

Strawberry Extended Electric Guitar

User's Guide



Orange Tree Samples

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Table of Contents

Introduction	3
Installation	4
The Layer System	5
Interface: Mapping	7
By Note	7
By Velocity	7
By Controller.....	7
Keyswitch	7
Interface: Performance.....	8
Articulation.....	8
Fretting	8
Picking	9
Pitch Bend	10
Vibrato.....	10
Resonance	11
Interface: Controllers.....	12
Interface: Tuning.....	13
Interface: Tone.....	14
Contact.....	15

Introduction

Thank you for purchasing the Strawberry Extended Electric Guitar sample library! The Strawberry Extended Electric Guitar library features over 2.4 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

→ Download files

After purchasing Strawberry Extended 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 “StrawberryExtendedElectricGuitar.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:

StrawberryExtendedSamples.part1.rar -- 400,000,000 bytes (381 MB)

StrawberryExtendedSamples.part2.rar -- 400,000,000 bytes (381 MB)

StrawberryExtendedSamples.part3.rar – 382,507,731 bytes (364 MB)

→ Extract RAR files

To install Strawberry Extended 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.

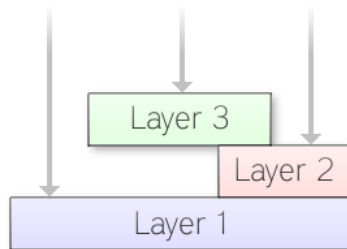
→ Load in Kontakt

Finally, load the NKI patch in Kontakt. The patch filename will indicate which version of Kontakt is appropriate. The patches in the root directory are “blank” patches, useful if you want to create a performance patch from scratch. Included in the “presets” directory are instantly playable performance mappings.

The Layer System

Strawberry Extended 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:

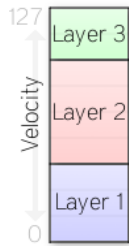
- Pitch range
- Velocity range
- Controller range
- Keyswitch

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.

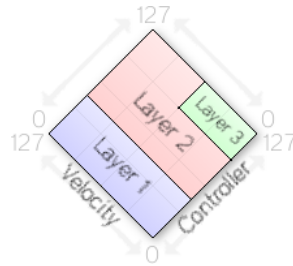
Using this layer-based system, you can create multi-dimensional mappings, directing exactly how you want Strawberry Extended Electric Guitar to perform.

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.

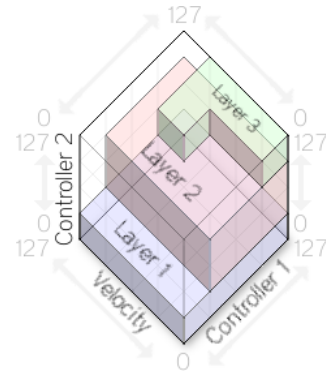
One-dimensional:



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

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



SUSTAIN

Selects the current articulation.

(Soft Sustain, Sustain, Hard Sustain, Strike, Half Palm Mute, Palm Mute, Mute, Squeal, Pinch Harmonic, Effects, Trill m2, Trill M2, Trill m3, Aggressive Squeal, Tapping, Blues Strum, Blues Muted, Natural 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.



RELEASE

Selects the current release sample.

(Normal, Hard Release, Half Muted, Soft Mute, Slide Mute, Palm Mute, Pick Mute, Open Release, None)

This control selects which release sample to use in conjunction with the sustain sample.



PRE-ROLL

Enables or disables the pre-roll sample.

(Off, On)

Using this control, the pre-roll can be enabled or disabled. The pre-roll sample is the noise of the pick scraping against the string right before plucking it.

➔ 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.

➔ Resonance



AMOUNT

Sets the amount of resonance.
(0 – 100%)

This control determines the overall volume of sympathetic resonance between the strings.



MUTING

Sets the speed that any resonance is muted.
(0 – 100%)

This adjusts how fast any sustaining resonance is muted after a note is released.

Interface: Controllers

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

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

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

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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