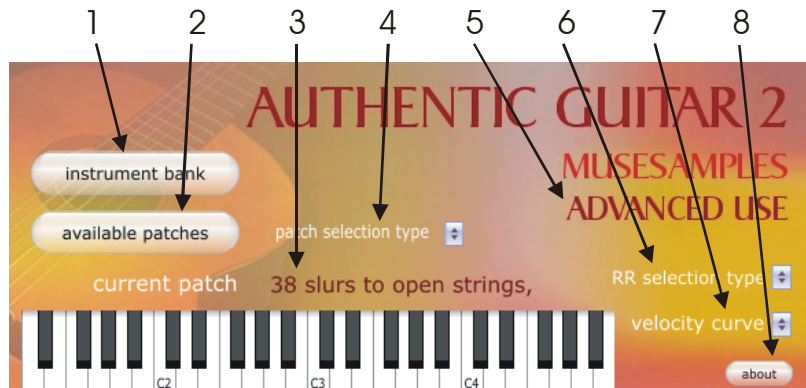


MANUAL AUTHENTIC GUITAR 2 LITE VERSION

INTERFACE



1. **Instrument bank:** the *collection of patches*. There are four banks: **Basic patches**, **Advanced use**, **Strokes & rasgueados** and **Left hand & right hand sounds**. Click on this button to change banks.
2. Available **patches**: Click on this button and a list of available patches will appear.
3. **Current patch:** here you always can see which patch is activated.
4. **Patch selection type:** here you can choose between several options for changing patches. By default *CC1* is activated. Choose *Program Change* if you prefer this. Please note that the *note option* is only available in two instrument banks: Basic patches and Advanced use. *Manually* is recommended if you want a quick exploration of sounds.
5. **Current instrument bank.**
6. Change your **Round Robin type** here: 3 options: Round Robin, Random Robin, Total Random. Do not use the '**stack**' option, unless for sounddesign work.
7. Change **velocity curves** here: 3 options: normal, weak or strong.
8. The **About** box: here you can see the Player version and a watermark: your serial number.

Patch changes (SEE UNDER 3 IN THE INTERFACE) can be realized in different ways:

CC1 Modwheel (1-87), this is the default setting.

Prog Program number (1-87).

NN (notes) Keyswitch (not between 38 and 88 because this would interfere with sounding notes). Only in Basic patches and Advanced use! Note numbers are indicated.

Manually

NOTES

1. Please note that when *controller CC1* or *Program* (change) is selected you will see the patch under *Current*, **but it will not be activated!** Since **CC1 is the default value** you might think that the plugin isn't working properly: it will return to your last CC1 value setting. Select *manually* or *note* (see under 3) if you want to have it activated directly from the list though.
2. Please note that the **Patch selection type** will have to be set **each time** you change of instrument.
3. Use the '**always**' option only for sounddesign work: all patches will sound together.

OVERVIEW OF PATCHES



CC1	Prog	NN	patch	range	Vel	RR
0	0	0	basic patches normal sound espressivo molto espressivo first position -without nail - non vibrato first position -with nail - non vibrato	D2 B5	4	4
5	5	5	dolce/tasto	D2 B5	1	2
6	6	6	metallico/ponticello	D2 B4	1	2
7	7	7	detaché picado/staccatissimo (short)	D2 B5	2	2
9	9	9	slurs up: hammering	F2 B5	1	2
10	10	10	slurs down: pulling easy espressivo (pitched on target note) portamento up 2 on nylon strings portamento up fast 4 on nylon strings portamento up 8 on nylon strings portamento up 2 on nylon strings portamento up fast 4 on nylon strings portamento up 8 on nylon strings portamento up slow 4 on nylon strings portamento up slow 4 on nylon strings portamento down 4 on nylon strings portamento up 2 on bass strings portamento up 4 on bass strings portamento up 2 on bass strings portamento up 4 on bass strings portamento up 8 on bass strings	E2 B5	1	1
25	25	25	slides other basic techniques trill minor 2/ half tone, looped trill major 2/ whole tone, looped	F2 G5	1	1
28	28	28	normal pizzicato	D2 B5	1	3
29	29	29	harmonics natural XII harmonics artificial full range		1	3



CC1	Prog	NN	patch	range	Vel	RR
			advanced use (A & B)			
			open strings			
31	31	31	open strings normal sound		1	2
			open strings dolce			
			open strings metallico			
			6=D, 6=Eb, 6=F, 5=G, 5=Ab normal			
			6=D, 6=Eb, 6=F, 5=G, 5=Ab dolce			
			6=D, 6=Eb, 6=F, 5=G, 5=Ab metallico			
			6=D, 6=Eb, 6=F, 5=G, 5=Ab harmonics XII VII V			
			slurs down to open strings			
			6 open strings simultaneously normal & harmonics XII VII V IX			
			specials			
			vertical vibrato * (as used in jazz, pop, flamenco)			
			harmonics natural IX			
			harmonics artificial XII			
			harmonics artificial XIX			
			harmonics ad lib on bass strings			
			FX			
			crossed strings IX X XI XII			
			crossed strings IX X XI XII looped			
			bending up down fast			
			bending up down slow			
			tambora full range			
			tambora with nail, only on e			
			snap pizzicato (Bartok pizzicato)			
			detuning down open strings E & A; open & harmonics			
			other techniques			
			special flamenco thumb sound			
54	54	105	soft tremolando on e & b; only e string, looped E4		1	1
			soft tremolando on e & b; minor 3, looped		1	1
			soft tremolando on e & b; major 3, looped		1	1
			tools			
57	57	108	special FX + taps+ golpe on golpeador		1	1
			placing string noise LH left part of string			
			resonating harmonics on E A d			
60	60	111	gliss up 2 on nylon strings (pitched as start note)	G#3	1	1
61	61	112	gliss up 4 on nylon strings (pitched as start note)	F#3	1	1
62	62	113	gliss up 8 on nylon strings (pitched as start note)	A3	1	1
63	63	114	gliss up 2 on bass strings (pitched as start note)	D#2	1	1
64	64	115	gliss up 4 on bass strings (pitched as start note)	D#2	1	1
65	65	116	gliss up 8 on bass strings (pitched as start note)	F2	1	1
			gliss down nylon (pitched as start note)			
			natural harmonics			
67	67	118	harmonics natural VII		1	2
			harmonics natural V			
			tools			
			string noise short & medium length			



CC1 Prog	NN	patch	range	Vel	RR
		strokes & rasgueados *			
		punteado down on one string, full range			
		punteado up on one string, full range			
72	72	minor 3 on be	C#4	E5	1 3
73	73	major 3 on be	C4	E5	1 3
74	74	perfect fourth on be	B3	E5	1 3
		C on gbe up down			
		A on gbe up down			
		Am on gbe up down			
		E on gbe up down			
		Em on gbe up down			
		flamenco	low	high	
		rasgueado on gbe: A			
		rasgueado on gbe: Am			
		rasgueado on dgbe: E			
		rasgueado on dgbe: Em			
		rasgueado on dgbe: E7			
		chord damped after attack: major			
		chord damped after attack: minor			
		chord damped after attack: seventh			



CC3		patch			
		Left and right hand sounds			
		<i>right hand contact sound (fingers damping the strings after attack)</i>			
		off			
		on			
		<i>string noise left hand (squeezes)</i>			
<40		no string noise			
41	<80	string noise: release triggered			1 1
81	<127	string noise			1 1

PATCH DETAILS

0 normal sound

Above the highest note (B5) you will find five string squeeze sounds in release mode (C5-E5). This is a lite version of the string noise section. For some people this may be sufficient. You can use the toggle on-off button in the GUI. There is a special GUI as you can see, that differs a little from all other instrument banks. See the appendix.

9 slurs up: hammering

This patch concerns the note that is produced by the hammering movement of the finger, not the RH attacked first note.

10 slurs down: pulling

See hereabove (9)

57 special FX + taps+ golpe on golpeador

See herebelow in a special chapter

72-74 strokes

Upstrokes are applied one octave above the root note of the downstroke.

string noise left hand (squeezes)

This is a patch that can make your mockup's more real, because of the frequency of squeezes in the performance of many players. Very talented classical players however are trained to avoid this phenomenon as much as possible. So the choice is up to you! Please note the correct CC3 values.

BONUS

Included in your purchase is also a special IR wave file. You could load this into a convolution reverb plugin to get some more body sound: you will have more "Pepe Romero" in this case in your recordings. Ideal for close mic simulation.

SPECIAL FX

E2	6th string beside fretboard low *
F2	6th string beside fretboard med *
F#2	chasquido effect
G2	chasquido effect
G#2	golpe on wood 1
A2	golpe on wood 2
A#2	tremolo hit string LH and RH1 on fretboard between frets XII and XIX **
B2	tremolo hit string LH and RH2 on fretboard between frets XII and XIX **
C3	tremolo hit string LH and RH3 on fretboard between frets XII and XIX **
C#3	tremolo hit string LH and RH4 on fretboard between frets XII and XIX **
D3	golpe on wood_side 1
D#3	golpe on wood_side 2
E3	golpe on wood_side 3
F3	hit all strings against fretboard
F#3	hit all strings against fretboard 2
G3	hit low E-string against fretboard
G#3	with finger 1 on L bridge 6 to 1
A3	hit strings LH high, with damped strings RH 1
A#3	hit strings LH high, with damped strings RH 2
B3	hit strings LH high, with damped strings RH 3
C4	hit strings LH high, with damped strings RH 4
C#4	hit strings LH med, with damped strings RH 1
D4	hit strings LH med, with damped strings RH 2
D#4	hit strings LH med, with damped strings RH 3
E4	hit strings LH med, with damped strings RH 4
F4	hit strings LH med, with damped strings RH 5
F#4	hit strings LH med, with damped strings RH 6
G4	hit strings LH with damped strings RH 1
G#4	hit strings LH with damped strings RH 2
A4	hit strings LH with damped strings RH 3
A#4	rasgueado damped LH
B4	nail on bridge R1
C5	nail on bridge R2
C#5	nail on wood 1
D5	nail on wood 2
D#5	nail on wood 3
E5	with nail on R bridge 1 to 6
F5	with nail on R bridge 6 to 1
F#5	scraping 6 very slow
G5	scraping 6 slow
G#5	scraping 6 fast