

REPLIKA SOUND GUITAR LIBRARY : CHORUS GUITAR

FEATURE GUIDE

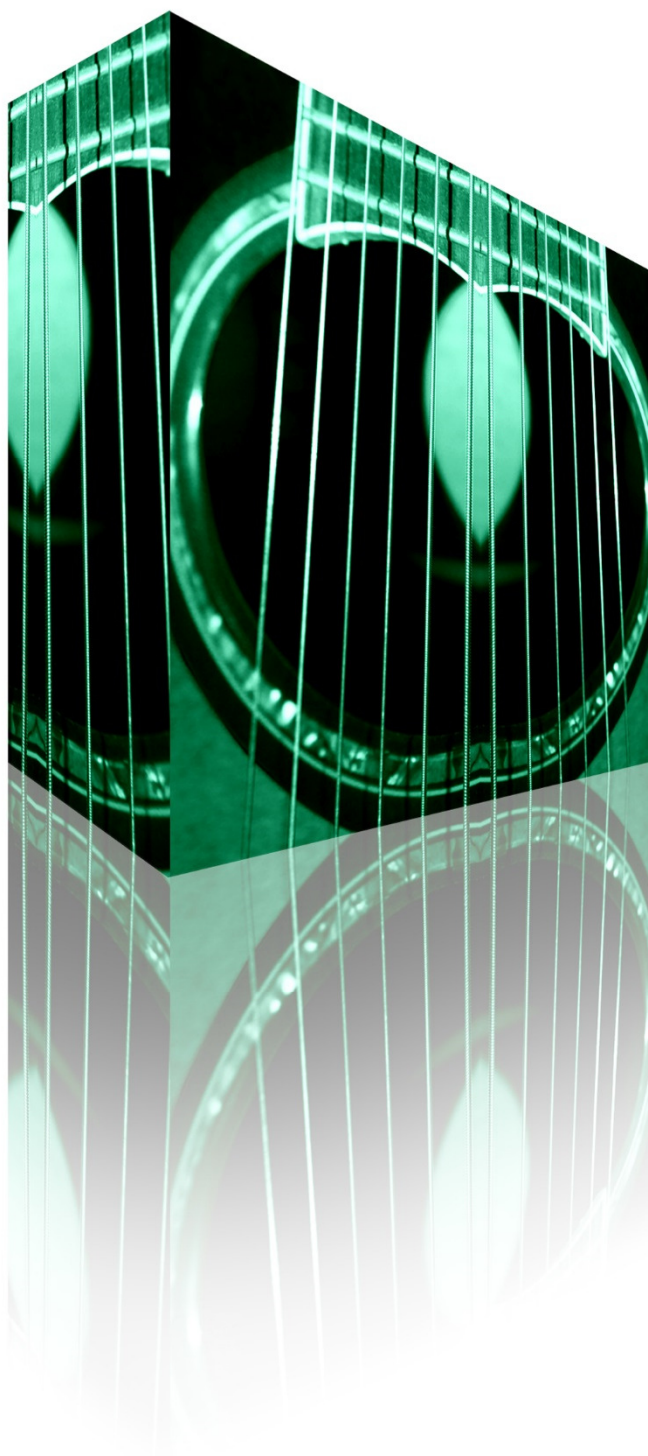


TABLE OF CONTENTS

Introduction	3
Important (Requirements)	3
MIDI Requirements	3
Pack Contents	3
Main Interface	4
Articulation Key Switches	5
Articulation Descriptions	5
Chord and Strumming Controls	6
Chord Switches	6
Strum Control	6
Release Control	6
Strum Direction Switch	6
Stereo Width Control	7
Tremelo Function	7
Vibrato Key	7
MIDI Control	7
Contextual Help	8
Use of the Slide Down Key (Key Switch F#0)	8
Chord List	9
Bar Chords	9
Open Chords	10
Effects Units	11
EQ – Compressor - Delay	12
Reverb	13
License Agreement	14
Contact	14

INTRODUCTION

This virtual instrument is made by combining two steel string guitars. It can provide a beautiful resonant wide stereo sound or a shimmering mono tone. No synthetic Chorus or Stereo-Width Effects are used; it is all naturally achieved.

It features true Random-Robin note alternation (in 5), key switched articulations, a special "Chord-mode" complete with strum speed control, direction and a choice of Bar chords, Open chords or Power chords. There is also a "Tremelo Picking" feature (with speed control), a Vibrato Key to provide a quick way of playing in vibrato on any articulation and a bank of 4 effects units (EQ, Compression, Delay and Reverb). All "Play" functions are fully controllable via MIDI. This instrument makes use of in-built Brightness Filters and Dynamic Envelopes which automatically respond to the velocity of each note played.

The library comes with two versions of the instrument - Fingered and Picked.

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.

MIDI REQUIREMENTS :

In order to get the best out of this instrument you will need some sort of external MIDI control device. There are 4 dials and 5 switches on the player interface all of which respond to MIDI commands. You can draw this information as required in your DAW but being able to play the MIDI control information in real-time will bring out the best in this instrument.

LIBRARY SIZE - The library contains 8230 samples and takes up 2.41 GB on the Hard disk. The Kontakt instrument loads 281.99 MB into the RAM for the full Fingered Guitar and 270.36 MB for the full Picked Guitar. There are "Lite" instruments included that use less RAM (only 172.58 MB for the Fingered Guitar and 161.28 MB for the Picked Guitar).

PACK CONTENTS

Samples - Various Articulations

5 x Kontakt 5 Instruments (2 Full Instruments Version 5.1, 2 "Lite" RAM Saving Versions and a Fret Noise Only Instrument)

This 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.



ARTICULATION KEY SWITCHES

These are on the left of the Kontakt keyboard in Red.

Legato Non Vibrato	C0	(Random Robin in 5; 3 for Lite version)
Marcato	C#0	(Random Robin in 5; 3 for Lite version)
Staccato	D0	(Random Robin in 5; 3 for Lite version)
Hammer On	D#0	(Random Robin in 2; 1 for Lite version)
Pull Off	E0	(Random Robin in 2; 1 for Lite version)
Slide Up into Note	F0	(1 Group)
Slide Down after Note	F#0	(1 Group)
Fret Noise	G0	(1 Group)
Harmonics Natural	G#0	(Random Robin in 3; 1 for Lite version)
Sul Ponticello	A0	(Random Robin in 3; 1 for Lite version)
SFX - Percussive	A#0	(1 Group)

ARTICULATION DESCRIPTIONS :

Legato Non Vibrato : 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.

SFX – Percussive : Percussive hits, knocks and thumps.

CHORD AND STRUMMING CONTROLS

CHORD SWITCHES :

RSGL 04 features a unique Chord Mode. This is enabled by clicking on any of the chord switches (marked Bar, Open and Power – all of which respond to MIDI commands. See "MIDI COMMANDS"). For both Bar Chords and Open Chords a section of the keyboard on the right (above the highest note of the instrument) will turn yellow to indicate the range of chords available. Each note will select a different chord, the name of which will be displayed in the Chord Name Window, along with the notes which make up the chord you are playing. To play a chord simply click on one of the Chord Mode switches, select a chord and play its root note on the keyboard. Each note of each chord played is selected using a true Random-Robin algorithm.

For example in a 5 note A Major chord played in the Legato articulation –

- 1 of 5 possible notes is selected for the A1 note
- 1 of 5 possible notes is selected for the next note (E2)
- 1 of 5 possible notes is selected for the next note (A2) and so on.

This leads to a much more human feel as each repeated strummed chord sounds different from those around it.

Bar chords are made when the guitar player uses his/her index finger to act as a "bar" across the fret board. These chords are the most flexible as many common shapes work up and down the entire range of the instrument. In total there are 30 Bar chord types available. They are listed (together with their corresponding piano keynote) in the "CHORDS LIST".

Open chords are named as such because they contain lots of unfretted strings and therefore have a more "open" and resonant sound. They generally work in only one position (around the lowest frets of the guitar) and not all root notes have the same types of chords available to them. The 25 most common Open chords are featured in this instrument (again listed in the "CHORDS LIST"). If a particular note does not have an Open chord associated with it only the note you have played will sound (i.e. only a single note will sound not a chord).

Power chords are 3 note chords made up of the root note (i.e. the key you play), a Fifth above and an Octave above. They are most often used in rock music styles and suit lots of heavy distortion.

STRUM CONTROL :

This dial will control how fast each chord is strummed. Turn clockwise for faster strumming; anti-clockwise to slow down the strum speed.

RELEASE CONTROL :

This dial will change the overall release of each note in the instrument. It is designed to help blend chords together when fast strumming is played / programmed.

STRUM DIRECTION SWITCH :

Use this switch to change the direction of strummed chords. The switch will display the current direction of strumming.

STEREO WIDTH CONTROL :

This dial allows control over the stereo width of the guitar. It acts by changing the panning of the Left and Right groups within the instrument. Click and turn – fully left gives a Mono sound; fully right is full wide Stereo.

TREMELO FUNCTION

This function allows any note in any articulation to be played in a fast picked repeated style. Each note is selected using the Random-Robin technique so each note in the tremelo picked sequence will be different thus avoiding the “machine-gun” effect. Turning the “Speed” dial (by clicking on it and dragging) will change the speed of the tremelo picking. This feature is primarily designed for Legato, Marcato or Staccato articulations but can provide some interesting sounds when applied to other articulations (like the SFX, especially when combined with the effects units available for this instrument).

VIBRATO KEY

It is useful to use the pitch bend wheel to simulate a player bending up a string (i.e. pitching up the string with his or her fingers). This is a common guitar technique, often used in solos. Small variations in pitch wheel position can be used to simulate vibrato. However, this instrument includes a "Vibrato Key". The note C1 on the keyboard, when pressed, will raise the pitch of a played note thereby allowing the user to "play" in vibrato (every time you press C1 the pitch will go up; every time you let go the pitch will drop back down). This can be used to punch in quick vibrato completely freely. The amount of pitch bend increases with C1 note velocity (i.e. hard key presses will result in more pitch bend).

MIDI CONTROL

Each dial/switch on the main “Play” interface can be controlled by external MIDI controllers (in fact this is recommended as a more intuitive way of using this instrument). Here is the list of parameters and their corresponding MID channels and ranges.

CONTROL	MIDI CHANNEL	RANGE
Strum Speed	16	0 - 127
Release	17	0 – 127
Stereo Width	19	0 - 127
Tremelo Speed	18	0 - 127
Bar Chord On/Off	86	Off <= 64. On > 64
Open Chord On/Off	87	Off <= 64. On > 64
Power Chord On/Off	88	Off <= 64. On > 64
Strum Direction	89	Strum Down (Off) <= 64. Strum Upwards (On) > 64
Tremelo On/Off	90	Off <= 64. On > 64

CONTEXTUAL HELP

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

USE OF THE SLIDE DOWN KEY (KEY SWITCH F#0) - This key switch behaves differently than the others. Pressing this key switch will cut off any existing note(s) and play a sample (at the preceding note's pitch) of the note being "slid" downward in pitch. This sound is commonly heard at the end of songs or during solos where the player slides his/her hand down the fret board in between notes or to finish off a chord.

CHORD LIST

BAR CHORDS :

<i>CHORD</i>	<i>Number of Strings Used</i>	<i>Key switch Note</i>
Major	6	F5
Minor	6	F#5
7th	6	G5
Major 7	6	G#5
Minor 7	6	A5
Suspended 2nd	5	A#5
Suspended 4th	6	B5
7th Suspended 4th	6	C6
6th	5	C#6
Minor 6	5	D6
6 Add 9	6	D#6
9th	5	E6
Major 9	6	F6
Minor 9	5	F#6
Add 9	5	G6
11th	5	G#6
Major 11	5	A6
Minor 11	6	A#6
13th	5	B6
Major 13	6	C7
Minor 13	6	C#7
13 Flat 9	5	D7
Diminished	5	D#7
Diminished 7th	5	E7
Augmented	5	F7
7 Sharp 9	6	F#7
7 Flat 9	6	G7
Major minor 7th	6	G#7
Major 7 flat 5	6	A7
Major 7 Sharp 5	5	A#7

OPEN CHORDS :

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

25 Common Open Chords are featured in this Virtual Instrument :

Root Note	Major	Minor	7th	Major 7th	Minor 7 th	Sus 2
C	Y	Y	Y	Y	-	-
D	Y	Y	Y	Y	Y	Y
E	Y	Y	Y	-	Y	-
F	Y	-	-	Y	-	-
G	Y	-	Y	-	-	-
A	Y	Y	Y	Y	Y	Y
B	-	-	Y	-	-	-

EFFECTS UNITS



This instrument makes use of Kontakt's built in effects. These have been tailored and arranged specifically for the instrument. They are chained linearly in this order (i.e. one feeds into the next) :-

EQ - Compression - Delay - Reverb

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.

EQ :

4 Band Equalization comprised of 2 shelves and 2 bell EQs.

Low Shelf EQ : Set at 283Hz

Low Mid "Bell" EQ : Set at 500Hz with a broad Q of 1.6

High Mid "Bell" EQ : Set at 3.4KHz with a broad Q of 2.0

High Shelf EQ : Set at 5.5KHz

All markings on the unit are in dB. Range is from -12dB to +12dB.

COMPRESSOR :

A 4:1 ratio compressor.

Threshold : -16dB to +20dB

Attack : Attack time in milliseconds. Range is from 0.1ms to 30ms.

Release : Release time in milliseconds. Range is from 100ms to 1600ms. Turning the dial fully clockwise (i.e. fully to the right) will set the release time to Auto (follows the musical programme).

Makeup Gain : Range is from -3dB to +8dB

DELAY :

Level : This is the "Wet" level. Turn this up to hear the delay sound. Range is from $-\infty$ dB to +3dB.

Time : This is the delay time in milliseconds. Range is from 30ms to 1000ms (1 sec)

Feedback : Range is from 3 to 90. 3 gives only one short, almost imperceptible, repeat. 90 results in a long echo tail.

HF Damping : Controls the attenuation of the high frequencies of each echo. 0 results in no high frequency damping. 100 results in lots of high frequency damping (i.e. a warmer sounding echo).

Width : Turning this up will result in a wider echo sound. Each echo will be panned alternatively left and then right. At 100 the result is wide left and right echoes - the classic "ping-pong" effect.

REVERB :

This does not have an On/Off switch like the others. It is on all the time - use the level control to add how much is heard. The default setting is 0 (i.e. not heard.)

This unit contains two custom designed convolution reverbs.

The switch to the right will select between a 2.73 sec plate reverb and a 5.87 sec Hall reverb.

Use the controls to set parameters for each reverb. Each reverb type is independent. As you switch between the two different types you will see the knobs change positions to reflect the different settings for each reverb.

Level : This is the "Wet" level i.e. the volume of the reverb effect. Range is from $-\infty$ dB to +3dB

Predelay : This is the length of the short delay between the dry signal and the reverb effect in milliseconds. Range is 0.1ms to 200ms.

Hi Pass : Adjusts the cutoff frequency below which the signals frequency content will be attenuated. Range is from 50Hz to 2KHz.

Low Pass : Adjusts the cutoff frequency above which the signals frequency content will be attenuated. Range is from 2KHz to 20KHz.

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