

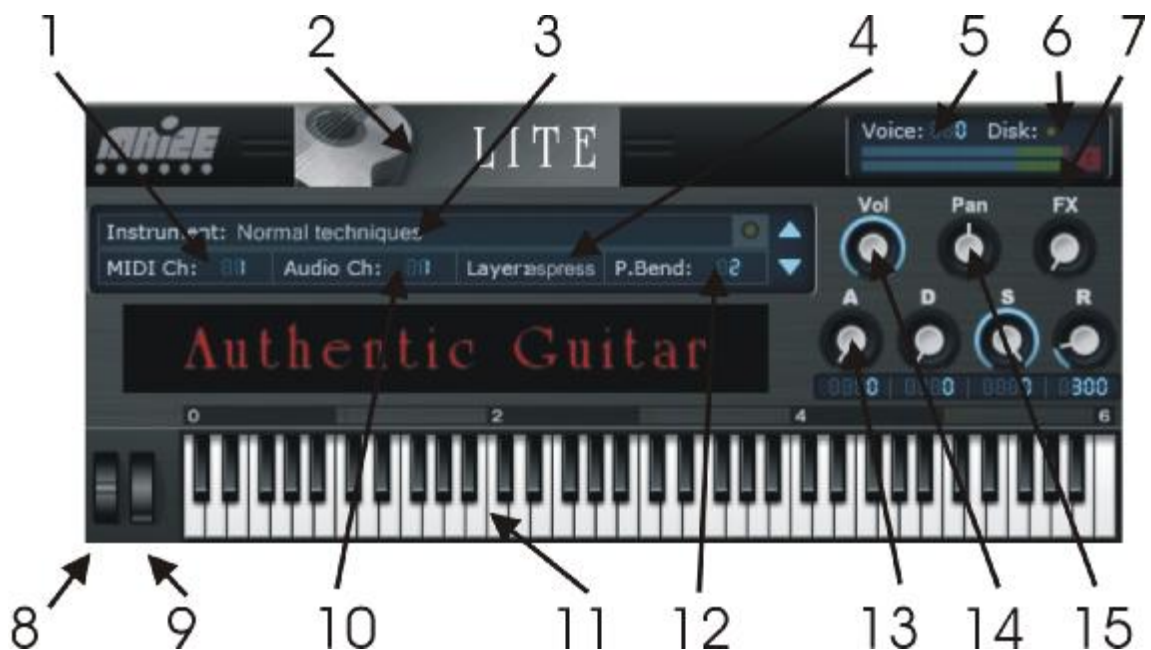
MANUAL AUTHENTIC GUITAR LITE VSTi

All instruments here are included of course in the Standard and/or World version as well, with the same instruments, layers/patches on the same place. Only some channel correction afterwards will do if you decide to upgrade.

Please note, that MIDI channel and instrument choice will have to match!

Changing patches within one instrument can be done by keyswitching or changing the CC1 (Modwheel).

INTERFACE OF THE PLUGIN



1. Midi channel, this can be altered, but be sure not to double channels, unless you want specific and moreover uncommon results
2. Version of the plugin: this can be Standard, World, Basic or Lite
3. **Instrument:** actually more a *collection of patches*, channel related, contains a maximum of 12 patches (here called 'layers'). Click on of the two blue arrows right of the middle to open another instrument. Don't forget to change your channel settings e.g. on your controller also in this case.
4. 'Layers': actually the **patches** (so don't confuse it with *velocity layers*), they can be accessed by keyswitching or modwheel (CC1) settings, see the detailed overview of instruments here below. Just left click on this item to open this menu
5. Numbers of voices involved
6. Disk streaming activity indicator
7. FX: the reverb has been disabled to reduce the CPU load. Most users will have their own reverb plugin(s) anyway themselves
8. Pitchwheel: if activated you can use it for slight intonation changes if you want. For a normal glissando you can use all kind of patches. For 'open strings' for example pitchbend has been disabled. The number 1 means: one semitone.
9. Modwheel: as alternative for patch change via keyswitching, within one instrument (see: 3)
10. Audio channel outputs

11. Keyboard, please note that octave number settings may be different than in your sequencer. C1 on this keyboard has midi note number 24. Actual notes are not yet visible in this version yet. Don't worry: you'll hear what you can expect, *usual* range: from D1 up to B4 according this keyboard.
12. Pitchbend: number of semitones
13. ADSR: here you change attack, decay, sustain and release settings. Moreover the release parameter has influence on the degree of legato. We advice to leave settings as they are.
14. Volume
15. Panning

INSTRUMENTS & PATCHES

CC1: Modwheel setting - Key: C1 to B1 (Midi note numbers: 24-35) – patch - range



		Instrument/channel 1 (Pitchbend enabled)	Note number	
CC1	Key	normal techniques lite string release noise* (C#5-D#5)	low	high
1-10	C1	normal sound - 4 velocity layers: strong	D2	B5
54-63	F1	dolce tasto *	D2	B5
64-74	F#1	metallico ponticello *	D2	B4
75-85	G1	slurs up: hammering	F2	B5
86-95	G#1	slurs down: pulling	E2	B5
96-106	A1	staccato (short) * 2 velocity layers	D2	B5



		Instrument/channel 2 (Pitchbend enabled)	low	high
CC1	Key	open strings, pizzicato & slides lite		
1-10	C1	open strings normal sound		
11-21	C#1	harmonics natural XII		
22-31	D1	harmonics natural VII		
44-53	E1	6=D open & harmonics	see below	
86-95	G#1	normal pizzicato	D2	B5
107-117	A#1	slides	F2	A#5

E1	6=D open & harmonics	3 vel	normal	dolce	metallico	harmonics
		C#2	D2	D#2	E2	D3/A3/D4



Instrument/channel 3			low	high
CC1	Key	FX lite		
1-10	C1	FX basics (see below)		
11-21	C#1	minor 3 on be	C#4	E5
22-31	D1	major 3 on be	C4	E5
32-43	D#1	perfect fourth on be	B3	E5
75-85	G1	release string noise short	C3	D#4

FX lite:

- golpe on wood 1 & 2
- golpe on wood_side 1,2 & 3
- hit all strings against fretboard
- hit strings LH high (part of in full version)
- hit strings LH med (part of in full version)
- hit strings LH (part of in full version)
- nail on bridge (part of in full version)
- nail on wood 1
- with finger 1 on L bridge 6 to 1
- with nail on R bridge 1 to 6



Instrument/channel 4			low	high
CC1	Key	Mixed lite		
1-10	C1	soft tremolando on e & b; only e string	E4	B5
11-21	C#1	soft tremolando on e & b; only e string, looped	E4	B5
64-74	F#1	gliss up 2 on nylon strings (pitched as start note)	G#3	F#5
75-85	G1	gliss up 4 on nylon strings (pitched as start note)	F#3	F#5
86-95	G#1	gliss up 8 on nylon strings (pitched as start note)	A3	B4
96-106	A1	gliss up 2 on bass strings (pitched as start note)	D#2	E4
107-117	A#1	gliss up 4 on bass strings (pitched as start note)	D#2	F#4
118-127	B1	gliss up 8 on bass strings (pitched as start note)	F2	G#3