louder in each strum
- 9 Note Release Control Control length of each note Release (ADSR)
- 10 Tremelo Picking Control Switch on to access fast repeated note picking
- 11 Tremelo Picking Speed Control
- 12 Amount of Vibrato applied to a note
- 13 Speed of applied Vibrato
- Link Vibrato Amount and Speed to one control (Amount control will affect both dials)

#### **ARTICULATION KEY SWITCHES**

ARTICULATION	CULATION KEY SWITCH RANDOM ROBIN GROUPS		DYNAMIC LAYERS	
Sustain	C0	3	4	
Marcato	C#0	4	4	
Staccato	D0	5	4	
Hammer On	D#0	2	2	
Pull Off	E0	2	2	
Slide Up into Note	F0	1	1	
Slide Down after Note	F#0	1	1	
Fret Noise	G0	1	1	
Harmonics Natural	G#0	3	1	
Sul Ponticello	I Ponticello A0		2	
Percussive Hits	A#0	1	1	
SFX - Effects	В0	1	1	

#### **ARTICULATION DESCRIPTIONS**

**Sustain:** Long sustained notes with no vibrato.

Marcato: Short notes. Marked attack. Longer than Staccato.

**Staccato:** Short notes with sharp attack.

Hammer On: Note played by placing finger on the fret board. It is not plucked /

picked.

**Pull Off:** Note played by pulling the fretting finger away from the fret board. It is

not plucked / picked.

Slide-Up: Sliding up the fret board into the note. The volume of the Slide-Up

sample is controlled by the velocity of the Slide-Up Key Switch i.e.

Press F0 harder for louder Slide-Up samples.

Slide-Down: Sliding down the fret board after the note has been played. The volume

of the Slide-Down sample is controlled by the velocity of the Slide-Down Key Switch i.e. Press F#0 harder for louder Slide-Down samples.

Fret Noise: Squeaks and scrapes made by the natural movement of the fretting

hand around the fret board. Fast hand movements tend to make louder

fret noises.

**Harmonics Natural:** Harmonics played by placing the fretting finger at various "nodes" on

the string. Each note is not actually fretted. Chromatic Harmonics are provided here (Only possible on a real guitar with some clever

technique).

**Sul Ponticello :** Notes are plucked near the bridge giving a thinner nasal sound.

**Percussive Hits:** Percussive hits, knocks and thumps. **SFX – Effects:** Scrapes, slides, bumps and other noises.

## **CHORD AND STRUMMING CONTROLS**

When you switch a Chord Button On the Kontakt keyboard will change like this :-



- 1 Articulation Key Switches
- 2 Down Strummed Notes (Strum starts with lowest note of chord)
- 3 "Dead Strum" Notes (Muted Percussive Strums)
- 4 Up Strummed Notes (Strum starts with highest note of chord)
- 5 Not Used
- 6 Chord Selection Key Switches

## QUICK GUIDE TO CHORD PLAYING

Switch on a Chord Button (try Bar or Open first)

First select a Chord type (6)

Then play a Down Strum note (2) or an Up Strum note (4) – you will hear the chord strummed.

You can adjust the Speed and Emphasis of each chord using the appropriate controls.

Use the "Dead Strum" notes as percussive elements in your strum patterns.

You can overlap the Down and Up strum notes – each successive chord note (played or in your DAW) will fade out the chord note before it. The same applies to the Dead Strums.

## **MIDI CONTROL**

Each dial/switch can be controlled by external MIDI controllers. These can all be tailored to suit in the MIDI Setup Page.

CONTROL	INITIAL MIDI CHANNEL	MIDI RANGE (for DAW Automation)	
Strum Speed	16	0 - 127	
Emphasis	19	0 - 127	
Release	17	0 - 127	
Tremelo Speed	18	0 - 127	
Bar Chord On/Off	21	Under $65 = OFF$ . Over $64 = ON$	
Open Chord On/Off	22	Under $65 = OFF$ . Over $64 = ON$	
Power Chord On/Off	23	Under $65 = OFF$ . Over $64 = ON$	
Tremelo On/Off	24	Under $65 = OFF$ . Over $64 = ON$	
Vibrato Link	25	Under $65 = OFF$ . Over $64 = ON$	
Vibrato Amount	107	0 - 127	
Vibrato Speed	108	0 – 127	

MIDI CC 107 and 108 (Vibrato controls) are used internally so do not assign these MIDI CCs to any other parameter (see MIDI Setup page 17).

## **CONTEXTUAL HELP**

Clicking on Kontakt's Info button will reveal an Information Bar at the bottom of the player. Information can be displayed for each Dial/Switch on the GUI by hovering the mouse across each control.

## **CHORD LIST**

## **BAR CHORDS:**

## **OPEN CHORDS:**

CHORD	Key switch Note
Major	F5
Minor	F#5
7th	G5
Major 7	G#5
Minor 7	A5
Suspended 2nd	A#5

## 25 Common Open Chords featured in this Virtual Instrument :

<b>Root Note</b>	Major	Minor	7 <sup>th</sup>	Major 7th	Minor 7th	Sus 2
С	Υ	Υ	Υ	Υ	-	-
D	Υ	Υ	Υ	Υ	Υ	Υ
E	Υ	Υ	Υ	-	Υ	-
F	Υ	-	-	Υ	-	-
G	Υ	-	Υ	-	-	-
Α	Υ	Υ	Υ	Υ	Υ	Υ
В	-	-	Υ	-	-	-

"Y": Included

"-": Not Included

## **EFFECTS UNITS**



- 1 4 Band EQ
- 2 Compressor
- 3 Transient Master
- 4 Chorus
- 5 Delay
- 6 Convolution Reverb
- 7 Reverb Impulse Response Selection Menu

Simply click on the left hand switch of each unit to engage the effect. A Red LED indicates the unit is On. Use CTRL (PC) or CMD (MAC) click to reset each effect parameter back to its "zero" state.

## **IMPULSE RESPONSE SELECTION MENU:**

You can choose from several reverb Impulse Responses for the Convolution Reverb Unit :-

Ambience 1, 2, 3, 4, 5, 6

Plate 1, 2, 3, 4

Room 1, 2, 3, 4

Studio 1, 2

Club

Arena

Stadium

Hall

Cathedral

## **MIDI SETUP**



## **GROUP PURGE SWITCHES**

The series of switches below the MIDI Control Setup Panel allow you to load or unload each Articulation group from your computers RAM. If you find you do not need any particular Articulation you can unload it here and save some RAM.

## **CONTACT**

For further information, news and other libraries please visit www.replikasound.co.uk

© Replika Sound 2014