



Version 1.2

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Torch's user interface consists of three separate screens, accessed by the tabs located in the lower left.



Strum Sequencer

Here is where you'll find the controls for the automated strumming patterns. There are preset patterns as well as locations to create and store your own.

Think of this as your guitarist's right hand that holds the pick and makes up and down strokes.



The Fretboard (Main Screen)

Here you can choose between playing modes, choose from preset chords or create your own chords, and use the pickup select switch.

When using StrumMaker, this is your guitarist's left hand that presses the strings down to form chords.



Effects

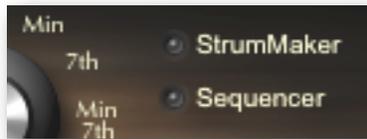
An effects 'rack' and an amp head with a speaker cabinet are available. There are 8 editable presets. The last one turns off all of the effects, so you can use your own processing if you like.



There are 3 modes for playing Torch:

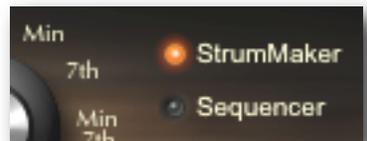
1. Playing with StrumMaker and the Strum Sequencer off.

Blue keys indicate playable multisamples:



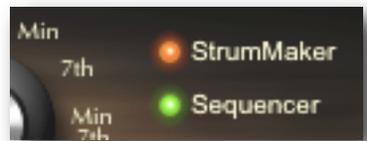
2. StrumMaker in 'live' mode, where you play the pattern yourself, alternating between downstrokes (single keys C1-B1) and upstrokes (single keys C2-B2).

Cyan keys indicate downstrokes and red upstrokes:



3. StrumMaker with the Strum Sequencer. Automated patterns trigger the chords you have selected. Patterns are triggered using keys C1-B1.

Green keys indicate sequence trigger notes. Note that the manual down and upstrokes are still available, but have move up 2 octaves:



Main Control Panel



1 The Variation Knob [active when StrumMaker button is on]
To access a particular chord, just press the corresponding key.
For instance, pressing C1 will cause “C” to be displayed, and the “Variation” knob will indicate the chord variation. If you turn the knob to “Dim”, the next time you press C1 you will hear a C diminished chord. This makes it easy to set the Fret Board for playing in different keys.

2 StrumMaker and Strum Sequencer on/off buttons
StrumMaker button automatically lights when the Sequencer button is turned on.

3 Looseness [active when StrumMaker button is on]
Slows down speed of the pick over the strings at lower velocities.

4 Copy Chord To: [active when StrumMaker button is on]
Copies the current chord to a user location for editing.

5 String Selection Menu [active when StrumMaker button is on]
Lets you choose which strings are active when creating your own chords.

6 Articulations
When playing without StrumMaker, you can choose from these articulations triggered at higher velocities [see Low Velocity slider above].

7 Mutes Button [works in all modes]
Turn on low velocity mutes. Great for aggressive playing, including metal ‘chunks’.

Main Control Panel extension

More/Less Button opens and closes extension panel.



8 Articulations Switch Velocity

This slider determines the low velocity of the Articulations.

For instance, as set above, 'Up Slides' will be triggered at velocities greater than or equal to 109.

9 Release Volume

Controls the volume of the release sounds..

10 Alternating Pick Rate (active when Strummaker is off)

This one's a little hard to explain. When playing Torch's sounds normally (without StrumMaker), the script will alternate between down-pick and up-pick samples with each keystroke. This slider determines the amount of time between keystrokes before 2 down-picks will be triggered consecutively. When this slider is all the way to the left, the down-pick samples will play every time. With the slider all the way to the right, the samples will alternate as long as a note hasn't been held for more than 5 seconds, in which case another down-pick will be triggered at the next keystroke.

11 Auto Vibrato button (active when Strummaker is off)

Good for solos. Of course, you can use the mod wheel for vibrato also.



12 Pickup Selector Switch (works in all modes)

This switch selects the pickup configuration, and is reflected in the LED above each pickup. There are 5 positions, starting from full left:

- 1. Bridge pickup (double coil humbucker)
- 2. Bridge and Middle pickups together.
- 3. Middle pickup (single coil).
- 4. Middle and Neck pickups together.
- 5. Neck pickup (single coil)

This switch really does switch from samples made (simultaneously) of each pickup, with the phase relationships between them preserved. You can even switch them as notes are playing! No noise reduction was used, so you can hear the hum from the single coil pickups on the tails of notes.

13 Tone Knob (works in all modes)

A low-pass filter to simulate the tone controls on an electric guitar.

14 Note Selection pull-down menus (active when StrumMaker button is on)

One for each string. Here you choose where your virtual fingers are placed on the frets. The first selection of each string is 'open', so you won't see a marker on the.....

15 Fretboard Display (active when StrumMaker button is on)

For display only. Choose your notes with the Note Selection pull-down menus (10). Sure, it would've been cool to be able to choose your notes right here on the display, but alas, it's not possible with current script language.

Creating Your Own Chords



1. Play the root note of your new chord on the keyboard, and then set the Variation knob to “User”. Or start with a preset chord and “Copy Chord To” whichever user location you like.
Each scale note has a “User” variation, so you can have a total of 12 custom chords at a time!

2. Choose the string configuration with the String Selection pull-down menu.

Select fretted notes using pull-down menus on the left, not on the display!

3. Select which fret your virtual finger will be playing by using the pull-down menus to the left (where the neck meets the body of the guitar). Remember that the first selection will always be the open string, so you won't see a white rectangle in that case. Continue on each string until you have your chord.
4. Now, whenever you hit that root note on the keyboard, you hear your new chord,
5. Remember to save your work.
If you are using Kontakt within a DAW, it should save your work with the project. Otherwise, just save the instrument under a new name.



So, let's say you need a D major, a D minor, a G major, and a G7 all available at one time!

1. Play a D note and set the variation to “Major”.
2. Select another note, preferably one you don't need for this song. For instance, play a D# note and set the variation to “User”.
3. Enter the notes for a D minor (or use the Copy Chord To function). Now, when you need that D minor chord, you access it by playing the D# key.
4. Do the same for the G and G7 or any other chords you need. However, if there is a key change in the song you might want to open up another Torch instrument on another midi channel and set it's chords to the new key.

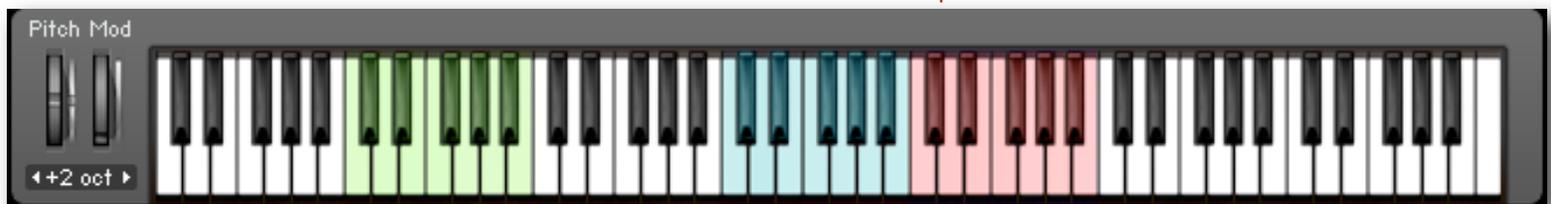
The Strum Sequencer



The Strum Sequencer is a simple sequencer for the creation of automated strumming patterns. There are several preset patterns, as well as 3 user memory locations in the "Strum Pattern" pull-down menu. The patterns are triggered by playing single notes on the keyboard from C1 to B1.

Pattern

Downstrokes Upstrokes

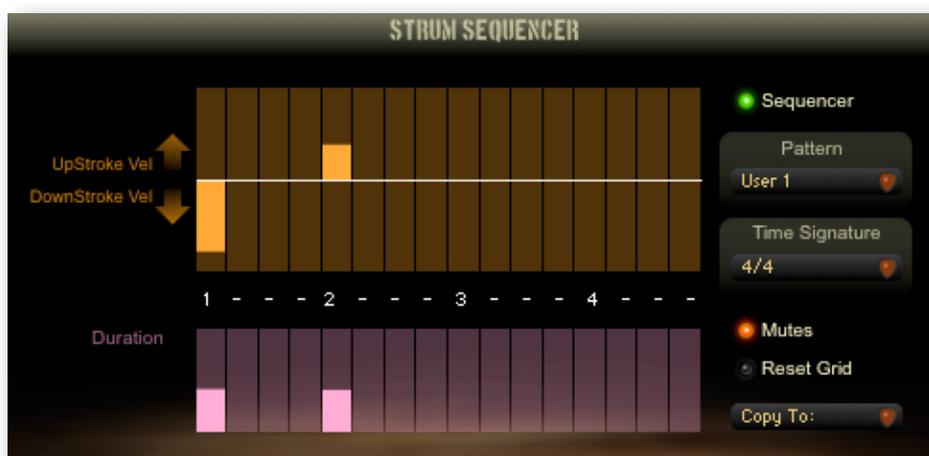


Individual down and up strokes are also available for stops and accents.

The green Sequencer LED must be lit for the sequencer to run.

The Mutes button is also available on this panel.

Creating Custom Patterns



The upper grid is bipolar and controls the velocity of each strum for each of the 16 available steps (you can vary the number of steps in the Time Signature pull-down menu). The center line is zero velocity. Dragging downward creates a downstroke and dragging upward creates an upstroke, with velocity increasing as you get farther from the center. Lower velocity settings will trigger mutes if the Mutes button is on. Above, you can see a full downstroke on beat 1, with an upstroke on beat 2. Since the Mutes button is on and the velocity is low, the upstroke on beat 2 will be muted.

The Counter (between the grids) follows the beat when the pattern is playing, and indicates the number of steps.

The lower grid controls the duration of the strums at each step. The higher the bar, the longer the note.

The buttons on the right:

Sequencer button

Just engages or disengages the sequencer.

Pattern menu

Choose from preset or user patterns

Time Signature menu

You guessed it- choose your time signature here.

Mutes button

Turns on the low-velocity mutes.

Reset Grid

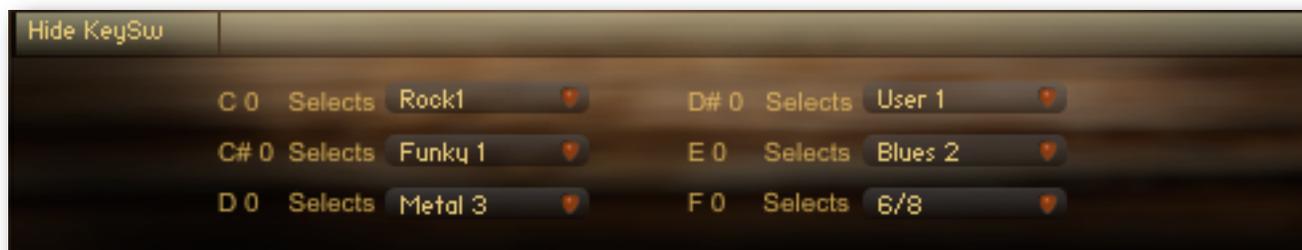
Resets the grid so you can start from scratch,

Copy To:

Copies the current pattern to one of 3 user locations.

Pattern Keyswitch controls:

Pressing the "Show KeySw button reveals this menu:



Keys C0 - F0 can be used to change patterns on the fly. Just press one of these keys before or during a pattern. Here you can choose which pattern each of the 6 key switch keys will trigger.

Effects



Preset Menu

You'll find this pull-down menu on the upper left . There are 8 presets, and you can edit them. There is no save button.

Whatever changes you make are permanent, so always save your instrument under a new name, so you'll always have the original version of your Torch presets.

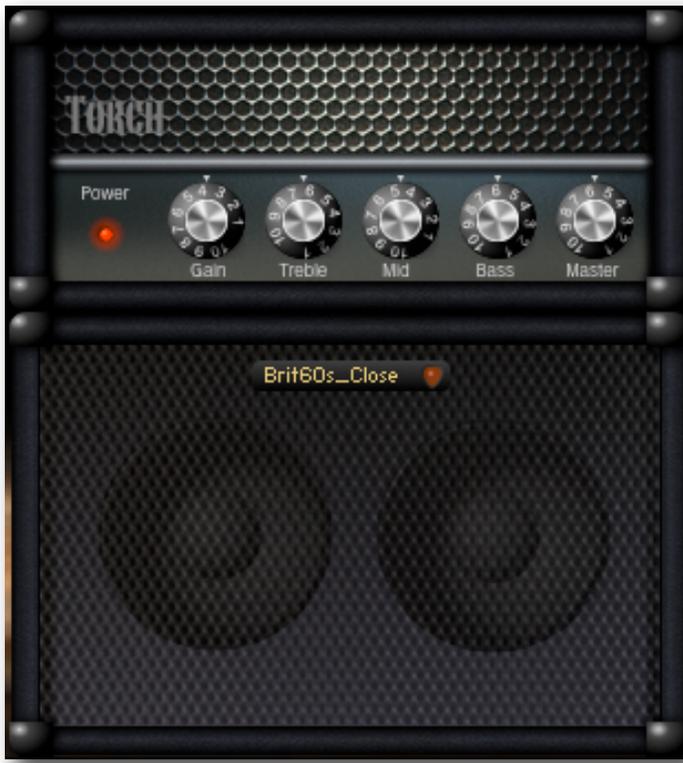


The Effects Rack

This is standard stuff, so we'll assume that you have a general idea of what these guys do.

The LED on the left of each unit turns it on and off. To bypass all effects turn off their LEDs. Or, the 8th preset in the Preset menu is "All Off".

If, at some point, you are not hearing any sound, it is likely that the output of one of these units is turned down.



Amp Head

The Power LED turns the amp on/off. Along with Bass, Mid, and Treble knobs, there is a Gain knob and a Master volume. To create overdrive, turn the Gain up and the Master down.

Speaker Cabinet

Choose from several speaker configurations.

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