



LYRICAL DIRECT

USER MANUAL



DESCRIPTION

Lyrical Distortion is proud to present **Lyrical Direct**, a 1994 PRS Custom 22 electric guitar, recorded direct via Countryman Type 85 Active Direct Box, Great River ME-1NV, Apogee Rosetta and programmed in Kontakt 2.2.4 to be easily played from any MIDI controller (88 keys recommended) or sequencer through an amp or amp simulator.

Lyrical Direct is produced by Aaron Dirk and Stephanie Pray. Scripting by Günter "The Grey" Hirscher.

Lyrical Direct represents a unique sounding instrument, sampled with incredible depth and playability. For **Lyrical Direct** we sampled four variations of every note for every articulation, utilizing random cycling for authentic swift repetitive lines. The patches include single note picking, single note hammer-on's, performed power-chords (I and V) and more. Also, all patches are available as performed palm-mutes as well as non-muted. The range of possibilities with **Lyrical Direct** is like that of no other sampled guitar library currently available.

PLAYING TECHNIQUES

Lyrical Direct presents single notes and performed power-chords played in the following techniques:

- picked
- palm-muted
- hammer-on/pull off

When picked the notes are not muted and can sustain for some time before naturally decaying.

When palm-muted the single notes are picked while part of your hand is applying pressure to the string. This mutes the sustain of each note and the natural decay happens much quicker. When the palm-mute is applied, the resulting sound is heavier than when not muted.

When hammering the single notes, you pick one note and then move your finger to a new fret. This movement to a new fret creates a unique legato attack. This is called a 'hammer-on' attack. The attacks on these patches are not as hard as they are when picked; this playing technique is often utilized for soloing or performing swift lines.

The best use of the 'hammer-on' patch is in conjunction with the single note sustains. The first note of a legato line should be from the picked patch and the following notes should be from the hammer-on patch.

The above also applies to the performed power-chords (I and V). Keep in mind that four variations of each note were recorded and programmed to replicate a natural performance.

INCLUDED ARTICULATIONS

Single

Pick

Pick up

Hammer on

Pull off

Vibrato

Vibrato heavy

Palm

Palm up

Palm hammer on

Palm pull off

Staccato

Palm staccato

Pinch harmonic

Pinch harmonic vibrato

Artificial harmonic 1-6 positions

Dig 1-4 positions

Slid up

Slid down

Palm slid up

Palm slid down

Fret slide up

Fret slide up vibrato

Muted note

Muted note up

Finger noise release

Finger release

Slide down release

Staccato release

Assorted fx

Power

Power

Power up

Power vibrato

Power staccato

Power hammer on

Power palm

Power palm up

Power palm staccato

Power palm hammer on

Power palm pull off

Power pinch harmonic

Power palm slid down

Power palm slid up

Power pull off

Power slid down

Power slid up

Sus2

Sus4

Muted strings

Muted strings up

Power slide down release

Power finger noise release

Power finger release

Power staccato release

Pick Attack

Pick attack metal

Pick attack metal up

Pick attack x heavy

Pick attack x heavy up

Pick attack heavy

Pick attack heavy up

Pick attack medium

Pick attack medium up

Pick attack thin

Pick attack thin up

Pick attack nylon

Pick attack nylon up

Pick attack stubby

Pick attack stubby up

Pick attack Doritos

Pick attack Doritos up

SETUP

1994 PRS Custom 22

Black cherry

Quilted maple "10" top

One piece mahogany neck and back

Wide fat neck 1 11/16"

Rosewood fingerboard with bird inlays

25 inch scale with 22 frets

Dragon pickups

GHS Guitar Boomer Strings 010, 013, 017, 026, 036, 046, 053

Countryman Type 85 Active Direct Box

Great River ME-1 NV microphone pre amp

Apogee Rosetta 24bit A/D converter

Direct un-processed 24bit 44.1 samples

LDi Speaker IR (from the same amp/cab used with LD)

Mesa Boogie Rectifier cab with Celestion Vintage 30 Classic Series 12" Speakers

SM-57 mic

-straight

-angled

The power of
LYRICAL DISTORTION
at your fingertips



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About

Combining different playing techniques (articulations) is one of the keys to achieve realistic results with sample libraries. As a trade off, the more articulations, the more difficult the handling will be. LYRICAL DISTORTION (LD) offers several different articulations and comes with a lot of different patches. For more details please read the user manual.

The KONTAKT2 multi for **LYRICAL DISTORTION (LD)** described in this document has been created to make it faster and easier to access the these articulations and combine them by using the script feature of **KONTAKT2**.

Please read the following pages to get the most out of the additional features.

I would like to thank Aaron Dirk for his support and inspiration. In addition, I thank Nils Liberg for providing his excellent KONTAKT script editor to the scripting community.

Have fun
Günter Hirscher

Vienna, May 2006

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Features

- Easy access to all articulations of LD
- Everything on one midi channel
- Different instruments for
 - LEAD
 - CHORD, with auto adjustment of note volumes
 - RIFF, a pattern sequencer or auto key switch
- Auto functions
 - Auto alternate (up- and down strokes)
 - Auto legato (switch between pick, hammer and pull off)
- Performance functions:
 - Key switches for articulations
 - Trill
 - Slide / Fade
 - Extended power chords
 - Mono / Stereo
 - Switch between round robin or random cycling

Technical notes

This multi has been developed on PC platform using:

WINDOWS XP SP2
KONTAKT 2.1
CUBASE 3.1.1.

You will need a keyboard with 88 keys to access all the control keys / functions.

During development I have received information that the synchronization of the RIFF script to the tempo of the host does not work correctly with SONAR.

Concept

SHIZIT 2 is a KONTAKT 2.1 multi which includes 5 instruments with a total of 6 scripts.



is the main performance instrument. It is limited to 1 voice and contains the SHIZIT 2 script.



is fully polyphonic and contains an extended version of the SHIZIT 2 script which allows auto adjustment of note volumes.

Both instruments give you access to all of the articulations of LD. The reason for separating these two instruments was to allow you to assign them to different outputs with different effect settings. You can switch between these two instruments either with a key-switch or with the sustain pedal.



contains a script with a 64 x 8 step pattern sequencer. The patterns run in sync with the tempo set in KONTAKT or a host sequencer.

FINGER NOISE and **RELEASE NOISE** is what it says. I kept them separate to allow you to adjust the volume. Both instruments can be activated / deactivated with a key-switch. Release noise will only sound if you release the last note played.

The features and functions of the various scripts are described in the next section.

All instruments are set to the same midi channel. Adjust the midi channel according to your setup.

Note: All of the instruments should be set to the same midi channel. Otherwise you risk that the scripts (which are linked to each other) get out of sync. The same goes for muting. Do not mute one of the instruments or bypass scripts because they will go out of sync.

You may however choose to set the instruments to different midi channels (i.e. in a sequencer environment).

Buttons are used in the user interface of the scripts to indicate the state of the different functions.



A key on your keyboard (see page control keys) is assigned to most of these buttons and the function can only be activated or deactivated with this key. I.e. clicking with the mouse on the SOLO button will have no effect.

The LEAD instrument

Concept

- This is the main performance instrument and gives you instant access to all articulations of LD.
- EVERYTHING IS ON ONE MIDI CHANNEL.
- The lead instrument is limited to 1 voice.
- The lead instrument is activated when SOLO is on.

In addition, there are some auto-functions and performance keys which extend the possibilities:



Lead instrument, SHIZIT2 menu

Click here to activate the Slide menu



These are the control keys on the keyboard. You can find a larger picture at the end of the document.

Auto functions

Auto alternate

- Auto switch between up/down strokes wherever possible. You can override auto alternate with the “down only” or “up only” key

Auto Legato

- Auto switch between Pick / Hammer / Pull off if notes **are played legato**. Can be switched on / off with the LEGATO key

Key switches

The concept of “force keys”

- Many sample libraries work with key switches to switch between different articulations. Usually such a key switch is active until you press another key switch. The keys which select different articulations in this program work different:
 - If a “force key” is held down the auto legato function is disabled and you will only hear the selected sound
 - As soon as you release the “force key” and
 - the legato functions is enabled
 - the “force keys” are not locked (see lock all)
the script will switch back to the default status
 - Example: You are playing with the default settings (auto alternation, auto legato) but for some notes you want only the palm sounds. Simply hold the palm key while playing these notes and then release this key and you will be back into default mode without pressing another key.
 - **You can change the “force keys” to act like standard key switches if you like. See “Lock all” below.**
 - The keys for the following articulations are defined as “force keys”:

Pick	Power
Hammer	Sus2
Pull off	Sus4
Palm	Muted
Palm power	FX
Staccato	

- Most of the articulations can be accessed with a single key, some need 2 keys:






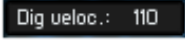


Key switches for articulations









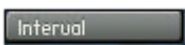


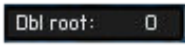
Articulation	Keys													
	Pick	Hammer	Pull off	Palm	Power	Palm Power	Staccato	Muted	Sus2	Sus4	Fx	Velocity	down *	Up *
Pick dn	x												x	
Pick up	x													x
Hammer		x												
Pull off			x											
Palm dn				x									x	
Palm up				x										x
Palm hammer		x		x										
Powerch dn					x								x	
Powerch up					x									x
Powerch hammer		x		x										
Palm powerch dn						x							x	
Palm powerch up						x								x
Palm powerch hammer		x			x									
Staccato							x							
Palm staccato				x			x							
Power staccato					x		x							
Palm power staccato						x	x							
Muted notes dn								x					x	
Muted notes up									x					x
Muted str dn						x		x					x	
Muted str up						x		x						x
Sus2									x					
Sus4										x				
Dig **												x		
Fx											x			

- * down
- * up

If non of these keys is activated the script will automatically alternate between up and down

Other buttons / functions

Button/ field	Status/ Range	Description
	ON	Bypass LEAD and CHORD and activates the RIFF instrument. See RIFF for more details.
	OFF	The RIFF instrument is deactivated and you can switch between LEAD and CHORD.
	ON	If "SOLO" is on (and RIFF is off) the LEAD instrument is active. Polyphony is limited to 1 note. Use the sustain pedal to "tie" sounds for more realistic results. You can use the sustain pedal to switch between LEAD and CHORD instrument: <ul style="list-style-type: none"> - Switch off solo - Sustain pedal off = Chord - Sustain pedal on = Lead
	OFF	If "SOLO" is off (and RIFF is off) the LEAD instrument is deactivated and the CHORD instrument is active.
	ON	Auto switch between Pick / Hammer / Pull off if notes are played legato.
	OFF	If legato is off and no other articulation is selected the pick sound is selected as default.
	ON	Stereo output
	OFF	Mono output
	ON	Switch between Round Robin / Random Cycling. For more realistic results, LD comes with up to 8 different samples per note. This eliminates the so called "machine gun effect" you would have if you repeat the same note. To save memory this patch uses 4 different samples per note. Round Robin and Random Cycling are two different methods to select these different samples. Round Robin Groups are selected in a sequential order (1,2,3,4,1,2,...)
	OFF	Random Cycle Groups are selected on a random base. In opposite to the standard KONTAKT feature, the script makes sure that the same group is not repeated.
	1-127	The DIG sounds are accessed through velocity. Adjust the velocity to your need with this field.
	ON OFF	Simulates a slide from note A to note B (see slide menu for more details).
	ON OFF	Simulates a volume fade in, just as if you would play with the volume knob on your guitar (see slide menu for more details).

	ON OFF	This key is used in combination with TRILL / SLIDE or FADE.
	ON OFF	This function can be used for : ❖ Trills ❖ Tapping (sounds best with hammer or pull of sound) ❖ Fast repetitions (Aaron, can you beat that?) If you press the TRILL key, the first note (if no note was played) or the current note will be captured and repeated on release. You can mix TRILL with legato mode. For fast repetitions hold the RETRIGGER key in addition and the last played note will be repeated.
	ON OFF	Overrides the default auto alternation. Only down strokes will be used.
	ON OFF	Overrides the default auto alternation. Only up strokes will be used (if possible, not all articulations do have up strokes).
		Shows ❖ The articulation currently played ❖ The sample group ❖ The number of notes played (in CHORD instrument)
	1 - 12	Here you can adjust the range for the pitch bend wheel.
	ON OFF	If activated all the keys will act like standard key-switches.
	ON OFF	Switches finger noise and release noise on / off.
		This button displays the currently played auto interval (3 rd to 8 th).
	0 - -20 dB -3.00	This knob let you adjust the volume of the second note in the auto intervals.
	0 – 100 ms 0.30	Her you can adjust the delay of the second note in the auto intervals.
	-1/+1 0	You can double the root note of the auto intervals (+1 / -1 octave).

SLIDE menu









The slide menu allows you to adjust the settings for the slide / fade function.



Lead instrument, SLIDE menu

Click here to go back to the SHIZIT2 menu

Button/ field	Status/ Range	Description
	ON OFF	Lit when SLIDE is activated. ❖ SLIDE works with sustained notes only (Pick, Hammer, Pull off, Power, Power hammer, Sus2, Sus4). ❖ When a SLIDE is played with PICK selected, HAMMER sounds will be used for upward slides and or PULL OFF sounds for downward slides. ❖ You can use the HAMMER or PULL OFF key to override this automatic selection. ❖ If SLIDE and FADE are activated at the same time the first note will be skipped. This allows you to start with a slide without having a pick note before.
	ON OFF	Lit when FADE is activated. (Otherwise same as above)
	ON OFF	If the RETRIGGER key is held down with the SLIDE key the first note will be retriggered. You can define the decay time of the first note with the PICK DECAY knob.
	ON OFF	In Preset mode the interval for the slide is defined by the STEP knob.
	ON OFF	In Auto mode the interval for the slide is defined by the keys you play.

	0.00 - 99.00	Defines the decay time if the first note. This only affects the first note if the RETRIGGER key is used.
	0.00 - 3.00	Set the delay when the SLIDE / FADE start.
	0.00 - 3.00	Set the decay time of the SLIDE / FADE notes.
	0.00 - 1.00	Set the SLIDE speed.
	0.00 - 20.00	Set the attack time of the SLIDE notes.
	-12 / +12	Defines the interval for the SLIDE. Is only used when Preset mode is on.
	0.00 - 1.00	Set the FADE speed.
	0.00 - 20.00	Set the attack time of the FADE notes.

TIP:

- You can use the fade key as second slide key by changing the values accordingly.
- You can use the slide key as second fade key by changing the values accordingly.

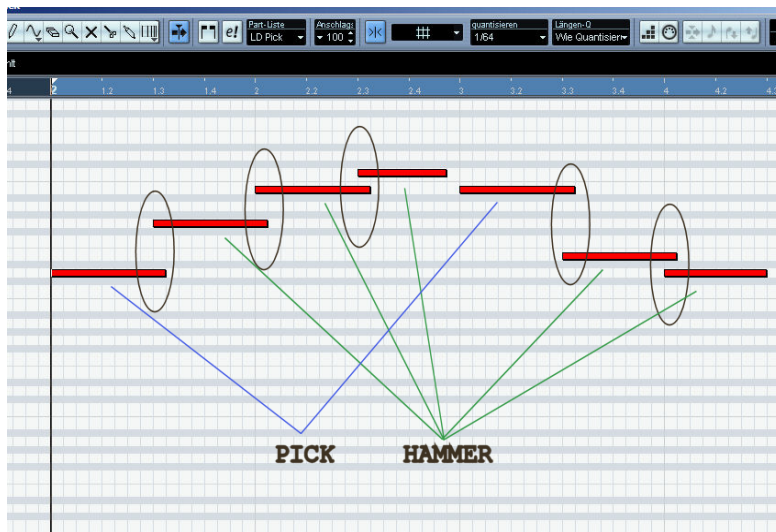
This allows you to use 2 slide or fade settings with different speeds.

Using SHIZIT2 with your sequencer

SHIZIT2 makes your life with a sequencer much easier because all the articulations are in one instrument (= one midi channel) and this makes editing much simpler.

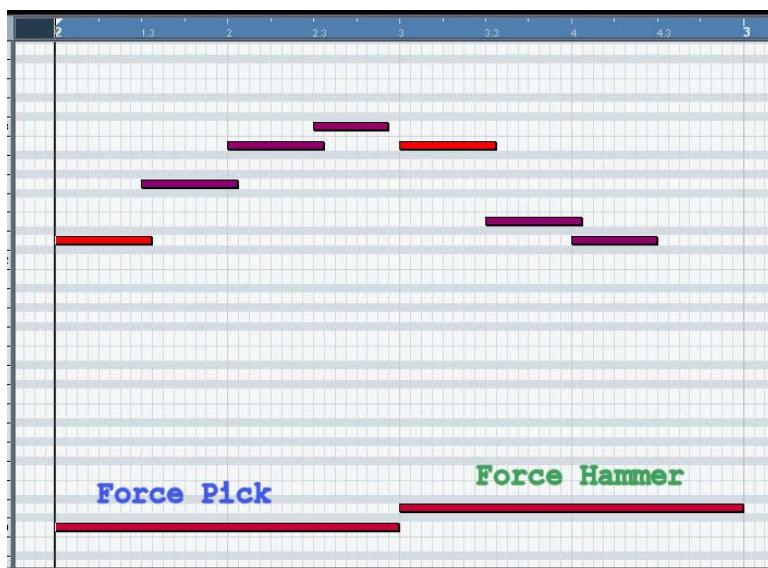
Example 1:

You basically only have to check whether notes overlap or not:



Example 2:

The same notes like above but the "force" keys have been used so the first 4 notes will all be played with the PICK sound and the other 3 notes will be played with the HAMMER sound.



The CHORD instrument

This instrument offers the same functionality like the LEAD instrument plus:

- Full polyphony
- Auto volume adjustment for chord notes

The CHORD instrument is active when SOLO is switched off.



Click here to activate the chord menu.



Time between notes
Notes after threshold start a new chord

Volume offset of note 2 - 6

Notes of the last chord played

Click here to go back to the SHIZIT or SLIDE menu

The RIFF instrument

Concept

If you ever have asked yourself:

“How would this lick sound if I replace the sound X on the third note to sound Y?”

then this is for you!

The intention of RIFF was to have an easy tool to try different sound combinations. The result is a pattern sequencer with 64 patterns, each having 8 steps (512 steps in total). The BEND script is linked to RIFF and allows you to add bends or slides (see BEND menu for more details).



RIFF main menu

Click here to activate the BEND menu.



These are the control keys on the keyboard. You can find a larger picture at the end of the document.

RIFF can operate in two modes:


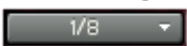

Auto run on

- Pattern (and linked patterns) will be played automatically in sync with KONTAKT or a host sequencer when a key is pressed. Keys can change while pattern is running (**you need to play legato**) and the pattern will be transposed to the new key. If you release the last key the script will reset to the starting pattern / 1st step.
- Note: There is no input quantize implemented. If you press the first key out of time the whole sequence will be played the same amount out of time.


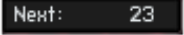






Auto run off

- In manual mode, RIFF is like an auto keys switch program with up to 512 key switches. Every time you press a key the script will move 1 step forward and select the assigned sound group. Special groups (tie, pause, skip) are ignored in manual mode.
- There is no key assigned to the button "AUTORUN". Click on the button to change the status.

For each step you can define:

Button/ field	Status/ Range	Description
Articulation 	menu	The different articulations of LD1 + LD2 Special groups: Slides : Pick- and Power slides Tie : Extends the previous step Pause : What it says Skip : This step is ignored
Note length 	menu 1/1 – 1/64	Length of the step Note: The script does not take care if the total of all steps in a pattern / pattern chain matches the current signature.
Note offset 	-24/+24	You can assign a note value relative to the key pressed for each step.

Other buttons / fields:

Button/ field	Status/ Range	Description
	1-64	Selects which pattern is going to be edited.
	0-64	0 = pattern will be played 1 time. Same as Edit # = pattern will be repeated as long a key is down. Other = Link to another pattern.
	1-64	The starting pattern if you press the first key. Note that the starting pattern may be different from the EDIT pattern.
	On	Shifts the steps of a pattern 1 step to the right. Step 1 -> Step 2 Step 2 -> Step 3 ... Step 7 -> Step 8 Step 8 -> Step 1
	On	On key change pattern will start with position 1 again.
	Off	No restart of pattern when key changes.
	On	Note values assigned to each step will be ignored.
	Off	Note values assigned to each step will be used.
		Resets all steps in a pattern to: ❖ Sound group defined in the init sound menu. ❖ Note-length defined in the init note-length menu. ❖ Note-value : 0 You need to press the button twice (on and off) to initialize a pattern. If you have pressed the button by mistake you can (while the button is still on) abort the init procedure by changing the pattern with the EDIT # field. ❖ If you don't want the note value to be reset, activate the Ignore NV button before you start the init procedure. ❖ If you don't want the articulations to be reset, activate the retrigger key before you start the init procedure. If both Ignore NV and Retriqger are activated when you start the init procedure, only the note length will be changed.
		Status display. Shows : Current pattern / Current step - Sound group - Sample Group when Riff is running

In addition following keys have functions assigned:

Button/ field	Status/ Range	Description
A-2	Key 21	Reset to step 1 of the pattern defined in play (use in combination with the manual mode).
C-1	Key 24	Velocity 1 – 64 = next pattern to be played (1 – 64) Can be used with your sequencer to select patterns The input from the sequencer overrides the next pattern which is stored with each pattern. Example: <ul style="list-style-type: none"> - You have a pattern chain of pattern 1 + 2 + 3 - In the PLAY field the starting pattern is 1 - You start the sequencer - The script starts with pattern 1 / step 1 - While pattern 2 is played a note 24 with velocity 36 is sent from the sequencer (because you have put it there) ▪ The script will switch to pattern 36 instead of 3 after pattern 2 is finished
C#-1	Key 25	Set to pattern 1 If RIFF is not running, the current pattern in the field "Play" will be changed to pattern 1 If RIFF is running, pattern 1 will be used after the currently played pattern but the pattern # in field "Play" remains unchanged
D-1	Key 26	Velocity 1 – 64 = Set Play to pattern 1-64 Can be used with your sequencer to select patterns.
D#-1	Key 27	Set to pattern 10 (as above)
F#-1	Key 30	Set to pattern 20 (as above)
G#-1	Key 32	Set to pattern 30 (as above)
A#-1	Key 34	Set to pattern 40 (as above)
C#-0	Key 37	Set to pattern 50 (as above)
D#-0	Key 39	Set to pattern 60 (as above)
F#-0	Key 41	Copy pattern <ul style="list-style-type: none"> - Select the pattern you want to copy in the EDIT field - Press the copy key ▪ Select the destination pattern in the EDIT field - Press the copy key ❖ The value in the NEXT field is ignored ❖ To abort the copy procedure simple press any other key

If you want patterns with more then one note at the same time or chords you can add more RIFF instruments to your multi.

BEND menu

BEND is an extension of the RIFF script and can be used to add bends / slides to the patterns.



Riff, Bend menu

Click here to go back to the RIFF menu

For each step you can define:

Button/ field	Status/ Range	Description
1 Range: 0	+12/-12 notes	The range for the bend / slide.
1 Delay: 10	1 – 100	Delays the bend / slide. The value represents a % of the note length.
1 Back: 85	1 – 100	Used only with bends. The value represents a % of the note length. I.e. 85 means that after 85% of the note length the note is tuned back.

The speed for SLIDES (not for BENDS) is relative to the note length. If you want long notes with a fast slide in the beginning split the note into a short starting note (i.e. 1/8) and attach the SLIDE to this note. Then extend this note with the TIE function from the note length menu.

Using RIFF with your sequencer

- RIFF will only start to play if you start your sequencer. As soon as you stop your sequencer RIFF will stop.
- KONTAKT does not receive song position information from a sequencer. As a work around you can use note D-1 to select patterns for different song positions (see above).
- RIFF will not work perfect in loop mode of your sequencer.

Reset all scripts

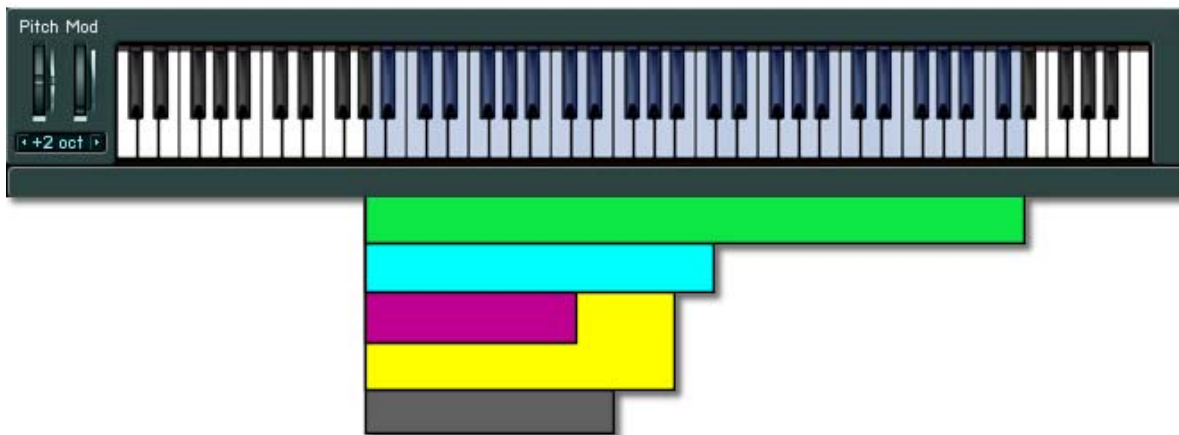
If you want to reset all or individual scripts to the default values proceed as follows:






- Set all instruments you want to reset to the same midi channel and check that these instruments are not muted.
- Press the RIFF key and the SOLO key for approximately 3 seconds. Your patterns in Riff / Bend will NOT be deleted.

Modulation

Initially I had planned to add modulation to the multi but in the meantime BIG BOB (aka Wonderful BOB) has released a fantastic modulation script. You can find this script here: <http://www.theokrueger.com/kontakt2.htm> It is part of the SIPS package. Put the modulation script in a free script slot of the instruments.

Key ranges of the different articulations



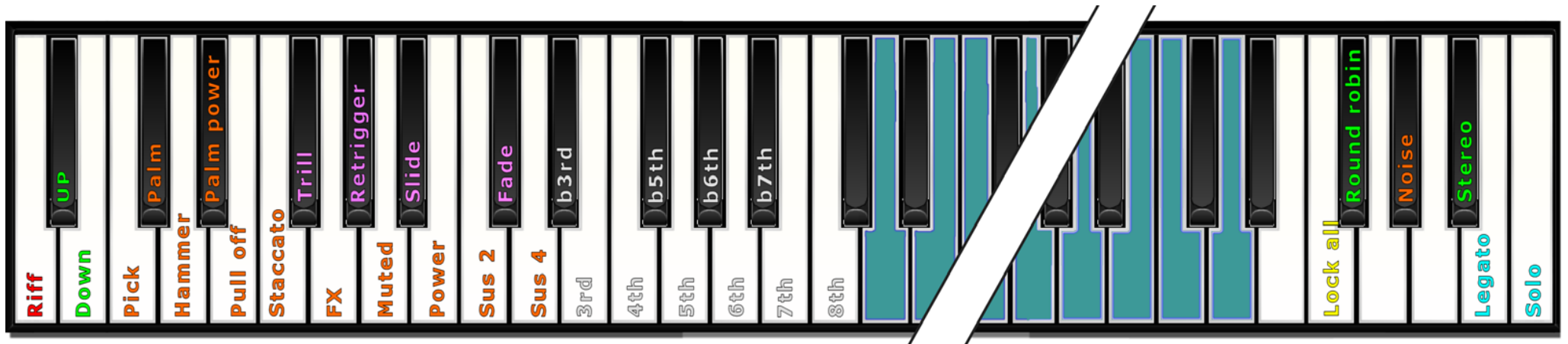
	AI - D6	Pick dn / up, Hammer on, Pull off, Palm dn / up, Palm hammer, Staccato, Palm staccato, finger noise /release
	AI - C4	Powerch dn / up, Powerch hammer, Palm power ch dn / up, Palm power ch, Power staccato, Palm power staccato, Muted notes dn / up, Sus2, Sus4
	AI - C3	Muted str dn / up
	AI - A3	Dig
	AI - E3	FX

Note: The lowest 4 notes are not active in the LEAD and CHORD instruments.



SHIZIT 2 control keys

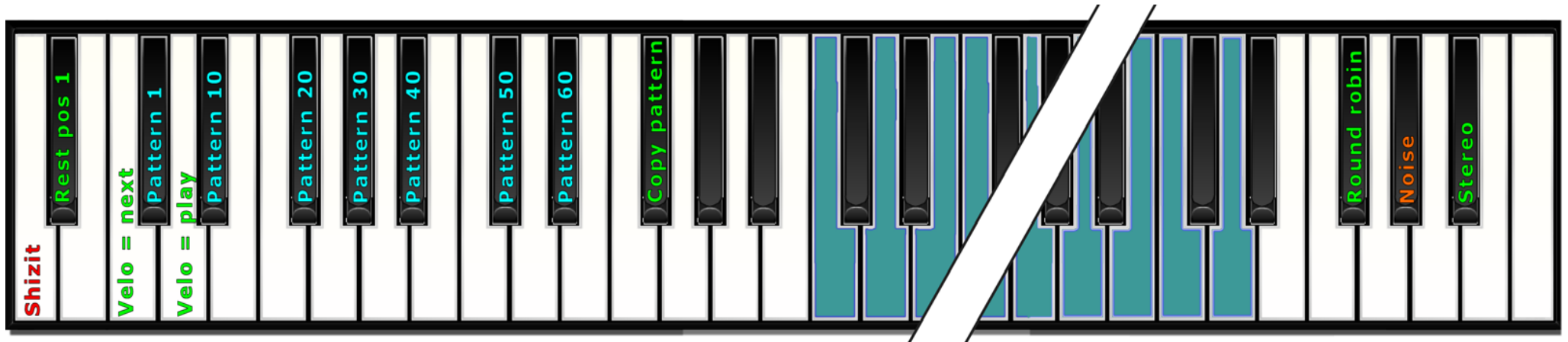
(keyboard with 88 keys)






RIFF control keys

(keyboard with 88 keys)



	Pattern #		Title:	
	Next:		Notes:	
	Init key:			
	Date:			

	STEP 1		STEP 2		STEP 3		STEP 4
Articulation		Articulation		Articulation		Articulation	
Note length		Note length		Note length		Note length	
Note offset		Note offset		Note offset		Note offset	
Slide/Bend range		Slide/Bend range		Slide/Bend range		Slide/Bend range	
Delay		Delay		Delay		Delay	
Back		Back		Back		Back	
	STEP 5		STEP 6		STEP 7		STEP 8
Articulation		Articulation		Articulation		Articulation	
Note length		Note length		Note length		Note length	
Note offset		Note offset		Note offset		Note offset	
Slide/Bend range		Slide/Bend range		Slide/Bend range		Slide/Bend range	
Delay		Delay		Delay		Delay	
Back		Back		Back		Back	



SHIZIT SELECT

About

Combining different playing techniques (articulations) is one of the keys to achieve realistic results with sample libraries. As a trade off, the more articulations, the more difficult the handling will be.

The KONTAKT2.2 Instrument for **Lyrical Distortion's LDi** described in this document has been created to make it faster and easier to access the articulations and combine them by using the script feature of **KONTAKT2**.

While the main features are automatic, there are also keyswitches for choosing articulations manually and disabling/enabling auto features.

Please read the following pages to get the most out of the additional features.

Have fun!
Lyrical Distortion

Features

Easy access to all articulations of LDi Select

Everything on one midi channel

Auto functions

- Auto Legato (switch between pick, hammer and pull off)

- Auto Slide

- Auto Trill

Guitar Volume knob and Tone Knobs

Force Keyswitches

Switch between round robin or random cycling



Technical notes

This Instrument has been developed on PC platform using:

WINDOWS XP SP2
KONTAKT 2.2

A keyboard with 88 keys is highly recommended to access all the control keys / functions.

A sustain pedal is highly recommended as well, to play fluid guitar lines in solo mode.

Auto functions

Auto Legato

Auto switch between Pick / Hammer / Pull off if notes **are played legato**.

Can be switched on / off with the LEGATO key

Auto Legato B

Auto legato is less than the selected interval

Auto Slide

Auto Slide upward or downward, when destination is greater than the selected interval.

Auto Trill

While a root note is held, the second note played retriggers the root note once second note is released.



Guitar Volume knob and Tone Knobs

Controllable volume and tone knobs, via Continuous Controllers.
Default CC7 and CC1 – or user definable via drop menu

Key switches

The concept of “force keys”

Many sample libraries work with key switches to switch between different articulations. Usually such a key switch is active until you press another key switch. The keys which select different articulations in this program work differently:

If a “force key” is held down the auto legato function is disabled and you will only hear the selected sound. As soon as you release the “force key” the legato function is enabled.

The “force keys” are not locked.

The script will switch back to the default status.

Example: You are playing with the default settings (auto alternation, auto legato) but for some notes you want only the palm sounds. Simply hold the palm key while playing these notes and then release this key and you will be back into default mode without pressing another key.

The keys for the following articulations are defined as “force keys”:

- Pick
- Palm
- Hammer on
- Pull off
- Slide
- Fade
- Retrigger



Keyswitch edit with mouse

Forced Keyswitches can be locked by clicking on the articulation button in Kontakt.

Example: If you just want to play palm muted notes, just click on the Palm button in Kontakt so the button highlights and the default articulation will be the palm articulation.

Keyswitch Combinations

Using different force KS in combination.

Example: Palm + hammer on KS's = Palm Hammer articulation.
Also, pressing Pick + Palm KS's disables Auto Legato, without the force Pick KS enables the Palm KS to work in conjunction Auto Legato, allowing you to play palm legatos.

Other Keyswitches

Solo mode – on/off

Trill – on/off

Slide – functions only while held

Fade – functions only while held

Retrigger – functions only while held

Auto Slide – on/off

Legato Mode – A or B

Cycle Mode – Random or Round Robin

The Main Page



Main page

Drop down page menu

Solo

On/Off: On - monophonic, Off – polyphonic.

Sustain pedal toggles solo mode on when off, also turns back off when released.

Legato

On/Off: On – Auto Legato

Legato mode A

Legato mode: Legato mode A – normal. Legato mode B – other options page.

Random cycle

Variation Cycle mode: Random or Round Robin

Info

Script by GH © - Have fun

Pick

On/Off via force KS or mouse click.

Hammer

On/Off via force KS or mouse click.

Pull off

On/Off via force KS or mouse click.

Palm

On/Off via force KS or mouse click.

Pick noise

On/Off

Slide

On/Off via force KS or mouse click – see slide options page.

Fade

On/Off via force KS or mouse click – see slide options page.

Auto slide

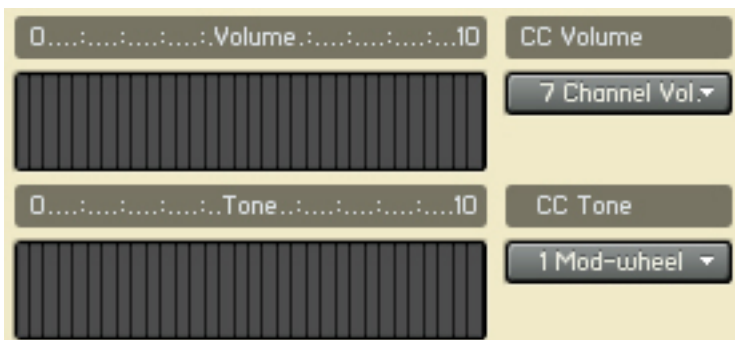
On/Off via force KS or mouse click – see slide options page.

Trill (Repetition)

On/Off via force KS or mouse click – notes retrigger first note upon release. same note – repetition, others – trill.

Retriquer

On/Off via force KS or mouse click – retriggers first note in slide as pick.



Mimics Volume and Tone knobs on an electric guitar.

Default CC7 for volume, CC1 for tone or user definable via drop menus.

Tone knob yields a "muddier" tone at lower settings.

Volume knob, besides acting the usual volume control, also yeilds a "brighter" tone at lower settings.

The Volume knob can also get a cleaner tone at lower settings when used with a dirty sounding amp.

Another technique the Volume knob can do is realistic guitar volume swells.

Slide Setup



Slide On/Off via force KS or mouse click.

Speed: 180 Slide speed setting.

Attack: 30 Slide attack setting.

Fade On/Off via force KS or mouse click.

Speed: 50 Fade speed setting.

Attack: 500 Fade attack setting. Fade feature when active, fades into the note. Fade when used with slide, first note is silent and fades into the slide.

Fixed interval Slide is Fixed Interval or Played Interval via mouse click.



Appears in Fixed Interval mode. Dial in the fixed interval. In Played Interval mode, overlap first note into the destination note, up or down.

Auto slide On/Off via KS or mouse click .

Interval >=: 4 Auto Slide setting, any note > or = set interval is auto slide.

Velo = speed Velocity = Slide Speed via mouse click.

Scale: 2.0 Velocity 'x' Slide Speed Scale. When selected, overrides slide speed setting. Velocity determines slide speed, low vel – slow slide, high vel – fast slide.



Slide decay setting.

Info Script by GH © - Have fun

Other Settings



Auto default KS auto default or Manual mode via mouse click.

KS edit w/mouse KS edit with mouse On/Off, via mouse click.

Fade: 75 Legato fade setting.

Interval >=: 4 Legato mode B settings. When Legato mode is selected, auto legato only applies to notes less than the setting.

PB up: 2 Pitch Bend up setting.

PB down: 2 Pitch Bend down setting. Pitch Bend settings are independent for up and down to simulate that of a real electric guitar. Tip – for Floyd Rose whammy PB up: 4, PB down 12.

Pick noise On/Off via KS or mouse click.

Vol. -12.1 dB Pick noise volume setting.

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KS info



About



These are the creative minds behind LDi Select.

Version 1.00 KS 1 Script by GH © - Have fun

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(Continued on the Next Page)



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