soundprops

# User Guide

## GUITAR SERIES

smart script engine

Virtual Instrument For Full Kontakt Version 5.5.0 or higher




**Direct LP** is our recreation of a solid mahogany body electric guitar, usually with a carved top cap of maple that provides a warm tone and ample sustain.
This model includes two humbacking pickups controlled by a 3-way selector switch, 2 volume and 2 tone controls.
Our Virtual Instrument provides all 3 pickup positions. Volume and Tone controls for all the pickup positions.
Humbacker pickups produce a higher output signal, and also give the tone a mellow quality with less treble frequencies.
They have been used in many genres, including rock, country, pop, soul, rhythm and blues, blues, jazz, reggae, punk, and heavy metal.




**Feature list**

Guitar Pickup selector switch
Guitar Volume and Tone pots
Articulation matrix fully customizable
Keyswitches and momentary keyswitches
Solo mode
Power Chords mode
Chord recognition mode
Direct chords mode
Chord recognition
Actual guitar chords
Chord variations
Strumming and repetition keys
Strum speed control
Arpeggio keys
Legato transitions
Extended round robin system
12 string guitar emulation
Volume control for articulations, FX, and noises
Dynamics control
Pith bend range controls
Special FX; Feedback morph, harmonics morph, and vibrato
MIDI automatable controls

**Articulation list**

Sustained notes
Legato transitions
Palm mutes
X-Mutes
Slide up
Slide down
Slap
Harmonics
Pinch harmonics
Tapping
Sustained notes with a metal slider
Slide up with a metal slider.Fast and slow
Slide down with a metal slider
Release noises
Fret buzz
Tremolo bar FX
Feedback
Pick noises

The instrument was chromatically sampled note by note up to 6 velocity layers.
Sampled in 24bit 44.100Hz

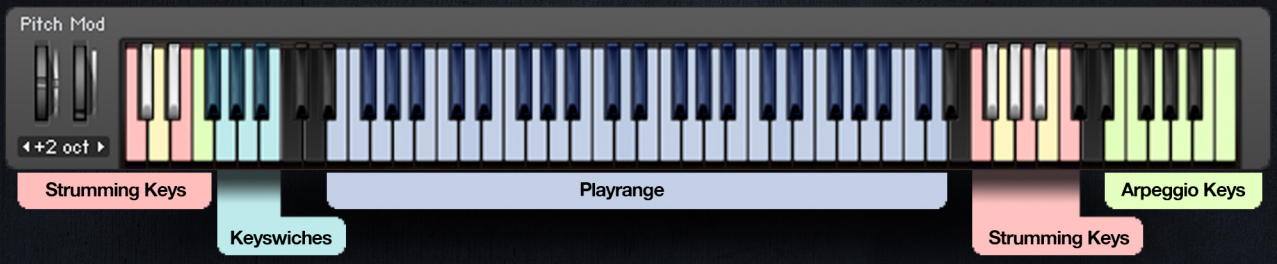
**Playrange (Blue):**
The blue keys represent the actual playrange of the instrument.
This is where you play the melodies and chords.

**Keyswitches:**
This instrument contains several articulations.
By pressing a keyswitch you can change the articulation configuration of the instrument.

**Regular keyswitches (Cyan):**
Once you have pressed a regular keyswitch, it will remain active until you press another keyswitch.

**Momentary keyswitches (Dark cyan):**
As long as you hold the the key, the keyswitch will remain active.
Once you release the key, the last pressed keyswitch will be activated.

**Active Keyswitch (Green):**
When you press a keyswitch it will become green in the virtual keyboard so you can see which one is active any time.







**Strumming keys:**
The strumming keys will behave different depending on wheter you are in Solo mode or in Chord Recognition mode.
In Solo mode, when you press a strumming key, the last played notes will be repeated.
In Chord recog mode, when you press a strumming key, the last detected chord will be played.

**Strumming down keys (Pink):**
When you press this key, the last detected chord or notes will be played.
Starting from the lowest pitch note to the highest pitch note.

**Strumming up keys (Yellow):**
When you press this key, the last detected chord or notes will be played.
Starting from the highest pitch note to the lowest pitch note.

**X-Mute keys (White):**
When you press this key, the last detected chord or notes will be played using the x mute articulation.

**Arpeggio keys (Green):**
When you set the instrument to Chord Recognition or Direct Chords mode, and you play a chord in the playrange (blue keys) ,the arpeggio keys will give you access to the individual notes of the detected chord.

**Fretboard position keys (Yellow):**
When you set the instrument to Chord Recognition or Direct Chords mode, and you play a chord in the playrange (blue keys) ,the fretboard position keys will give you access to different variations of the detected chord.

**Modes:**
You can select different operation modes from the drop-down menu.




**Solo mode:**
This is the standard operation mode. You use the playrange (blue keys) to play the melodies and the instrument will remember the notes you have played then you can use the strumming keys to play repetitions of the last played notes.

**Chord recognition:**
In this mode the instrument will detect the chords you play and it will transform the chords into actual guitar chords. You use the playrange to create chords and the strumming keys to strum the chords.




**Direct chords:**
In this mode the instrument will detect the chords you play on your keyboard and it will transform the chords into actual guitar chords. Use the playrange to play the chords and the strumming keys to repeat the chords.

**Power chords:**
Power chords are chords consisting of the root note and the fifth plus the the root note one octave higher. In this mode, every note you play on your keyboard will be interpreted as the root note and then transformed into guitar power chords. Use the playrange to play the chords and the strumming keys to repeat the chords.




**Tip;**
*In order to change mode on the fly, you can assign the mode slider to a MIDI CC of your choice, for instance the sustain pedal.*




**Articulation matrix:**
Every keyswitch is fully configurable , so you can easily customize the instrument to your needs by selecting the set of articulations you want to use in every keyswitch.

**Hi Velocity menu:**
A dropdown menu from you can choose which articulation will be triggered when you play high velocity notes.




**Mid Velocity menu:**
A dropdown menu from you can choose which articulation will be triggered when you play mid velocity notes.

**Low Velocity menu:**
A dropdown menu from you can choose which articulation will be triggered when you play low velocity notes.




**Hi Velocity:**
You can adjust the threshold at which a note will be considered a high velocity note.




**Low Velocity:**
You can adjust the threshold at which a note will be considered a low velocity note.

**Tip;**
*In order to assign articulations to a momentary keyswitch, you must keep pressed the momentary keyswitch while selecting the desired articulation. Once the articulation has been selected, you can release the momentary keyswitch.*




**Legato on:**
Activates/deactivates the Legato transitions for the legato notes.

**eRR:**
Activates/deactivates the extended round robin system to avoid the machine gun effect.

**12st:**
Activates/deactivates the 12 string guitar simulation




**Articulation volume:**
You can adjust the volume level of every articulation.
Select first an articulation from the drop-down menu and then move the volume slider to adjust the level of the selected articulation




**Dynamics:**
You can adjust the volume difference between high velocity and low velocity notes.




**Pitch Bend Down/Up:**,
We designed a special pitch bend curve for our guitars, which has two main functionalities.

Pitch bending, and Micro bending.
The central area of the pitch bend wheel, has a lesser impact in the pitch of the played notes than the top, or the bottom area has. This allows the player, to create micro bendings, adding Character and expression to the played notes. You can think of it as a sort of vibrato control.

On the other hand, The closer you move the pitch bend wheel to the top, or bottom, the greater the pitch change will be. You can also adjust the amount of pitch bending, Up or Down, independently.




**Special FX menu:**
There's several FX you can choose from the drop-down menu.
Vibrato, Harmonics morphing, and Feedback morphing.

**FX Slider:**
Move the FX slider or the Mod wheel in your keyboard to control the FX amount.




**Volume Control:**
You can adjust the guitar's volume output.

**Tone Control:**
You can adjust the guitar's tone.

**PickUp Selector:**
You can select any of the pickup combinations




**Tip;**
*The most important controls of our instrument such as; Volume pot, Tone Pot, PickUp Switch, Strum time, Operation mode … are MIDI automatable.*
*In order to assign a MIDI CC to one of the guitar controls, all you have to do is right-click over the desired control, then a popup window which says "Learn MIDI CC Automation" will appear. Click on it, and finally, move a MIDI CC of your choice. Done.*

**Developer´s note.**

Because we wanted to capture most of the instrument's authentic feel, we had to virtually sample all the techniques and articulations used by the guitar players.

In addition, we also captured other elements such as fret buzzing, release notes, pick attacks, squeaks and some noises produced when an electric guitar is being played.

Thanks to our detailed, and smart scripts, you'll find all the available options arranged in a very intuitive, and elegant user interface.
One of our innovative features is the FX-morph system, which combines the tones of regular articulations with harmonic sustained notes and feedback notes, specially recorded for this particular application.

This new level of expression, unseen in other virtual instruments of the kind, allows the player to virtually replicate the tone changes produced by the guitarists when they change the pick angle and position, or the feedback effects achieved when the player gets close to the amplifier.

One of the features that most influences the tone of an electric guitar, is the type of pickups they have installed, and the layout of the electrical circuit attached to them.

In the process of capturing the sounds produced by such a complex instrument as an electric guitar, one of our must desired features was the possibility of choosing any of the available pickup combinations each particular guitar offers.

Wiring the pickups directly to a mixing console, does not produce the same sound as passing the signal through the entire electrical circuit.
So, in order to capture the authentic sound of the pickups, we decided to relay on a combination of sampling, and modeling.

Analyzing the sonic characteristics of the different pickups and associated circuits, allowed us to obtain a spectrum snapshot of each pickup or pickup combination.
By means of state of the art filtering methods, we can bring to you, all the tonal changes and possible pickup combinations.

We even captured the guitar's wood resonance, since we believe it also contributes to the authentic tone of the instrument.

The development process and tweaking, required more than three years of hard work, and we believe that all our passion and attention to detail, resulted in a very expressive instrument, of great playability and realism.

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