Installation:

Please follow the directions in the "Installation" PDF included with the download.

1 The Guitars. Just click on a guitar to choose it. There are 5 to choose from; Blue Ridge, Nashville, California, Nylon, and Double-Tracked.
Note: If you do not have Acoustic Guitar Collection, you can use the **AGC Remix LE** instrument, which contains lite versions of the Doubletracked and Nylon guitars!

2 Styles. Choose **FingerPick** or **Pick** style for each guitar*. **12-String** mode gives you the sound of a jangly 12-string guitar**. **Auto-Vib** adds an realistic automatic vibrato. You can control the depth of the vibrato with the **Vib Depth** slider below.

*The Nylon guitar has only FingerPicked samples, and Double-Tracked has only Picked samples.
**For maximum Janglousity choose Double-Tracked AND 12-String!

3 Performance Preset. You can select Presets by the up/down arrows or by clicking and dragging up on the Preset display. There are no on-board user memory presets, since you can easily save your edited instrument under a new name, and all your settings will be saved. Also, if you're working from within a DAW, your changes will be saved with your project.

4 Performance Controls. These are tied to the Presets, but you can customize them, If you change a Preset it will change these settings, so be sure to save your instrument if you want to keep them.
The five articulation layers (Sustains, Mutes, UpSlides, Harmonics, and Hammer-Ons) can be played via by key velocity or key switches, and this area gives you complete control over how the instrument reacts. There are settings for each layer's volume, low velocity limit, high velocity limit, and key switch. There are also controls for the Release samples and Finger Noise samples. A setting of "0" turns these effects off.

The Key Switches are momentary; If you are playing and would like to hear an Up Slide on a particular note, depress the A-0 key and play the note that you would like for a slide. Then, when you release the A-0 key, playing will return to normal.

Extra Controls for Hammer-Ons

Hammer-ons are notes that are played by depressing a finger on a string that is already sounding, that is, without picking the string again. There are probably several ways of implementing Hammer-Ons in a sample library, and we've chosen a method that seems to make sense for using them while playing a picking pattern.

Let's say you want to have a D note play and a Hammer-On to the E above. You would play the 'E' target note, just like if you were using the Up Slides Articulation. As set above, a key velocity above 106 or a A#0 key switch will trigger the Hammer-Os.

The **Key** selector will set the Hammer-Ons to whole steps or half steps depending on the key you choose and what step in that key's scale you are playing. You can also choose All Whole Steps or All Half Steps.

Note Value allows lets you choose how long the first note plays before the Hammer-On note plays in relation to Kontakt's master tempo or the host tempo.

About AGC's new Hammer-On and Release features.
The samples for the original release of AGC were recorded in 2003. Three of the four featured guitars originally used have moved on with their lives, hopefully making music somewhere out there. Because of this, we could not actually record new samples for the new features, but instead used the existing sample pool to create them. We were amazed at the results, and feel that AGC has a new, more detailed and expressive sound than ever before. The Nylon guitar is still in our studio, however, and we did sample some additional notes at the upper range of the instrument.
Enjoy!

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Additional Controls

Vel Vol lets you determine how key velocity will affect volume. The higher the value, the more sensitive to velocity the instrument will be.

Reverb controls the amount of signal sent to the internal reverb.

Body adds a body resonance IR effect.

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