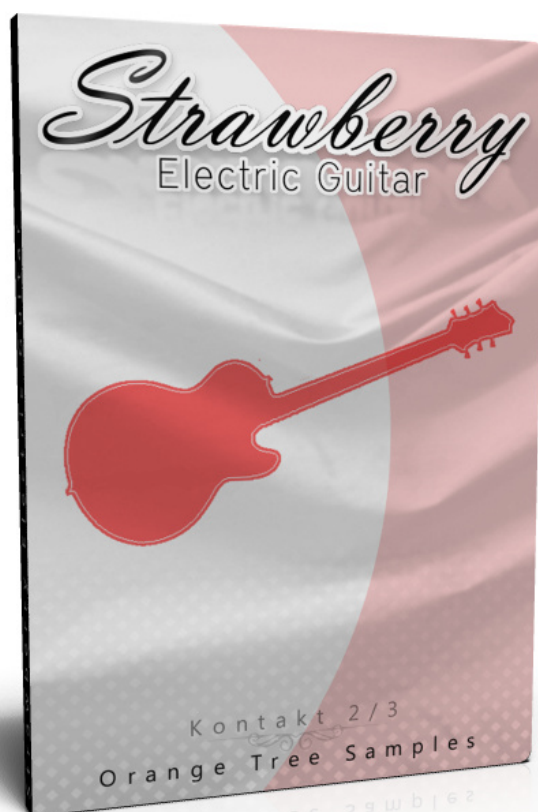


# Strawberry Electric Guitar

## User's Guide



## Orange Tree Samples

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# Introduction

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Thank you for purchasing the Strawberry Electric Guitar sample library! The Strawberry Electric Guitar library features over 1.5 gigabytes of 24-bit electric guitar samples, powered by Kontakt's extensive scripting engine.

This guitar library aims to provide you with versatility in terms of tone and articulations. The library was designed with ease of use in mind. Having a wide range of controls, the sound and playability are all adjustable.

The guitar sampled for this library has a body made of tropical Mahogany wood, giving it a powerful and warm sound. The top and neck is crafted out of North American Hard Rock Maple, which provides a crisp tone. The fretboard is made of a custom composite wood (which gives it a tone very similar to that of ebony) that is designed to eliminate any "hot spots" or other unevenness in tone. The bridge and nut are both specially designed to give the guitar maximum sustain. The alnico pickups are optimized for a fat, vintage tone. The strings used are special coated steel strings (11s), known not only for their long life, but also their bright tone and punch, which is characteristic of non-coated strings.

# Installation

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## ➔ Download files

After purchasing Strawberry Electric Guitar, you will immediately receive an email with four download links. The download has been split into these four parts to make downloading more convenient.

The first one, named “StrawberryElectricGuitar.rar”, contains the central files for Strawberry Electric Guitar. These include files such as the NKI Kontakt patch, PDF manual, and of course this installation guide.

The remaining three RAR archives contain the samples. If there is any problem extracting these archives, insure that the file sizes of these RARs are as following:

StrawberrySamples.part1.rar -- 300,000,000 bytes (286 MB)

StrawberrySamples.part2.rar -- 300,000,000 bytes (286 MB)

StrawberrySamples.part3.rar – 102,032,395 bytes (97.3 MB)

## ➔ Extract RAR files

To install Strawberry Electric Guitar, simply unRAR all the archives into the same folder. When extracting multi-part RAR files, only the first part needs to be extracted, since it extracts files from all the archives.

## ➔ Load in Kontakt

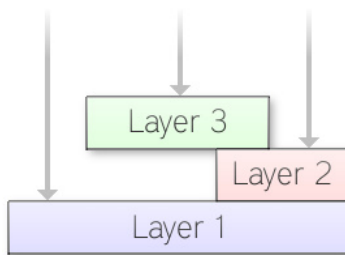
Finally, load the NKI patch (named “Strawberry Electric Guitar.nki”) in Kontakt 2/3.

# The Layer System

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Strawberry Electric Guitar features a new, fully customizable mapping system based on layers.

For each layer you can specify the conditions needed to select it. When a MIDI note meets these conditions, the layer is selected and all enabled preferences are used. Layers with higher numbers have priority, where the first layers are used only when none others meet the conditions. The very first layer, numbered “0”, is used by default when no other layers meet the criteria. In this way layers can be built on top of each other, to define greater mapping detail.



Conditions include:

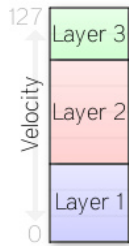
- Pitch range
- Velocity range
- Controller range
- Keyswitch

Layers can control every element from the articulation and fretting position to more detailed controls such as the legato threshold. All the parameters within the “performance” section of the interface can be controlled.

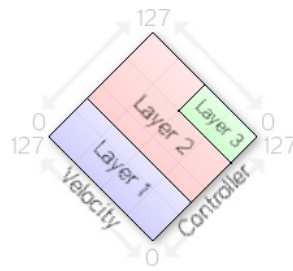
Using this layer-based system, you can create multi-dimensional mappings, directing exactly how you want Strawberry Electric Guitar to perform.

Traditionally, mapping works in a two-dimensional manner. For example, articulations are divided by velocity. Using layers, there can be more than one dimension in mapping—as many dimensions as conditions.

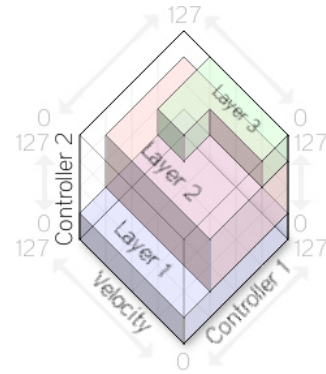
One-dimensional:



Two-dimensional:



Three-dimensional:



The next chapter explains how to set up conditions for layers.

# Interface: Mapping

---

As explained in the previous chapter, layers first define a set of conditions that need to be met, set in the “mapping” section.

## ➔ By Note

This condition limits the layer to a range of notes.

## ➔ By Velocity

You can create velocity layers by using this condition.

## ➔ By Controller

Set this condition to make a layer respond to a controller range. You can access the pitch bend as a MIDI controller by using the controller number “128”. Unless you are using Kontakt 3, you can also access aftertouch by using controller number “129”.

## ➔ Keyswitch

To the right of the layer selection knob is a control to create a keyswitch for the current layer. These custom keyswitches operate in a non-latching manner, meaning that the condition is only met while the key is currently pressed.

# Interface: Performance

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After setting conditions for a layer, you can adjust which parameters are affected. The first click on a control first highlights it, bringing up a label with the control's full title as well as a button that lets you turn on/off whether the control is changed by the layer. After a control is highlighted, its value can be changed.

The first layer, "Layer 0", acts as the default layer in case no other layers meet the required conditions. This is why the values for each control is "always on" in layer 0.

Here are details about the available controls:

## ➔ Articulation



### **SELECT**

*Selects the current articulation.*

*(Normal Sustain, Hard Sustain, Strike, Half Palm Mute, Palm Mute, Mute, Squeal, Pinch Harmonic)*

Each layer can be assigned its own articulation. This control is used for setting up velocity layers which determine the articulation or controllers which can select the current articulations.

## ➔ Fretting



### **THRESHOLD**

*Adjusts the threshold for legato interpretation.*

*(Off, 1/32nd, 1/16th, 1/8th, Always)*

This sets whether notes are interpreted as being played legato or simultaneous based on how close time-wise they are from each other.



### **POSITION**

*Selects the fretting position.*

*(0 – 16)*

This sets where notes are fretted on the guitar. Chords and strumming usually have a low fretting position, while leads are played higher up on the neck.



### **RANGE**

*Sets the legato range.*

*(Off, m2, M2, m3, M3, P4, Always)*

This control sets how far the legato articulations reach. Bear in mind that if the range is set too low, and the note played is not found on any other strings, it will not sound.



### **USE OPEN**

*Sets the preference of open strings.*  
(Off, On)

Open strings are immediately accessible from any fretting position. However, some guitarists purposefully avoid using open strings when playing lead, for example.

## ➔ Picking



### **STYLE**

*Selects the picking style.*  
(Alternate, Economy, 8th Notes, 16th Notes, Downstroke Only, Upstroke Only)

This changes the style in which the pick direction is selected.



### **STRING**

*Sets which string(s) to use.*  
(Automatic, MIDI Guitar, E String, A String, D String, G String, B String, High E String)

Each layer can be assigned its own articulation. This control is used for setting up velocity layers which determine the articulation or controllers which can select the current articulations.



### **LOCK**

*Locks string selection*  
(Off, On)

When the string selection is locked, it makes it so that while holding down a note, all other notes will be played on the same string.

## ➔ Pitch Bend



### **RANGE +**

*Adjusts the positive pitch bend range.*  
(Off, m2, M2, m3, M3, P4)

The pitch bend can have separate ranges for positive and negative values of the pitch wheel. This adjusts the positive range.



### **RANGE -**

*Adjusts the negative pitch bend range.*  
(Off, m2, M2, m3, M3, P4)

The pitch bend can have separate ranges for positive and negative values of the pitch wheel. This adjusts the negative range.



### **MODE**

*Selects which notes the pitch bend affects.*  
(Normal, Latest, First, Highest, Lowest)

The pitch bend can affect individual notes rather than affecting all currently-played notes as standard.



### **LOCK**

*Locks the pitch bend to the currently playing notes.*  
(Off, On)

The pitch bend lock control changes whether or not the pitch bend mode is updated on releasing a note.

## **➔ Vibrato**



### **SPEED**

*Sets the vibrato speed.*  
(0 – 100%)

This control changes how fast vibrato is.



### **DEPTH**

*Sets the vibrato depth.*  
(0 – 100%)

This controls the depth of the vibrato.

# Interface: Controllers

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## **Strum Mode**

The strum mode acts similarly to the way a sustain pedal usually works. When you play a note, it is sustained as long as the strum mode is enabled. However, all the features such as legato, fretting, and slides still apply.

## **Slide Mode**

While the slide mode is enabled, slides are used instead of the standard legato articulations such as hammer-ons and pull-offs.

## **Whammy**

This controls the whammy bar, which is used to create drastic pitch-bending effects. The whammy bar flutter effect is automatically added to the mapping as the note directly above the highest note on the guitar.

## **Vibrato**

This controls the amount of vibrato used on notes. The notes which are affected by vibrato are the same as those defined by the pitch bend mode.

# Interface: Tuning

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## **E, A, D, G, B, E2**

Each of these controls adjusts the tuning of individual strings, relative to the standard tuning. Negative amounts indicate lowering the pitch by semitones, while positive amounts raise the pitch. Alternative tunings not only affect the tone of the guitar, but also the range.

## **Tuning Presets**

This list includes both common and rare alternative tunings.

# Interface: Tone

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## **Pickup**

This control selects different pickup settings, between the bridge, neck, and bridge+neck pickup combination.

## **Double Track**

When enabled, this makes it so that whatever you play is doubled by two guitars rather than played by one. This is a useful effect for thickening powerchords or chordal passages.

## **Width**

Adjusts the stereo width of the double tracking. At 100%, one guitar will be panned completely to the left and the other completely to the right. This separates the two guitars so that they can be processed separately.

## **Fret vol.**

This control changes the volume of the fret noises which occur when notes are released and the fretting hand returns to its default position as defined by the current layer. When set at 0%, the fret noises are disabled.

# Contact

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We'd love to hear from you! If you have any questions, comments, or suggestions for the improvement of our products, please do not hesitate to contact us.

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