TGuitar user manual

Welcome to Acousticsamples

Thank you for using the TGuitar library. We hope you enjoy playing the instrument and wish it supports your musical ideas or even better: inspire new ones.
In this User Guide we will provide you with an overview of how to use the TGuitar library.

If you have any questions, feel free to email us at:

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or use the contact form on our website

www.acousticsamples.net

The TGuitar library, produced by

Acousticsamples

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Interface and Parameters

The TGuitar is a sample library based on a Taylor©C410.

It has been thoroughly sampled to accurately reproduce the strumming of a real guitar and with the help of our chord recognition algorithm and strumming engine, it can play any chord in any way you want, it's not limited to any genre, tonality or chord progression.

To allow it to be as versatile as possible, we also recorded it with 3 microphone positions, a pair of overheads, a close mono microphone and the DI of a piezo mic.

Here are an explanation of what the TGuitar can do.

The TGuitar has 3 main modes:

1- The Solo mode which allows you to play each note individually like any standard library.

2- The Chord mode that lets you play chords, recognises them, converts them into real guitar chords and lets you strum them using your right hand.

3- The Patterns mode that is very similar to the chord mode, but instead of strumming manually, you can use patterns on the chords that you have selected.

In this guide we will detail all of these modes as well as explain in detail what each parameter does.

1- The Solo mode.

On a real guitar, you can play the same note in different ways at different positions on the guitar neck and on different strings.

We sampled each note of each fret both with fingers and with a pick and created an algorithm that simulated the position of a hand on the guitar neck. This allows you to play melodies in a very natural way.

For everything you play, you can choose if you want to use fingers or a pick using the **play style**.
By default, the guitar uses the **manual** mode which means that whatever **hand position** you choose, the TGuitar

will stick to it unless it is out of the range. This is useful for example to play a solo at a certain position on the neck.

You can also choose the **auto string detection** that will automatically move the hand depending on what you play, the algorithm will minimise the hand movement to play the next note just like a guitar player would.

When you play a legato on your keyboard within the selected **legato interval** range (meaning when you overlap two notes, lake play C3 and then D3 without releasing C3) depending on the configuration, you will be able to play **slides** or **hammer ons** and **pull offs**. You can choose that manually or disable it so that you can play chords even in the **legato interval**.

Of course when you are using **slides**, you can control the **slide time** which will determine how fast the slides are played.

2- The Chords Mode

A piano and a guitar have very different ways of playing chords. On a piano, you just play all notes, on a keyboard, first you select the chord and then you strum it in different ways.

We created a system that lets you play a chord on your keyboard, analyses it and displays it above neck on the interface, converts it to a guitar voicing and shows all of the selected frets, and then we reserved a few keys on the keyboard that will let you strum it in different ways.

As you can see on the keyboard, the keys in the 4th octave have different colours, they are here to help you remember what trigger they correspond to.

- **C4** is for strum down

- **D4** is for strum up

- **C#4** is for strum down but with the strings muted. If a chord is running, pressing it will stop the chord.

- **D#4** is for strum up but with the strings muted. If a chord is running, pressing it will stop the chord.

- G#4 will just mute the current chord.

- The white keys from **E4 to C5** let you play the 6 separated strings for fingerpicking. If the chord you played does not contain all 6 strings, the strings will be repeated.

So this is the basic way the TGuitar works, and you can control a few of the strumming parameters: - The **strum speed** controls how fast you strum the 6 strings

- The **left hand strum** controls if a chord is played as soon as you press a chord. Keep in mind that this feature works well, but introduces a delay because our engine needs to know when you are done playing your chord otherwise it would play a different chord for every note that you press. This mode is also compatible with the other triggers. Also to continuously strum a chord, you can simply repeat any note of the chord you previously played and the engine will intelligently strum up or down depending on the bar position and what was played before.

4- The Pattern Mode

The pattern mode is very similar to the chords mode, but instead of strumming your chord in different ways, you can assign one of the listed patterns to any trigger in the 4th octave. You can do that by clicking on each key on the interface next to **pattern selection**.

The note velocity will decide on the average velocity of the pattern but you can modulate it using the **pattern velocity** knob. This is useful for example to play hard during the chorus and play softer during someone else's solo. A good practice for this is to assign the Pattern velocity to a MIDI CC and have it change a little all the time, this will make your song more life like.

5- Preferences

If you click on the gear at the top right, the preferences will be shown.

Here you can control a few things:

- The **release vol** controls he volume of the release samples (the samples played when the string is stopped)

- The **fret noise vol** controls the high pitched noises produced by the hands when you change position. It is usually heard when changing from one chord to another.

- The **pre notes vol** controls the small note produced when you select the chord with your left hand.

- The **Dynamics** control the overall volume change between low and high velocities.
- The **velocity curve** control the volume curve between the low and high velocities while staying in the defined dynamics range.

- The **MIDI sensitivity** is a MIDI remapper and controls how the library will respond to your keyboard. For example turned all the way up, an incoming value of 20 will produce an interval MIDi value of 90 or so.

- We included two Reverb controls, one controls the room size and the other one the amount of reverb. - We also included a simple 3 band EQ

5- Microphone choice

We sampled the TGuitar with **3 microphone positions**, one pair next to the neck (overheads), and one microphone next to the air hole (close) and a DI as this guitar had a piezo contact mic installed.
You can control the volume of each of them as well as if you want to enable and load them individually. With a good mix of these you can get about any sound you want.