

String  
Theory  
Quickstart  
guide

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# String Engines



As we see we have 3 different switches for Plectrum, 2 for Bounce, 2 for Counterpoint and 1 for Air.

The switches are the on off buttons for the articulations :

- S is for Sustain
- M is for Palm mute
- H is for Natural Harmonics

Each Engine has its own personal switch so you can mix different engines with different articulations.

You can choose one articulation at a time for single engine, so when you switch between them the previous one just switches off.

The Big Knob just above the switches controls the volume of the Engine and can be set independently for each one.

Next we have the Filter button and the Adsr button:

Each Engine has its own personal filter and Ahdsr (Attack, Hold, Decay Sustain, Release).

By clicking on the Filter button you open up the Filter edit section of that Engine.

The Adsr button opens up the AHDSR edit section of the chosen Engine.

# Fx Page



Here we have 4 different Effects:

- Filter
- Chorus
- Tube Screamer
- Reverb

The page works similar to the String Engine Page, the little button above the big knob opens up the Fx edit page for each effect.

The big knob has 4 different applications for each effect,:

On the Filter section controls the bandwidth of the 2 point Filter (Cutoff is in the Fx edit Page).

On the Chorus controls the Wet signal and on the fx edit section we have Depth, Speed and Phase.

On the Tube Screamer controls the volume of the pedal , so watch out for the levels.

Finally on the reverb the big knob controls Reverberated signal (a.k.a. Wet)

Under the 4 knobs there are 4 switches that are in charge of bypass the Effects.

Keep track of newest releases of the "7 Soundware- String Theory " series at  
<https://7soundware.netsons.org>

Thank you for your purchase and enjoy this instrument.

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