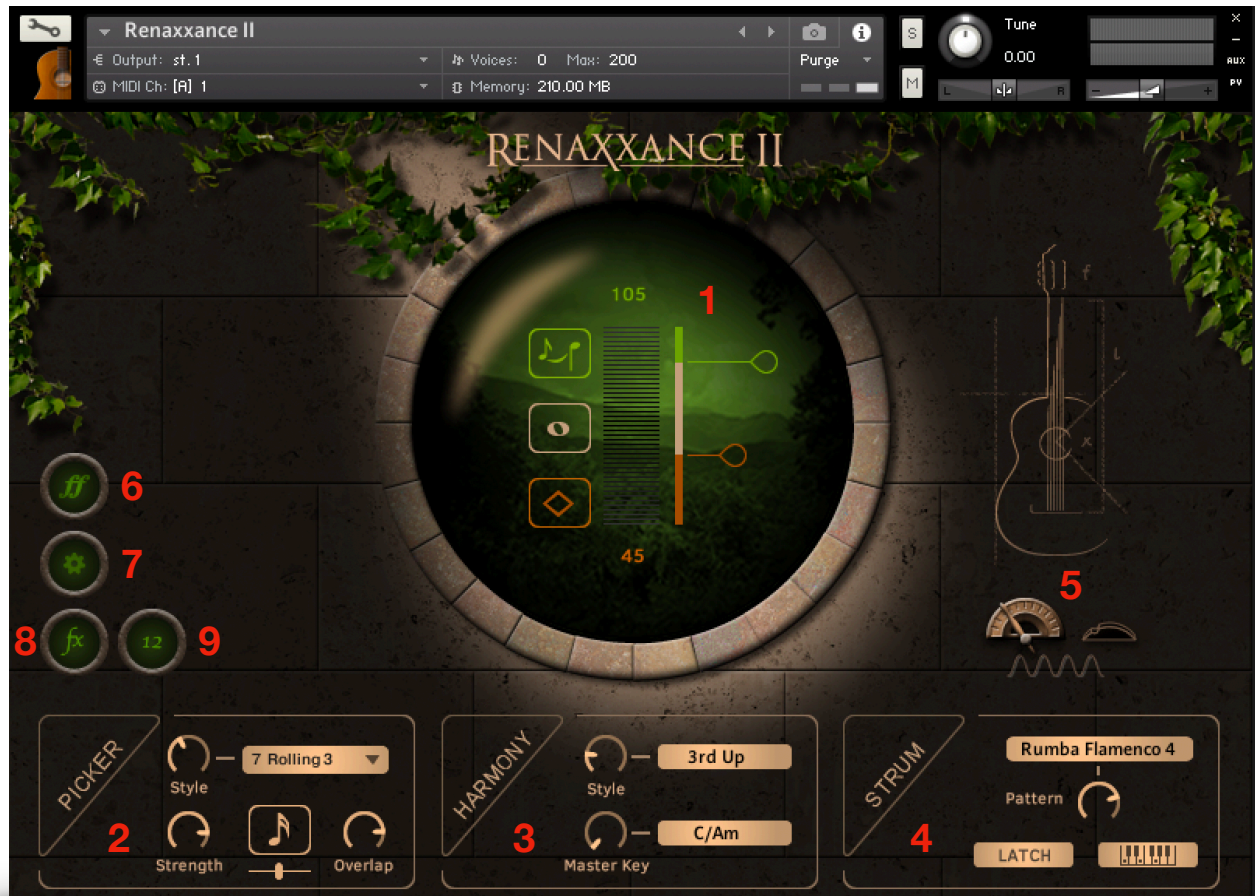# RENAXXANCE II

EXPREXXIVE NYLON STRING GUITAR

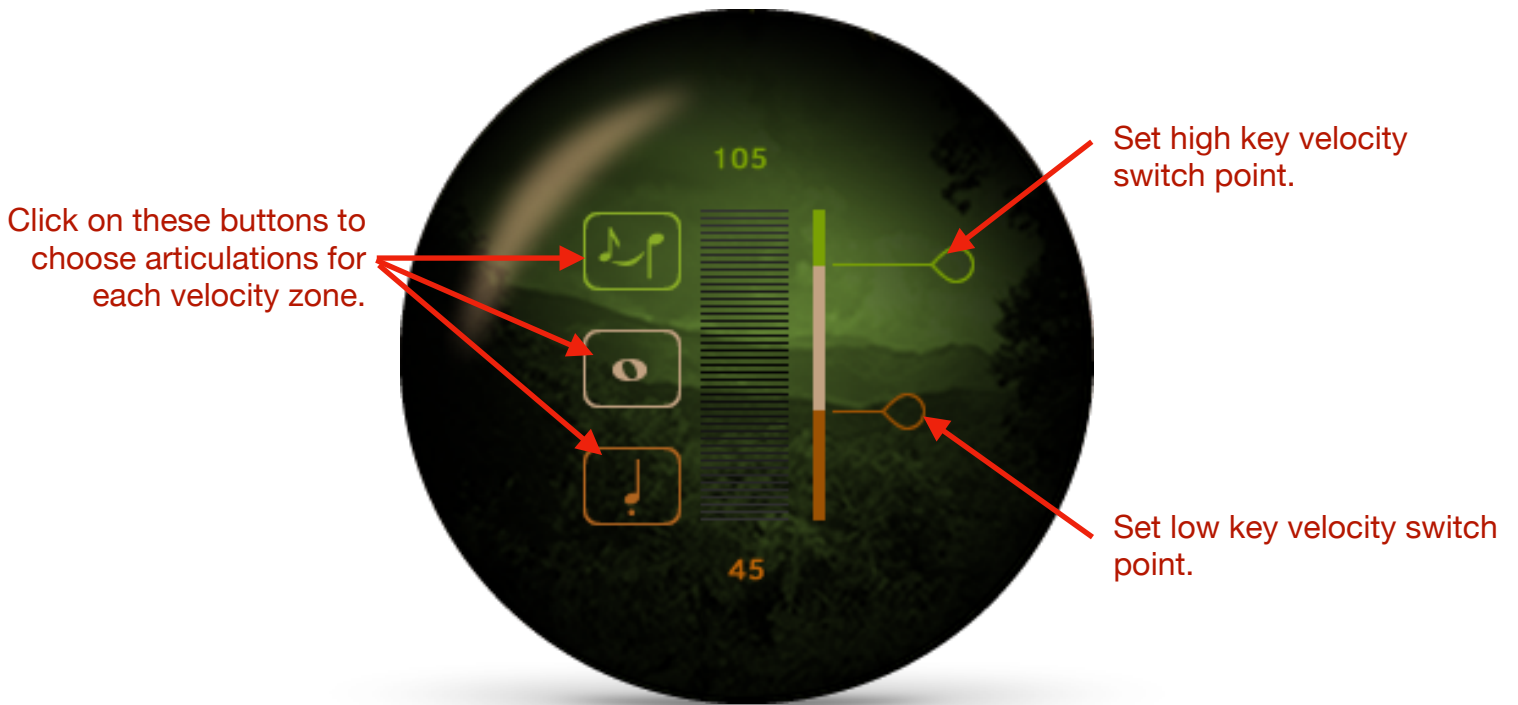Thank-you for your purchase of Renaxxance!
Our new version adds new sample layers, new features like strumming and picking patterns, as well as new articulations.

The main panel emphasizes simplicity, with all main functions accessible at once.

1. Key velocity articulations controls.
2. Picker controls for automated finger-picking patterns.
3. Harmony controls. Master key is also used for several other functions.
4. Strumming controls. Opens strumming panel.

5. Auto Vibrato and mod-wheel settings.
6. Adds ff velocity layers.
7. Opens Settings panel.
8. Opens Effects panel.
9. 12-string simulation mode.

Solo Mode / Key Velocity Articulation Controls

Set high key velocity switch point.

Click on these buttons to choose articulations for each velocity zone.

Set low key velocity switch point.

Renaxxance lets you set different articulations for 3 key velocity zones. Clicking on the corresponding button for a zone displays the choices for that zone.
You can turn off the high and low velocity zones by choosing "Off", which will leave you with a single articulation (no switching) in the Mid zone.

Click on this button to view high key velocity articulation.

Select articulation for high key velocity zone.

Solo Mode / Key Velocity Articulation Controls

For each key velocity zone, you can choose from these articulations.
The intervals used in some articulations, like hammer-ons, pull-offs, mordents, and grace notes are determined by the Master Key knob.

⊙	Sustains (no articulation)		Slide down.
	Hammer-ons		Up Mordent.
	Pull-offs		Down Mordent.
	Grace note up slide. Like Hammer-on but with a slide.		Mutes.
	Grace note down slide. Like Hammer-on but with a slide.	◇	Harmonics.
	Slide up.		Tremolo

When Tremolo is selected, you'll see these controls appear.

The Sync dial lets you choose a note resolution or Manual, where the tremolo speed is controlled by the Speed dial.

Vel Amt controls how key velocity affects the tremolo.

Add automatic harmony with the **Harmony Button**.

Style selects the harmony intervals, and **Master Key** selects the key used in the harmonies. Master Key also determines intervals used in some articulations and can control chord selection in Strum mode.

Vibrato Controls

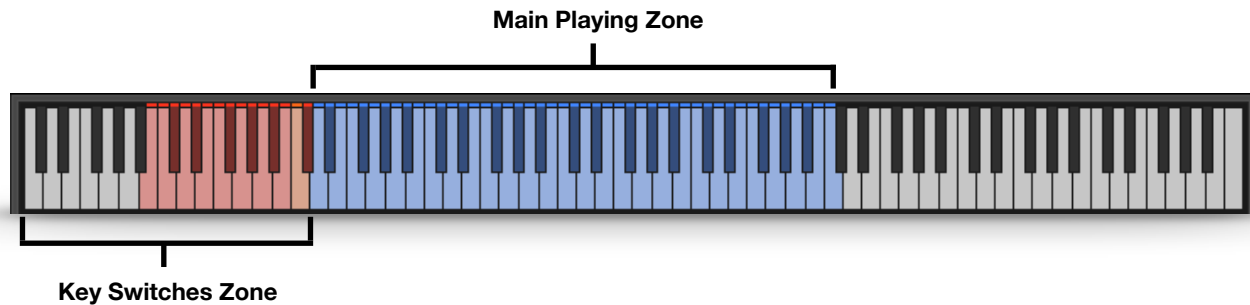 **Auto-Vibrato dial** adds vibrato for those times when you don't have enough hands to use the mod wheel.

 The **Mod Wheel switch** connects your mod wheel to the vibrato effect.

Solo Mode / Key Switches

Renaxxance allows you to use key switches to trigger articulations as well as key velocity. The key switches are in the two octaves below the main playing area.

Along with the normal articulations, the **Rasqueado** key switch (in orange) switches the playing area to play a Rasqueado effect, which is a dramatic strumming effect.

The **Release fall-off** key switch will replace the usual key release sample with a quick downslide after release.

Clicking on the Settings button opens the Settings panel, where you can assign your key switches to any keys from C-1 to C#1.

ARTICULATION SETTINGS   GLOBAL

Hammer-on/Pull-off

SCALE
SEMITONE

ON / OFF
Blues Mode

Key Vel Sens

Exp(CC11) Amt

Release Vol

Noises Vol

Trills

Vib Speed   Harmony Vol

Articulation Key Switches

Sustain On:	C0	Trill Up:	G0	Tremolo:	D#0
Hammer On:	F0	Trill Down:	A0	Harmony:	E0
Pull Off:	B0	Up Slides:	A#0	Harmonics:	B-1
Grace Up:	F#0	Down Slide:	C#0	Release Falloff:	C#1
Grace Down:	G#0	Mutes:	D0	Rasqueado:	C1

Articulation Transitions Volume

Hammer

Pull-Off

Grace Up

Grace Dn

Slides

Mutes

The Picker

The Picker

Originally developed for The Banjo, the Picker has been adapted for playing finger-picking patterns on Renaxxance! Simply play a chord anywhere in the main playing zone and The Picker will do the heavy lifting.

Main Playing Zone
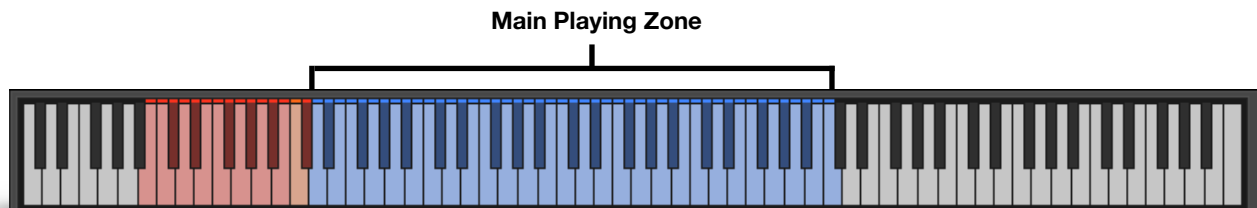
Playing only one or two notes will trigger normal notes (not arpeggiated), so you can easily switch between normal playing and automated picking.

Playing a chord will trigger The Picker, which is a specially designed arpeggiator that will play finger-picking patterns based on the Style you've chosen and the number of notes in your chord.

Style lets you select from 16 different patterns. You can use the Style knob or pull-down menu. Use the Note Resolution control to sync the pattern correctly to your project.

Strength controls the key velocity output of the Picker. You can use Kontakt's MIDI Learn CC function to adjust this in real time for more variation.

 Note Resolution lets you sync your picking to your project by choosing the correct note value. Although Kontakt will sync automatically, you may need to adjust this depending on the time signature of your project, especially with triple time signatures.

Overlap controls the duration of the notes in each step of the pattern, or how much they "overlap".

Playing Tips:

Use your sustain pedal to latch the pattern while changing chords.

Strum Mode

Clicking on the **Strum** button puts Renaxxance into strumming mode and displays the strumming controls.

Now, just play a single note in the octave C1 - B1 (displayed in purple) to hear a strumming pattern!

To stop the pattern, play a single down strum (octave C2 -B2) or a single up strum (octave C3 - B3).

The **Pattern Dial** in the lower right panel allows you to change patterns, or you can select one of the 9 patterns in the main display.
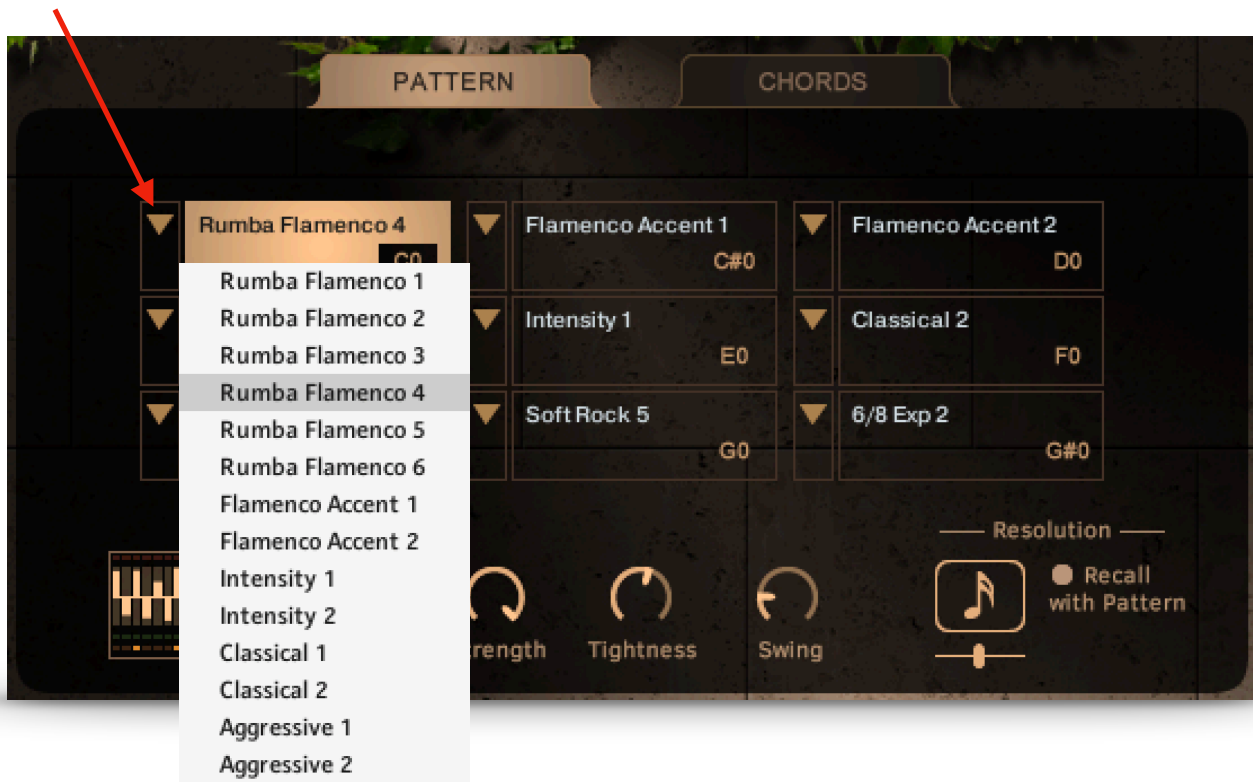
Latch keeps the strum pattern playing when you release all notes.

Chord Recognition allow you to play chords in the range C4 - C6, and Renegade will translate your chords into guitar chords. Turn this off to use key switches to change chord styles instead.

Strum Mode

Pull down menu lets you select any pattern for each Pattern Button.

You can change patterns by clicking on any of the 9 **Pattern Buttons**. The key switch for each Pattern Button is shown in the button itself.

The pull down menu for each Pattern Button lets you assign any of the 40+ patterns available to any Pattern Button. This way, you can have 9 patterns easily switchable with key switches.

Strength controls the overall velocity of the pattern. You can assign a MIDI CC controller (Kontakt's Learn MIDI CC Automation) control this real-time.

Tightness controls the tightness of the individual strums in the pattern.

Swing adjusts the amount of swing in the pattern.

Resolution controls the step resolution of the pattern to help match the tempo and feel of your project.
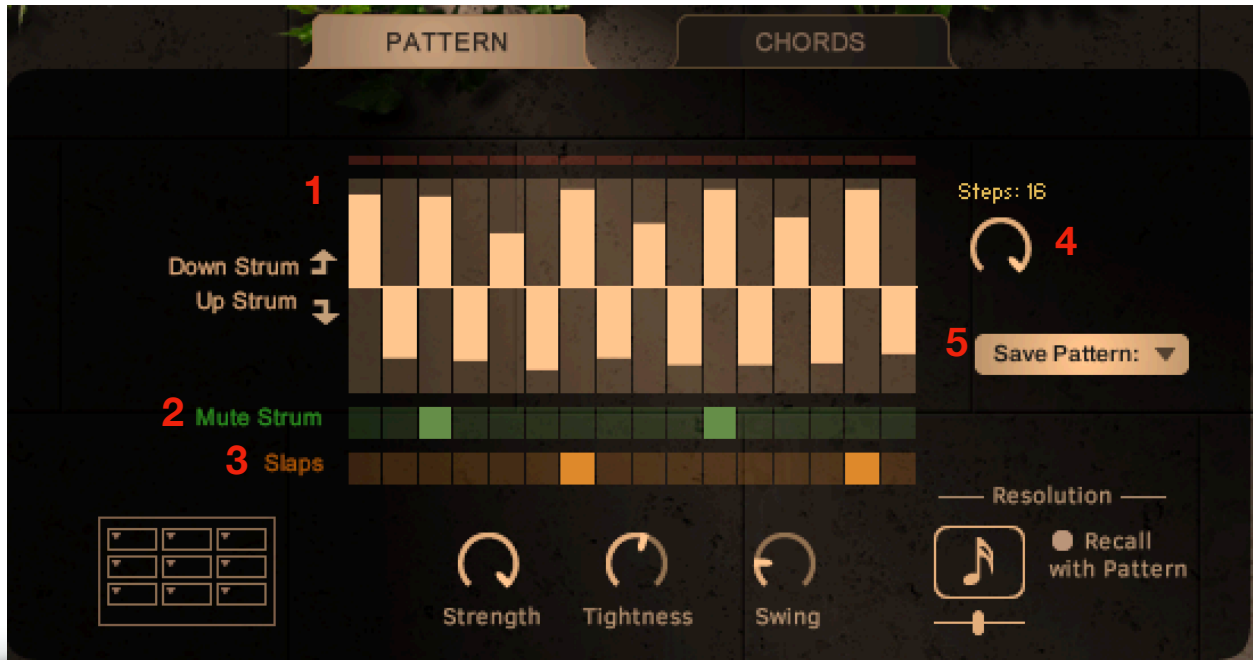
Recall with Pattern connects your Resolution the resolution saved with each pattern. If you do not want the resolution to change when you switch patterns, turn this off.
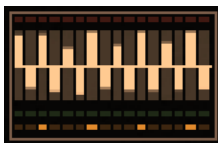
Pattern Edit Button will display the editing controls for the currently selected strum pattern.

Pattern Edit Controls

Renaxxance lets you edit any pattern, and save it to any pattern memory location.

There are 3 grids that allow you to choose what happens on each step of a pattern.

1. Main Grid. The center line is a velocity of 0. Dragging a segment up creates a down strum with a greater velocity the farther you go. Dragging a segment down creates an up strum, again the distance from center determines velocity. Most patterns will look like this, with alternating down and up strums to simulate how guitar players strum. A velocity of 0 (center) on any step except the first will allow the previous step to sustain.

2. The Mute Grid places a muted strum in a step rather than a sustained strum.

3. The Slap Grid replaces a strum with a slap of the strings and body of the guitar with the palm of the hand, great for simulating Flamenco styles.

4. Steps determines how many steps there are in a pattern, from 2 to 16.

5. Save Pattern lets you name and save a custom or edited pattern to any pattern memory location.

The **Chords** tab will display the **Chords Panel**.
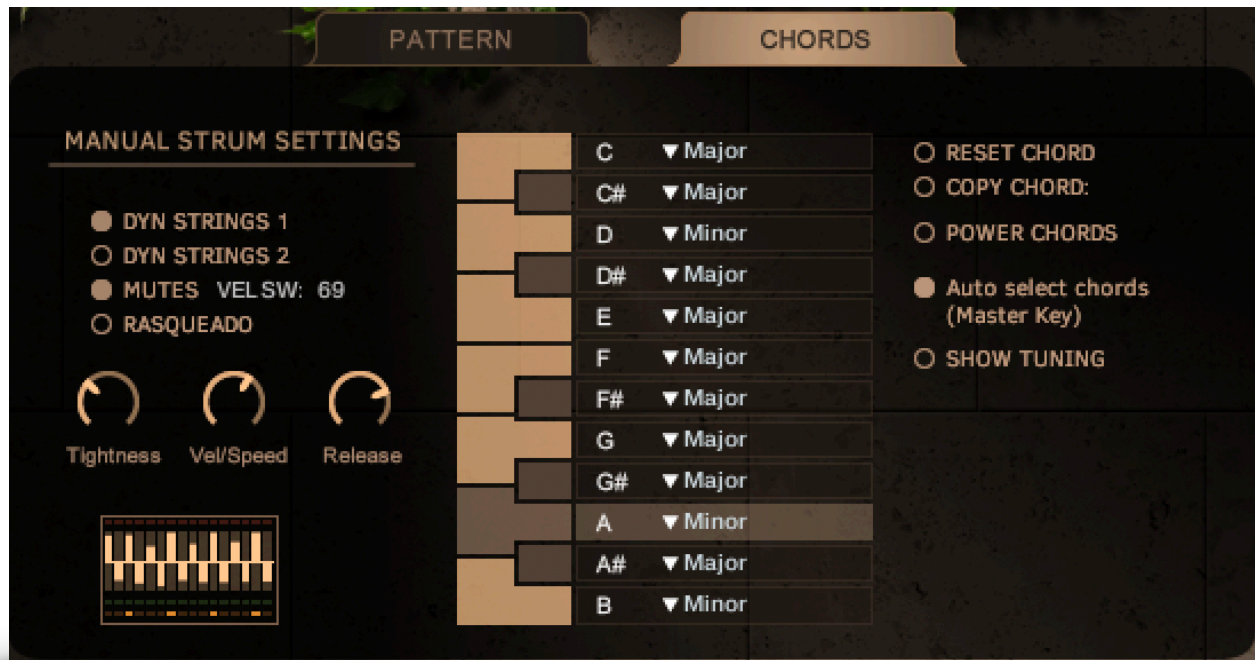
Play any note in the octaves C1 - B1 (Patterns), C2 - B2 (Down Strums), or C3 - B3.

The Chord Selector in the center will change to the root note you played, and display the currently assigned chord variation. For any root note, just use the pull-down menu to select any of the 30 available for the chord.

Tip: Here is the easiest way, by far, to use our strumming engine:

For instance, if you need a G major, E minor, C maj 7th, and D7 for a sequence, just set the G, E, C, and D chords to those variations. Now, anytime you play one of those root notes in the main playing zone, you will hear the chord variations you chose.

Let's say you need more than one variation of a chord, like D major and D sus4. Well, you can use Chord Recognition by simply playing those chords in the Chord Recognition octaves C4 - C6 (when the Chord Recognition button is on), or use key switches (more on this later), or...

My favorite method for multiple variations of a chord:

1. Play a D, and select Sus4 as the variation.
2. Click on **Copy Chord**, and copy it to **D# User**.
3. Set the D back to *Major,* and the D# to *User* (where you just stored the D Sus4.

Now just play D for D major, and D# when you need D Sus4.
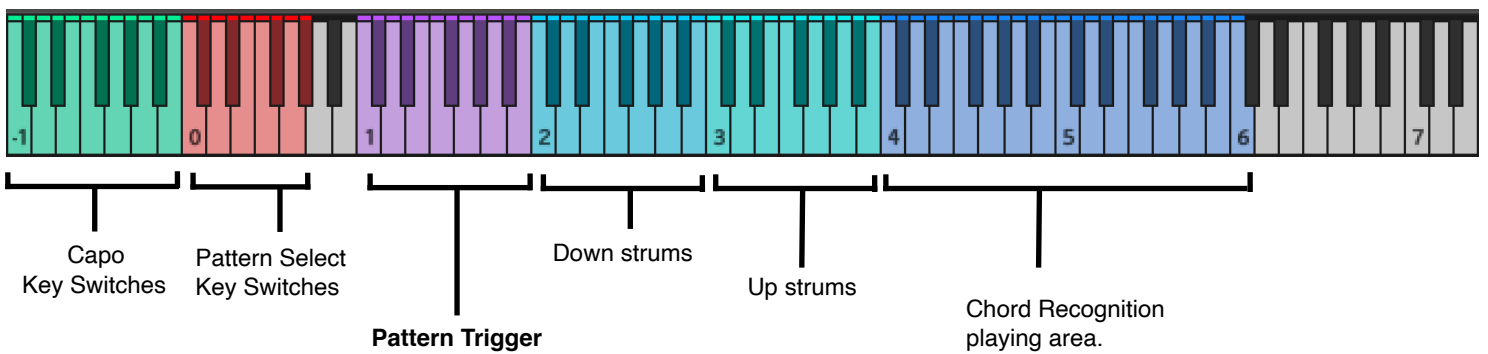
Strum Mode Key Guide

There are 2 methods for changing chord variations as a song is playing:

If Chord Recognition is on, you can play your own chords the the upper octave C4 - C6,
and your chord will be translated into guitar chords with correct voicing. You can, of course,
edit the chords you're using for a more custom sound.
Generally, chords played in the lower of the two octaves (C4-B4) will play open chords, and
chords played in the upper octave (C5-C6) will play bar chords.

 Chord Recognition On

Capo Key Switches

Pattern Select Key Switches

Pattern Trigger

Down strums

Up strums

Chord Recognition playing area.

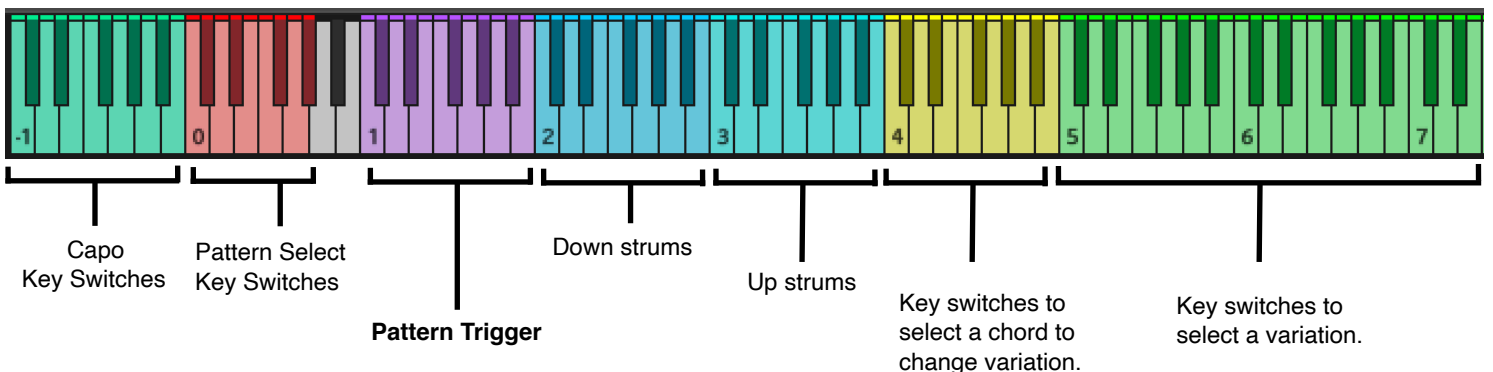With Chord Recognition off, you can use key switches to change chord variations.
For instance, if you have an F Dim chord coming up, you can play an F in the octave C4 -B4
(yellow), which tells the script that you are going to change the F chord. Then play the variation key
switch in the octaves C5 - E7 for Dim, which is F5. Then the next time an F is triggered, you'll get an
F Dim.
Make sure that the key switches happen well ahead of the moment you need to trigger the chord!

This can get confusing and complicated, which is why I prefer the method in the previous page.

 Chord Recognition Off

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

Strum Mode Key Guide

Chord Recognition Off

Left column labels (green octave, top to bottom):
- 7th Sus4
- Dim 7th
- Min 9th
- Min 13th
- Min/Maj7
- Min 7b5
- Min 6th
- Major Bar
- 6th
- Aug
- Minor 7th
- Minor

Right column labels (green octave, top to bottom):
- User
- Maj 9th
- Min 11th
- 11th
- 9th
- 13th
- Power 3
- Power 2
- 7th b5
- Power 1
- Minor Bar
- Sus 2
- Sus 4
- Dim
- Maj 7th
- 7th
- 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 green octave (it's the Minor 7th key switch), and you will see this:

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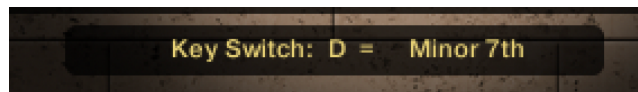
Now, the next time you play a D in one of the playing zones, you will get a D minor 7th.

Strum Mode

Playing Tips in Strum Mode

1. As mentioned before, the easiest way to get going is to set up all the chord variations in the beginning, and just trigger patterns using the single pattern triggering keys (C1 - B1).

Even if you must use additional instances of Renaxxance for different sections, like verse, chorus, bridge. Trust me on this. You'll be able to lay down strumming tracks in a single take easily.

2. Next easiest way to get a track down quickly is using Chord recognition.

You don't need to set the chords up ahead of time, so there's that.
But here's the thing to remember:

3. Play your changes just slightly ahead of the next chord change, and lift your fingers completely off the keys before playing the next chord.

By the time you read this, there should be a walk-through video on our website where I demonstrate this.

The thing to remember is that Renaxxance is playing every chord, one string at a time, on every step of the pattern. So, if a chord change happens while a strum is actually occurring, it might miss the beginning of the next strum.

We've done our best to eliminate glitches, but there's just a lot of stuff happening as a pattern is playing. The script cannot know what you want if you play right on the next beat/change.

4. Use the Latch button for smoother driving.
You can stop the pattern by playing a single down or up strum. This works even if you play the single strum very softly, as not to be heard.

5. Use Manual Chords to play your own strumming pattern live.
Just rock back and forth between single down and up strums. Use the sustain pedal. Maybe you need accents in a certain bar, or maybe it's just easier in some cases. Of course you can create your own automated patterns as well.

Strum Mode

Manual Strum Settings

This sections covers the manual strums (not the strum patterns) that are triggered by playing notes in octave C2 - B2 (down strums) and C3 - B3 (up strums.

With the **Rasqueado** button on, the single strums are slower and more dramatic. This simulates how a classical guitarist will strum a chord multiple times in quick succession, by starting with the little finger and releasing the other fingers over the strings quickly. The up strum reverses this, simulation a slow, dramatic up strum with the thumbnail.

A dial is available to adjust the speed of the Rasqueado strum.

This setting is more for dramatic accent, rather than for playing strumming patterns.

Strum Mode

Manual Strum Settings

With the Rasqueado button off, you will hear normal single down and up strums. This makes it possible to play your own strumming live, which works well while using the sustain pedal, or simply for accents. Also, the single strums are used to stop strum patterns playing.

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.

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.

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).

Tightness controls the tightness, or speed of the pick over the strings.

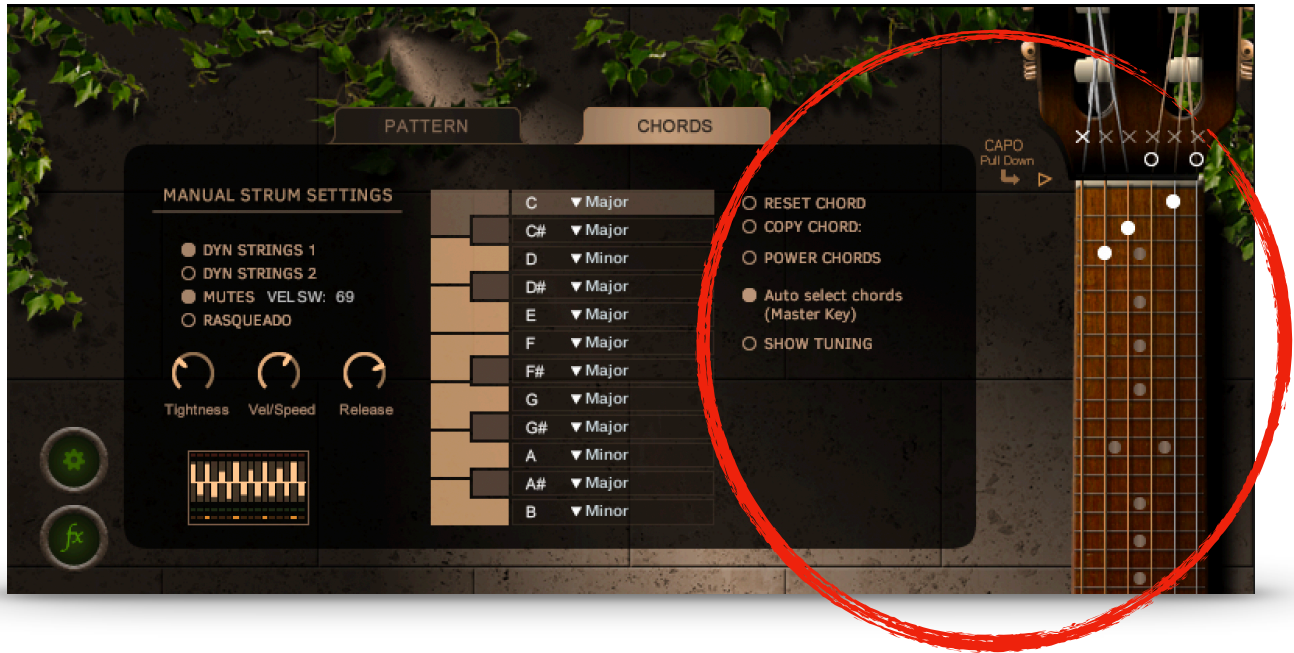**Vel/Speed** sets the amount of effect that key velocity has over tightness.

Release. The volume of the key release sound on manual strums.

Strum Mode

The Fretboard

Need a custom chord? Any chord?
With our **Fretboard** you can edit the preset chords, or build them from scratch, and then save them in any chord memory location.

To change the voicing of a chord:

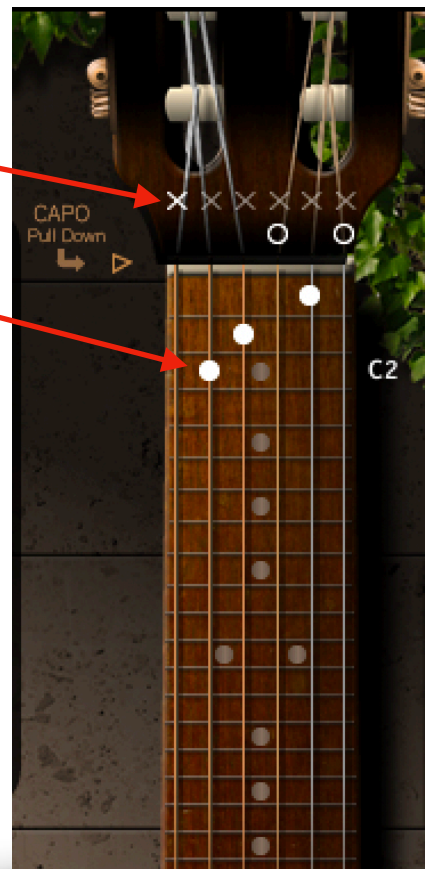The "x" buttons turn the individual strings on or off.

Just click and drag up or down to change the virtual fingers from fret to fret.
Drag to the top for open, or "O".

The note will be displayed on the right side of the neck.

Whatever changes you make to a chord will remain every time you trigger that chord by playing its root note.

RESET CHORD will bring back the default chord, erasing your changes.

COPY CHORD lets you save your chord to any user chord location.

Power Chords. Yes, we know power chords aren't immediately associated with nylon stringed guitars, but don't knock it till you've tried it!

There are 3 versions that cycle through when you hit this button:
1. Two note power chords.
2. Three note power chords.
3. Three note power chords voiced high.

Auto select chords. As you change the Master Key dial (in the lower panel, Harmony section), Renaxxance will select typical chords for each key. This can save you time, but remember that **if this is on and you change the Master Key dial, this will change any chords you have selected or edited.**
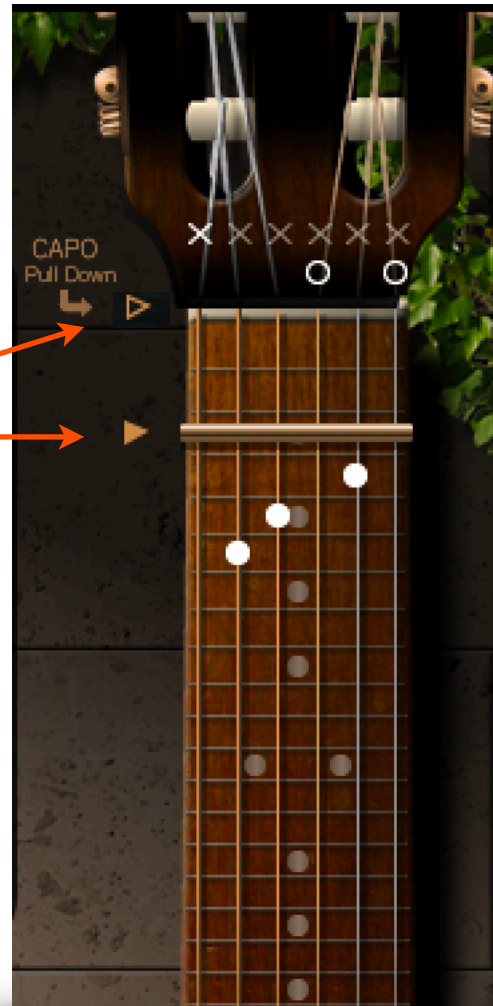
Show Tuning. This opens some controls for lowering the tuning of the strings. This will change the sound of the preset chords, so you will need to customize the chords to adapt to the lower tunings.

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!

Settings
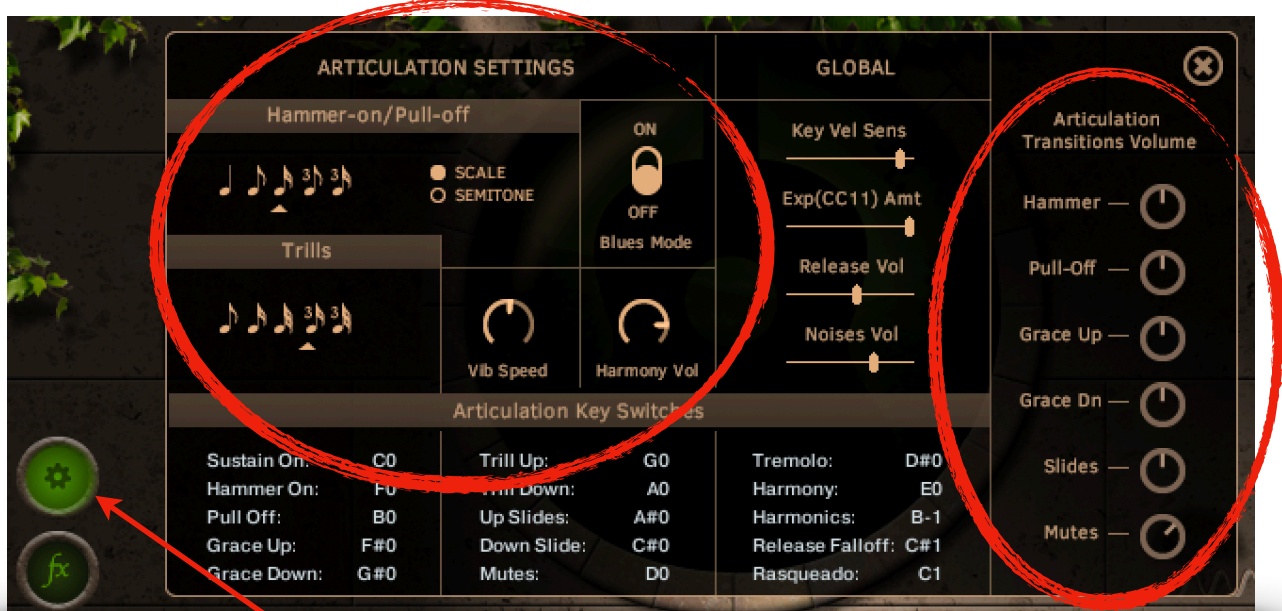
Click on the Settings button to show the Settings panel.

 Adjust the note values for hammer-ons, pull-offs. and grace notes.

 Adjust the note values for mordents (trills)

Scale/Semitone determines whether the intervals used in the articulations follow the key you've chosen with the Master Key dial, or are all set to semitone (half-step).

Blues Mode uses a flatted 3rd interval instead of major third.

Vibrato Speed adjusts the speed of the vibrato effect.

Harmony Volume. You guessed it- controls the volume of the auto harmony.

Articulation Transition Volume.
These controls are useful when using key velocity to trigger articulations like Slides, allowing you to lower the volume to compensate for the higher (or lower) velocities used to trigger them.

Global Settings

Key Vel Sens Control how strongly key velocity effects volume.

Exp(CC11)Amt Determines the amount of control MIDI CC11 (Expression) has over volume.

Release Vol controls the volume of release samples in Solo mode.

Noises Vol controls the volume of strings noises.

Articulation Key Switch Settings

Here you can set the key switch for each articulation from C-1 to C#1

Effects

Click on the FX button to show the Effects panel.

Body IR adds an impulse response created of the resonance of the guitar body.

EQ

Treble and **Bass** controls to quickly tailor your sound.

Delay

Send. Amount of signal sent to the delay effect.
Time. The time of the delay in note values based on host tempo.
Feedback. The number of repeats.

Reverb

Send. The amount of signal sent to the reverb effect.
Type. The sound character of the reverb. Room, Hall, Plate, etc.
Size. Controls the size, or length of the reverb.