JANGLE ACOUSTIC GUITAR

Indiginus' **Jangle Acoustic Guitar** has been designed to help you create realistic acoustic guitar parts easily, using both key velocity switching as well as momentary key switches to control articulations and chords.

Jangle has two playing modes, Solo and Strum.

Solo Mode

Switch between Solo and Strum modes here.

SOLO Mode lets you play normally (no chords). You can choose to add articulations that are controllable by either key velocity or key switches.

Strum Mode

STRUM Mode allows you to trigger automated strumming patterns and single down and up strums. You can choose from 30 preset patterns, and assign them to 10 key switch locations.

Controls that are active in both Solo and Chords modes.

12-String Button
Works in Pick and Finger-pick modes.

Global Edit Button

Solo/Strum
Choose between Solo and Strum modes.

Mic Select/Mix
Jangle was recorded using two mic positions, a stereo pair and a single close mic. Here you can select them and adjust their volumes.

Release Volume
Controls the volume of the key release sounds for both Solo and Chords modes.

Noises
Controls the volume of the background string noises.

VIB. Auto-vibrato adds an auto vibrato effect.

You can also use the Mod Wheel to control vibrato.

Effects
Simple, one knob controls for compression, chorus, and reverb.

MASTER KEY. In SOLO mode, Master Key determines the intervals for articulations like Hammer-ons and Trills, as well as harmonies.
Tip: If you are playing in a minor key, and things aren't sounding quite right, be sure to try the "Harm", or harmonic minor keys.

In CHORDS mode, and when the **LINK CHORDS** button is on, changing the Master Key will automatically select chords for you, based on common chords in the key.

SOLO mode is designed for a fast work-flow:

Slide these arrows up or down to set your key velocity switch points.

The Velocity Controlled Articulations grid.

What are these strange symbols, and what could they mean?
The vertical graph in the center lets you choose velocity switch points for the articulations you choose. Select an articulation on the left side for high key velocities, and on the right for low key velocities. **The middle section (between the illuminated high and low graphs) will always be sustains.** An indicator on the graph shows you key velocity while you are playing. There is a key to the symbols on the next page, if you need it.

All of these articulations can also be selected by using Key Switches. Any Key Switch will temporarily override the velocity settings, except the Harmony Key Switch, which will add harmony to the velocity controlled articulation. You can set the key switches in the Global Settings panel.

Key to the articulation symbols.
It's like our Rosetta Stone. Sort of.

Hammer-on. This articulation recreates the sound of a finger hitting a higher note on a string that is already sounding, and is synced to tempo. The Hammer-on will play before the target (played) note, based on the key and note resolution you've chosen. You can set the note resolution in the Articulation Settings panel (click on the More Settings button).

Pull-off. This articulation recreates the sound of a player pulling a finger off of a sounding note to a lower note. The higher note will play first, then resolve to the target(played) note based on the key and note resolution you've chosen. You can set the note resolution (shared with Hammer-on) in the Articulation Settings panel (click on the More Settings button).

Trill (Up). A single trill. Like the Hammer-on, except that the note you play is the starting point, followed by a higher note, then returns to the original note. Pitch and timing are based on your selections of Master Key and note resolution (in the More Settings panel).

Trill ((Down)). A single trill. Like the Trill Up, but of course, the opposite direction.

Bend. When a player stretches the string(s) by pushing them up, or pulling them down. The note will start below the target (played) note, and bend up to it, based on the Master Key and the timing you have set in the More Settings panel.

Bend Up/Down. Like Bend, but momentary, and the note starts on the keyed note, bends upward, and returns. Based on your settings for Master Key and the timing set in the More Settings panel.

Mutes. Muted, short notes.

Harmony. Creates harmonies based on Master Key and the harmony mode you've selected in the pull-down menu below the Harmony button. Harmony can be latched on by turning on the Harmony button, and can also be selected via key switches.

HELPFUL HINT: The Harmony velocity button can be used with other velocity-controlled articulations, so you can have Slides AND harmony at the same time.

You will find more controls for the articulations in the "More Settings" panel.

HARMONY button latches the Harmony effect on. Harmony can also be controlled via key switch or key velocity. There is also a Volume control for the Harmony.

Select the interval for your harmony with this slider.

BLUES creates harmonies that simulate a "double-stop" method of playing solos.

STEEL is great for blues and country.

RR Reset. Jangle automatically alternates between down strikes and up strikes with each note played. **RR RESET** lets you adjust the amount of time that must pass before 2 down strikes are played consecutively. All the way to the left, and you'll always get down strikes. All the way to the right, and the RR waits 3 seconds before resetting, so you'll always get alternating strikes. The arrows show the direction of each stroke.
SOLO mode only.

While in SOLO mode, pressing the **MORE SETTINGS** button will display these controls:

NOTE RESOLUTION controls for Hammer-ons, Pull-offs,and Trills. These control the timing of these articulations by locking them to either Kontakt's master tempo, or the host tempo.

3rd Scale Step Hammer-on.
You can choose whether the hammer-on for the 3rd scale step (major third) is a whole tone interval, or a semitone (for a bluesy sound).

SCALE / SEMITONE switches let you choose whether an articulation's intervals follow the Master Key, or are all semitones.
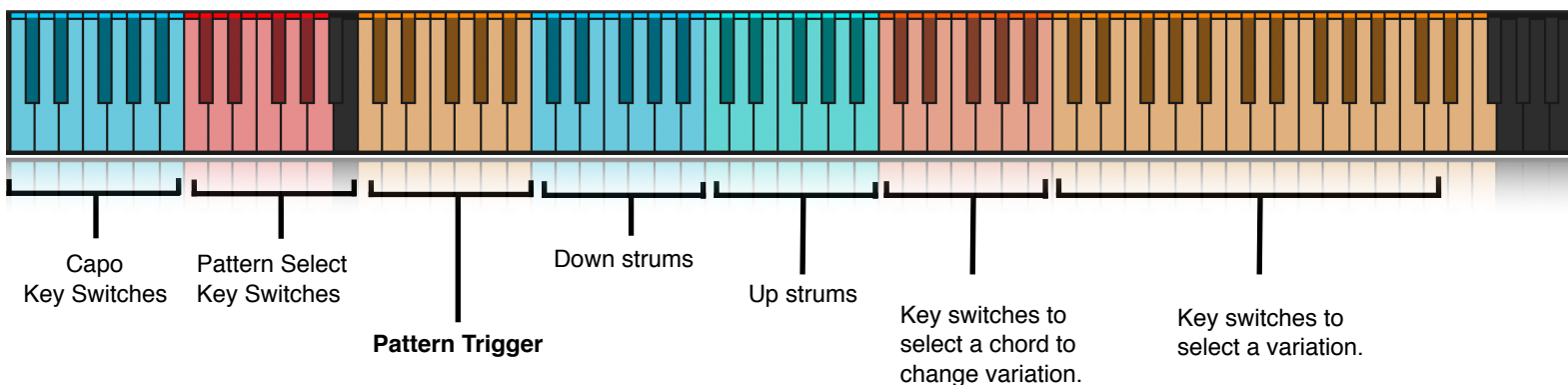
HARMONY NOTE BENDS. When on, auto-harmony notes will bend along with the played note. When off, harmony notes do not bend.

BEND UP SPEED and **BEND UP/DN SPEED** sliders control the speeds of these articulations. These are not tempo-locked.

Articulations Mixer

The **Mixer** gives you control over the volumes of the different articulation, so you can get a smooth sounding performance, whether you are triggering them by key switches or key velocity.

Enter Strum Mode by clicking on the STRUM button.

Capo
Key Switches

Pattern Select
Key Switches

Pattern Trigger

Down strums

Up strums

Key switches to
select a chord to
change variation.

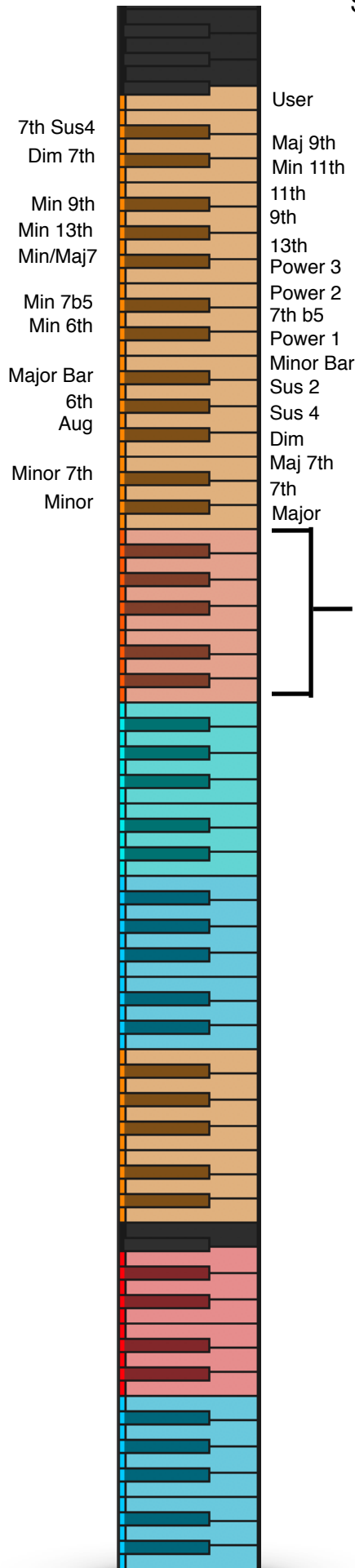Key switches to
select a variation.

STRUM mode allows you to play strummed chords by pressing singe keys. By default, Jangle is set to our Classic Mode, where the chord is selected by the root note. If you play a "G" in one of the the active playing octaves, you will hear a G Major chord being strummed, or an "A" will play an A Minor. Changing the MASTER KEY control below will select chords appropriate for different keys. You can change these chords to any of 30 variations.

Octave C1-B1 (purple) will play a strumming pattern..

Octave C2-B2 (blue) will play down-strums and will stop a playing Pattern.

Octave C3-B3 (cyan) will play down-strums and will stop a playing Pattern.

STRUM Mode Key Switch Map

User

7th Sus4 — Maj 9th
Dim 7th — Min 11th
11th
Min 9th — 9th
Min 13th — 13th
Min/Maj7 — Power 3
Power 2
Min 7b5 — 7th b5
Min 6th — Power 1
Minor Bar
Major Bar — Sus 2
6th — Sus 4
Aug — Dim
Maj 7th
Minor 7th — 7th
Minor — Major

To change a chord variation in the background, select the chord to be changed here. So, if you need to change an F major to an F minor, play an F in this octave, then select the variation in the octave above. In this case, it would be a C#, the key switch for minor.

C4-B4 (yellow) and Octaves C5-F7 (green) These are key switches that allow you to choose the chord variations in the background, even while your DAW is running and playing chords. Let's say you are playing a sequence that uses D major chords, but you need D minor 7th chords in the next section. First, play a D in the yellow octave. You will see this in the Key Switch Monitor:

Key Switch: D = Major

Then, play an Eb in the cyan octave (it's the Minor 7th key switch), and you will see this:

Key Switch: D = Minor 7th

Now, the next time you play a D in one of the playing zones, you will get a D minor 7th.

Selecting Chords and the Fretboard

Click on the **SHOW CHORDS** button to bring up these controls.

Selecting Chords

Use the pull-down menus to select the chord variations. In the example here, every time you play a G note in the Chords playing zones (down or up), you will hear a G Major chord. If you play a D note, you will hear a D7 chord.

Choose the chord variations with the pull-down menus to the left of the fretboards display. For instance, if you need C min, just choose Minor next to "C". Now, every time you play a C note you will hear a C minor chord.

DYN STRINGS 1 Dynamic string count 1. When on, key velocity determines how many strings in a chord will play. The harder you play, the more strings of the chord will be added. For manual down and up strums only (not Pattern strums).

DYN STRINGS 2 The same as above, except that on the upstrokes, you will hear the lower strings playing the upstroke at lower velocities, and the higher strings will be added as you play harder
For manual down and up strums only (not Pattern strums).

MUTES Allows you to play muted strums at lower velocities, for a more aggressive sound.
Vel Sw Select the highest key velocity for the mutes.
For manual down and up strums only (not Pattern strums).

RESET CHORD Restores the default chord.

COPY CHORD: This is a pull-down menu that allows you to copy the currently displayed chord to any user chord location.

You can create any chord you like in Jangle Acoustic Guitar!

Don't like the default G Major chord? Then change it, and every time you play a G Major, you'll get your new chord. Or, you can save it to the G User location and keep both chords handy.

The Capo
Pull down arrow to change key.

12-STRING

CAPO
Pull Down

G3

STRUM SPEED

VIB

VEL/SPEED

COMP   CRS   REV

Editing Chords

Use the X to turn off a string.

An O means an "open" string.

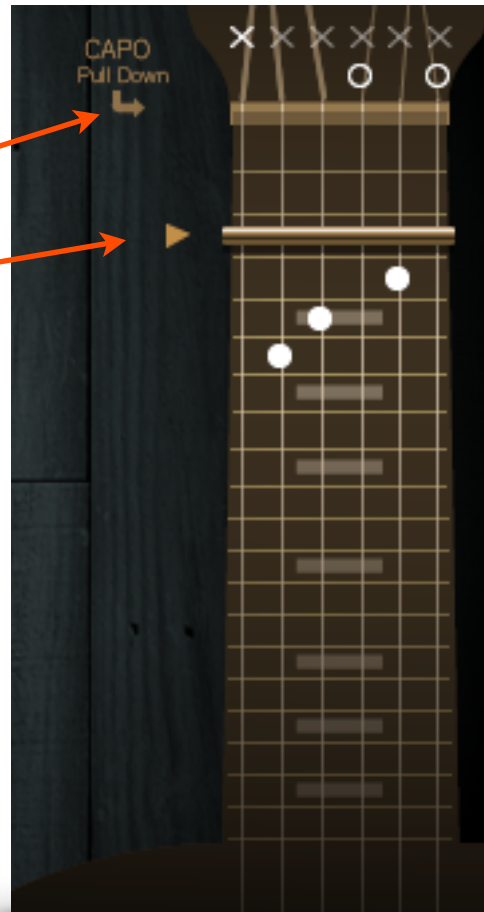This will indicate the note you are editing.

To change the fingering of a chord, just click and drag the dot up or down the fretboard. Remember that "X" will turn off a string, and that "O" is an open string. Your changes will be remembered.

The Capo

Pull The Capo down to any fret to change key.

You can also move the Capo using key switches from C -1 to B -1.

The Capo lets you change key instantly, without having to reselect or edit your chords!

Guitar players use a capo, a kind of bar attached across the fretboard in order to play higher on the neck using open chords rather than bar chords. For instance, in the example above, the C major chord with the capo on the 3rd fret will be turned into an Eb major chord. This often gives chords a prettier sound than bar chords.

You can also move the Capo using the key switches from C -1 to B -1.

Our capo works just like the real thing, so you'll need to think like a guitar player. Just as the guitar player fingers a C to get the Eb (shown above), you will play a C chord and get an Eb chord. Whatever chord you play will be transposed to the new key, depending on where you have the capo!

ARPEGGIATE turns the strummed chords into picked chords! Choose your note value for tempo sync. There is no looping involved- Jangle simply picks each note one at a time instead of strumming. Octave C2-B2 goes up, and octave C3-B3 goes down. Not active when a Pattern is playing.

The Anvil
This button changes all chords to power chords. Click it two more times for more variations. To get out of this mode, use the Master Key knob with "Link Chords" selected.

Strum Speed controls the speed of the pick traveling over the strings for a single strum. For down and up strums only (not Pattern strums).

Vel / Speed determines how much key velocity affects Strum Speed. For down and up strums only (not Pattern strums).

When you play a note in the C1-B1 octave (in Strum mode), a strumming pattern will begin to play! If the Latch button is on, it will continue playing until you stop play in your DAW or you play a note in the down strum octave (C2-B2) or the up strum octave (C3-B3). The tempo is controlled by Kontakt's master tempo, or your DAW's master tempo.

To view the Strumming Patterns, click on The **SHOW PATTERNS** button.

There are 10 Pattern locations that can be selected by the corresponding key switches in the octave C0 - A0, while the Patterns are playing.

In the pull down menus, you can choose any of the other available Patterns for that location.

SHOW PATTERNS		SHOW CHORDS

	KeySw		Select Pattern
1	C0	▼	Rock 1
2	C#0	▼	Rock 1_2
3	D0	▼	Rock 2
4	D#0	▼	Rock 3
5	E0	▼	Rock 4
6	F0	▼	Cali Rock
7	F#0	▼	Muted Rock 1
8	G0	▼	Swing 3
9	G#0	▼	Country 1
10	A0	▼	Rock Easy

Step Resolution   Strength

Step resolution determines how the Pattern is synced to the master tempo. If the pattern is half-time or double-time in relation to your sequence, just select a different note value.

Strength determines the overall velocity strength of the Pattern. **Assign this to a CC# (by right-clicking on the slider and moving the desired controller) and move it in real time to add variety and realism!**

Pressing this button will show the Global Settings panel.

VEL SENS Controls the effect that key velocity has over volume.

CC11(EXP)AMT This controls the amount of control that MIDI CC11 Expression has over the volume.

SET KEY SWITCHES For SOLO mode articulation. Be sure to only set one key switch per articulation.

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