

**Foreign
Instruments**

8 String Guitar



Kontakt 2 / Kontakt 3

Xsample, professional sound libraries, 2008

keyswitch overview - 8 string guitar

layer 1										
key	a0	a#0	b0	c1	c#1	d1	d#1	e1	f1	f#1
cc0	0	1	2	3	4	5	6	7	8	9
	position 1 (open strings) v *	position 2 v	position 3 v	position 4 v	position 5 v	position 6 v	dead notes v	slide one v	slide two v	strokes v

* high velocities = slap / modwheel 0 - 127 = xfade from „finger“ to „plectron“

naming conventions

- 8 String Guitar = stereo instrument
- 8 String Guitar M = mono instrument

requirements and recommendations

- kontakt 2.1.1 or higher
- 88 keys midi-keyboard

kontakt 2 - script's

- round robin (standard = always rnd)
- extended tune (spread): 0 = off, 1 - 9 (standard = 2)
- slide (volume): 0 - 9 (standard = 2), use cc04 for position change (1-6) with slide noises
- individual pitch bending (only if round robin = off)
- slap bypass (cc16)
- key-switching with „online“ help

RAM amount:

- stereo = 50,95 MB
- mono = 25,47 MB

290 MB, 450 samples (stereo) / 145 MB, 450 samples (mono)

435 MB, 900 samples

Kontakt scripts - 8 string guitar

extended tune / spread: this script spreads the tune

With this knob you can spread on tonal instruments the tuning. The value 0 is no spreading, range 1 -9.

layer-key-switching with online information on the status line

The key switches are always in the range of A0-A1 (the lowest keys on “88 keyboard”). While switching the level and styles you always get in Kontakt on the status line information about the active sound and programmed controllers.

round robin menu

You can control the kind of sound repetition on the round robin menu.

- ☞ off: script not active
- ☞ on repetition: repetition starts round robin with a fixed cycle
- ☞ on repetition (rnd): repetition starts round robin with a cycle by chance
- ☞ always: round robin always in synchronized fixed cycle active
- ☞ always (rnd): round robin always active in a cycle by chance
- ☞ always (indiv.): round robin always in a individual cycle active

You can use this script for an additional sound alteration. So tremoli and repetitions sounds much more alive.

individual pitch bending

This function is only activ, if round robin is „off“. If you play chords with the sustain pedal and you hold one or more notes, than you can bend this tones with your pitch bender without affecting the other notes of the chord.

slap bypass

If you don't want, that high velocities switch to the slap articulation, then you can bypass this by the use of cc16 (value = 127).

slide and position control

You can use a footcontroller (cc04) for changing the positions (1 - 6). With every position change you will hear a slide noise. The volume of the slide noise can be adjusted by the slide knob (standard = 2). The strings are tuned to A major (A1 - C#2 - E2 - A2 - C#3 - E3 - A3 - C#4).

Xsample 8 String Guitar - articulations

position 1 (open strings) - 6

effects (various)

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8 string guitar

KS a0 - d1 (v)

- modwheel 0 - 127 = xfade from finger to plectron

- cc02 switch between slides 1 / slides 2 / dead notes / strokes

- the 6 positions can be switched by cc04 with a slide noise

Xsample 8 String Guitar - effects

slides 1

slides 2

KS e1 (v)

KS f1 (v)

strokes

"dead chords" (1)

"stopped"

strokes

"dead chords" (1)

KS d#1 (v)

bridge arpeggio

string noises

tuning peg arpeggio

tuning peg pizz (1 - 6)

bridge strokes

bridge strokes (muted)

hand on body (strokes)

KS f#1 (v)

middle (strokes)

middle (strokes muted)

neck (strokes)

sound-hole (strokes)

sound-hole (strokes muted)

rib (strokes)

rib (strokes muted)

For music demos please visit:

<http://www.xsample.de>

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Credits:

Engineering, Sound Design and Kontakt Scripting by Georg Stahl.
Kontakt Patches, Human Playback Preferences and Music Demos by Hans Josef Winkler.
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