

MANUAL

INVICTUS GUITAR

V1.1



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Document authored by: Martin Britz
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Contact Information

Martin Britz
britzmartin@axxess.co.za

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Features

The library consists of over 3500 individual recordings. This represents more than 9 hours worth of samples. Each of these recordings were hand edited to create approximately 1790 dual tracked samples.

There are sixteen takes of each sound, combined into 8 stereo samples per sound.

There are six different sounds and chords (5th Power chords, two alt chords, heavy and light palm mute and lead), a set of recordings for every semi-tone.

Recorded with a high quality professional audio interface, active guitar pickups, gold plated connectors and quality cables. All recordings are 32 bit uncompressed audio for maximum quality.

All chords were played and recorded, no re-use of samples.

All chords and notes ring until the sound dissipates.

Hammer-on and pull off emulation through scripting.

Per sound and per key round robins - several hundred round robins for more natural variation in sound.

A pattern editor with 12 user editable patterns.

Performance and piano roll modes.

Two sets of recordings: Dry samples can be amped using any VST plugins or effects for endless tone and sound options. The amped version offers a set of samples processed with a tube screamer stomp box, rectifier amp and cabinet simulation.

Installation

1.1 System Requirements:

Full version of Kontakt 5 (5.6.6 or higher)

A PC or Mac with at least 8GB of ram.

Approximately 24GB free disk space for the download and installation.

The installed library will use approximately 12.5GB disk space.

1.2 Installation

Extract the archive and move the Invictus Guitar folder to any location you wish.

1.3 Setting up Quick Load

Open Kontakt 5 and right click in the right hand area of the window.

The quick load section should then appear at the bottom.

Select the Instrument tab.

Right click in the area below, select "Add new folder" and name it "Invictus Guitar".

Browse to the installation path in Explorer or Finder.

Drag and drop the NKIs to the area on the right of the Quick Load folder in Kontakt.

You can now right click on the right hand rack area to show the quick load menu and load the instrument from the quick load menu in the future.

Instruments can also be loaded using the load option under the disk menu.



User Interface



- 1 Pattern Name
- 2 Pattern Selector
- 3 Pattern Key Hold Toggle Switch
- 4 Piano Roll Mode Toggle Switch
- 5 Active Sound Selection Indicator
- 6 Pattern Editor
- 7 Pattern Editor Sound Selection
- 8 Pattern Browser
- 9 Clear Current Pattern
- A Export / Save Current Pattern with a Save Dialog
- B Import Pattern with Load Dialog
- C Convert Current Pattern to MIDI Data
- D MIDI Data Drag and Drop Container (To Host)
- E Pattern selection and playback keys
- F Sound selection and playback key switches
- G Mute Key
- H Pitch Keys

4.1 Performance mode

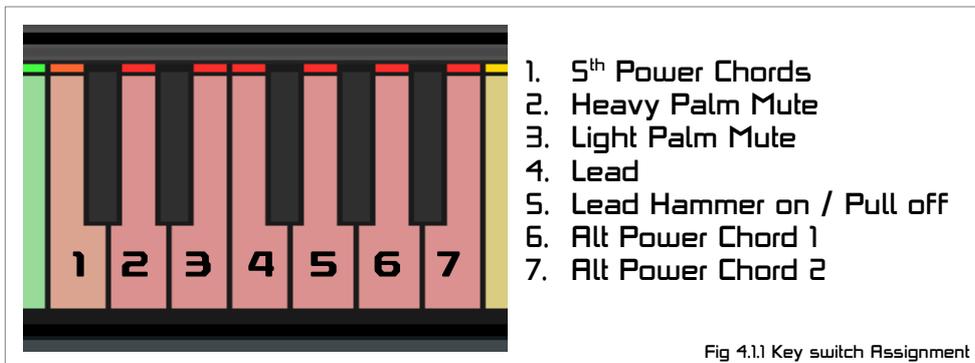
Set the piano roll mode switch (4) to the off position to turn off velocity sound mapping.

Set the pattern latch toggle switch (3)

In the on state patterns will continue to play after a pattern key is lifted. To stop the sound use the mute key (G). Pressing any key switch (F) will also stop pattern playback and play the selected sound. Unassigned key switches (black keys) will perform the same function as the mute key switch.

With the pattern latch in the off position patterns will play for as long as a pattern key is held down or until a key switch is pressed.

Key switches (F) are used to select a sound. Both key switches and pitch keys trigger sound playback to allow fast picking simulation by alternating between a key switch and pitch key. Notes ring until they are stopped, either with the stop key (G) or unassigned key switches. Key switches are assigned as follows:



Pitch keys have scripted behavior to emulate guitar playing. All chords were played and recorded, to switch between chords and sounds use the left hand key switches. When multiple pitch keys are pressed the last pressed key is sounded. Pressing a pitch key while another pitch key is pressed plays the new note as a hammer-on sound. When a note is released while another pitch key is still pressed the highest pressed pitch key is played as a pull-off sound. To “pick” a note a single pitch key must be pressed without other pitch keys pressed down. The lead sound has two options: lead (4), that plays picked, hammer-on or pull offs as described or Hammer on and Pull offs only (5). The second option can be used when playing fast lead.

4.2 Piano Roll Mode

Piano roll mode is used to score by hand in a piano roll editor. To enable this mode set the piano roll mode switch (4) to the on position. Change the note velocity in your DAW piano roll editor to change the sound assignment. This allows faster editing and transposing. Pattern latching is disabled in this mode.

Note velocities are assigned as follows:

0...9	Mute
10...31	Palm Mute Heavy
32...63	Palm Mute Light
64...79	Lead Hammer-on / Pull off
80...95	Lead Picked
96...111	5 th Power Chords
112...122	Alt Chord 1
123...127	Alt Chord 2

Fig 4.2.1 Velocity Assignment

Pattern Editor

5.1 Editing a Pattern

To edit a pattern select the pattern from the drop down list (2) or by pressing a pattern key (E). Pattern keys (E) are assigned pattern numbers incrementally from left to right. The currently selected pattern is indicated with a mint color on the light guide.

Select a sound from the list on the left (7) and then click on a pattern segment (6) to assign the sound to the segment.

To preview the pattern set the pattern hold latching switch (3) to the off position, then press and hold the pattern key (E).

5.2 Pattern Import and Export

Patterns can be imported or exported using the load (B) and save (A) buttons. The save button can be used to add custom patterns to the user and factory listing or to replace factory patterns. It is possible to overwrite factory patterns with your own.

To refresh the pattern browser (8) after saving a pattern to the user or factory folders the plugin window must be closed and re-opened, or the Instrument reloaded.

The name of the last pattern loaded from the browser is shown in the pattern name indicator (1). After saving a pattern this indicator is cleared. To show the name of the pattern it must be loaded from the browser.

5.3 MIDI Export

The convert to midi button (C) is used to convert the currently selected pattern to MIDI data. The last converted pattern is placed in the MIDI container (D) which can be dragged and dropped to the DAW to export MIDI data.

The kind of MIDI data exported depends on the piano roll mode setting (4). If piano roll mode is enabled the pattern is exported as velocity mapped notes. If it is turned off it is exported as a sequence of key switch presses.

Poly-Lead

Poly-Lead and Poly-Lead Amped are two new additions to the library. These instruments supplement the lead guitar sound included in the rhythm guitar instruments and adds the ability to play multiple notes at once.

A keyboard and guitar are very different instruments, even if the sound is the same the way they are played can significantly change what the end result sounds like. For example when a note is played on a normal keyboard the note will ring for as long as a key is held, but stops when the key is lifted. On a guitar a note will ring when a string is picked and continue to ring until a different note is played on the same string or until it is intentionally stopped. Guitar techniques like hammer-ons and pull-offs don't have keyboard analogues. This behavior is added through scripting as explained on page 7. While this adds guitar-like behavior to a keyboard it comes with the trade-off of not allowing multiple notes to be sounded at once, since it uses this to translate multiple keys pressed with the right hand on a keyboard to two handed guitar technique.

Poly-Lead is the answer to this and behaves more like a normal keyboard, therefore it is possible to do things that are impossible to do on a real guitar. You can play it in a way that sounds realistic but this will require being mindful of the differences between a keyboard and guitar. For example not lifting keys between notes, avoiding impossible note combinations and techniques like staggering notes to simulate strumming. That said there's nothing wrong with breaking the rules. When played like a keyboard it will sound more like multiple guitars playing at once. If the goal is to make something that sounds more unique and stands out this will allow you to achieve that. Try it with reverb or re-amp the clean instrument with amp sim software like Guitar Rig.

The range of the instrument is from D4 to E6 (Notes frequencies range from D2 to E6) and covers the entire playable area of a 24 fret electric guitar.

If you would like to change the ADSR (Attack, Delay Sustain and Reverb) envelope this can be accessed by pressing the spanner icon and you will find the controls at the bottom.

Note velocity is enabled. There are 8 dual tracked samples per key controlled with a round robin.



Additional Notes

6.1 MIDI recording and playback

The pattern playback script contains measures to handle late and early pattern key presses to keep pattern playback in sync with the host transport. When recording a MIDI performance it records the raw midi data. There may be timing errors when playing back recordings when patterns are used. To fix this it is recommended to quantize the MIDI data after recording. In FL Studio the Quick Quantize option (CTRL+Q) should fix this, other DAWs should have a similar feature. Alternatively the performance can be captured as audio and edited as guitar tracks.

6.2 VST effects

Invictus Guitar comes in two flavors: One already amped and one with dry recordings. The dry version can be used with any VST amp and cab simulators or effects. When using plugins be sure to enable stereo mode if they have this option.

There are great free VST plugins like TS808, Amp and cabinet simulators by Alain Poulin and the Catharsis Fredman Impulse Responses.

When using Guitar Rig be sure to turn stereo mode on for best results:
Enable the right input channel by clicking R next to Input at the top of the window.
Under Options there is a setting "Load components and presets in stereo".
Be sure to turn this setting on,

Thanks for your purchase. If you have any questions not addressed in this manual or need help troubleshooting a problem, you can reach me at britzmartin@axxess.co.za

-Thank You

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