THE MANDOLIN

Indiginus' *The Mandolin* has been designed to help you create realistic mandolin parts easily, using both key velocity switching as well as momentary key switches to control articulations and chords.

The Mandolin has two playing modes, Solo and Chords, and you can switch between these modes with the Solo/Chords button:

Solo Mode

Solo/Chords button.

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

Chords Mode

CHORDS Mode allows you to play chords that are triggered by single keys. Down-strums are in the octave C1 - B1, and Up-strums are in the octave C2 - B2.

Control that are active in both Solo and Chords modes.

Global Edit Button

Effects Button

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.

BODY RESONANCE
This slider controls the amount of body resonance, an effect that adds the resonant character of an instrument body using impulse responses

VIB. Auto-vibrato adds a vibrato effect
VIB DEPTH controls the amount of vibrato.

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:

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).
At lower velocities, the hammer-on is replaced by a quick slide.

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.

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).

Slide Up. A simple slide up to the note you play. Slides are whole step or half step, depending on the key you've chosen using the Master Key selector.

Slide Down. A simple slide down to the note you play. Slides are whole step or half step, depending on the key you've chosen using the Master Key selector.

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.

Tremolo. Creates a tremolo effect. You can play chords as well as use Harmony with the Tremolo effect.

Tremolo Speed controls the picking speed of the tremolo effect.

Sync allow you to choose a note resolution for the tremolo. If you choose *Slider* (default), the *Tremolo Speed* slider is used.

Note: When using the *Tremolo Speed* slider (not synced to a note value), there is a certain amount of randomness in the tremolo speed.

MAIN CONTROLS
MORE SETTINGS
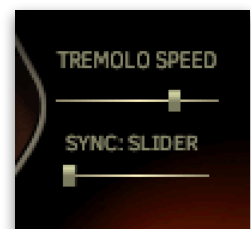
You will find more controls for the articulations in the "More Settings" panel.

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.

REL VOL

NOISES

HARMONY

3RD UP

VOL

MASTER KEY

G/Em

LINK CHORDS

RR RESET

VIB

VIB DEPTH

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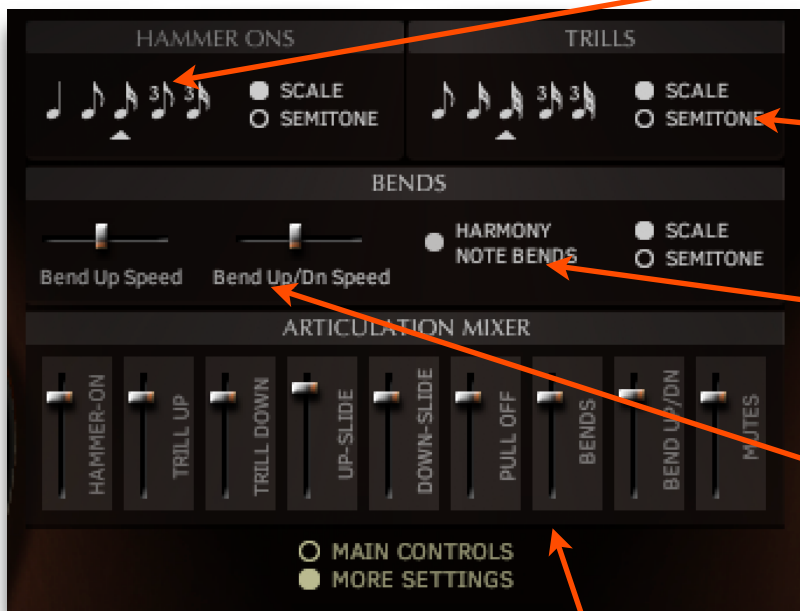
NOTE RESOLUTION controls for Hammer-ons, Pull-offs,and Trills. These control the timing of these articulations by locking them to either Kontakt's master tempo, or the host tempo.

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.

In CHORDS mode, you will see the chords controls:

Down strums   Up strums

CHORDS mode allows you to play strummed chords by pressing singe keys.

Octave C1-B1 (red) will play down-strums.

Octave C2-B2 (green) will play up-strums.

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.

ARPEGGIATE turns the strummed chords into picked chords! Choose your note value for tempo sync. There is no looping involved- Renegade simply picks each note one at a time instead of strumming. Octave C1-B1 goes up, and octave C2-B2 goes down.

Chop
"Chop" chords are used for rhythm playing, and are usually muted. This button is a shortcut- press once to change all chords to major chop chords, twice for minor. Use in conjunction with the "Mutes" button.

Strum Speed controls the speed of the pick traveling over the strings for a single strum.

Vel / Speed determines how much key velocity affects Strum Speed.

Selecting Chords and the Fretboard

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.
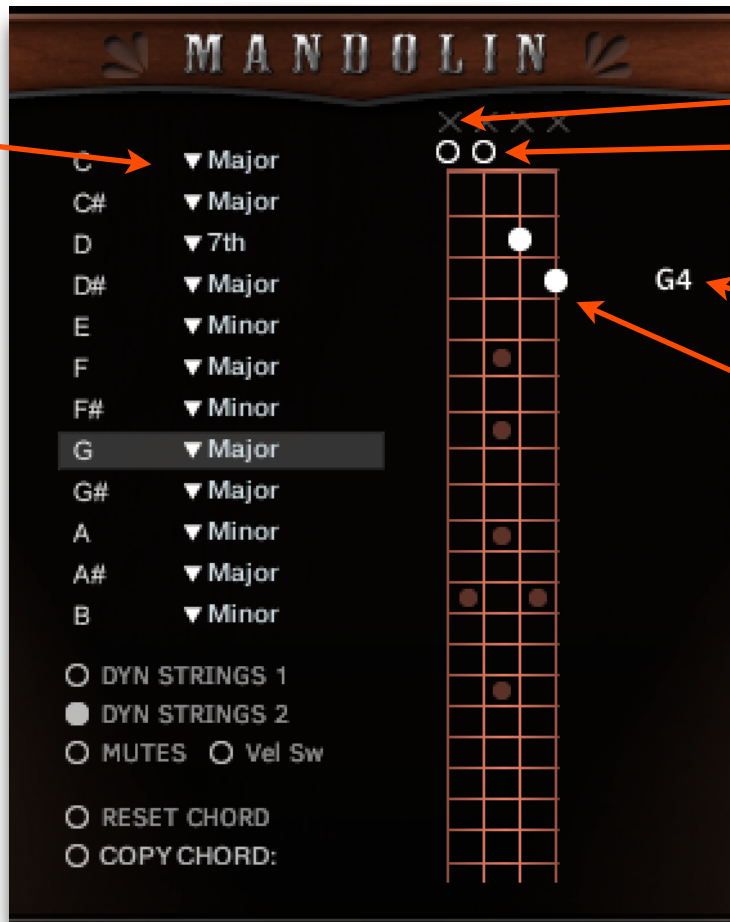
Editing Chords

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.

MANDOLIN

C	▼ Major
C#	▼ Major
D	▼ 7th
D#	▼ Major
E	▼ Minor
F	▼ Major
F#	▼ Minor
G	▼ Major
G#	▼ Major
A	▼ Minor
A#	▼ Major
B	▼ Minor

G4

○ DYN STRINGS 1
● DYN STRINGS 2
○ MUTES   ○ Vel Sw

○ RESET CHORD
○ COPY 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.

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 Changes the strumming to a muted style, very useful for playing rhythm patterns in bluegrass music. Use in conjunction with the "Chop" button.
Vel Sw Changes the strumming to muted at low key velocities, but still sustained at higher key velocities.

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.
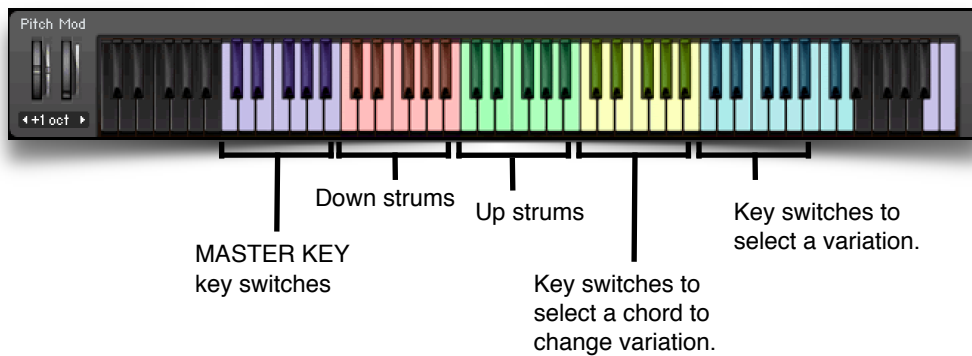
The Mandolin's Chord Key Switches are disabled by default, to avoid confusion as you are getting acquainted with how things work. To turn them on:

Press the Global Settings button...

Turn off the DISABLE CHORDS KEY SW button.

Down strums

Up strums

Key switches to select a variation.

MASTER KEY key switches

Key switches to select a chord to change variation.

C3-B3 (yellow) and Octave C4-B3 (cyan) 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:
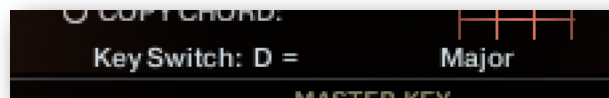
Then, play an Eb in the cyan octave (it's the Minor 7th key switch), and you will see this:
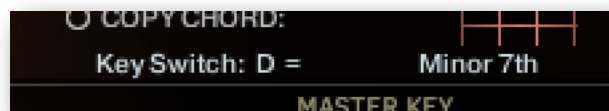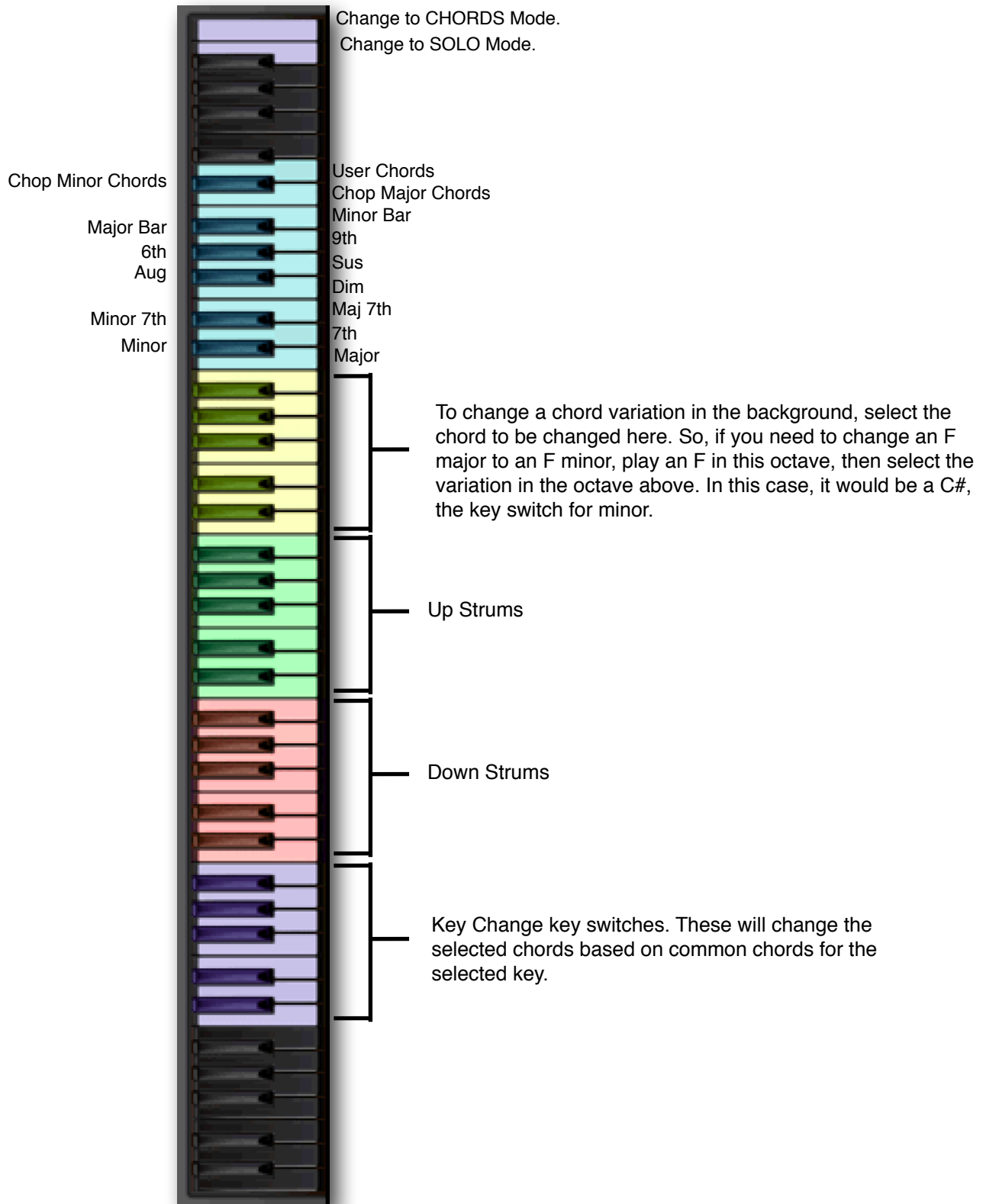
Now, the next time you play a D in one of the playing zones, you will get a D minor 7th.
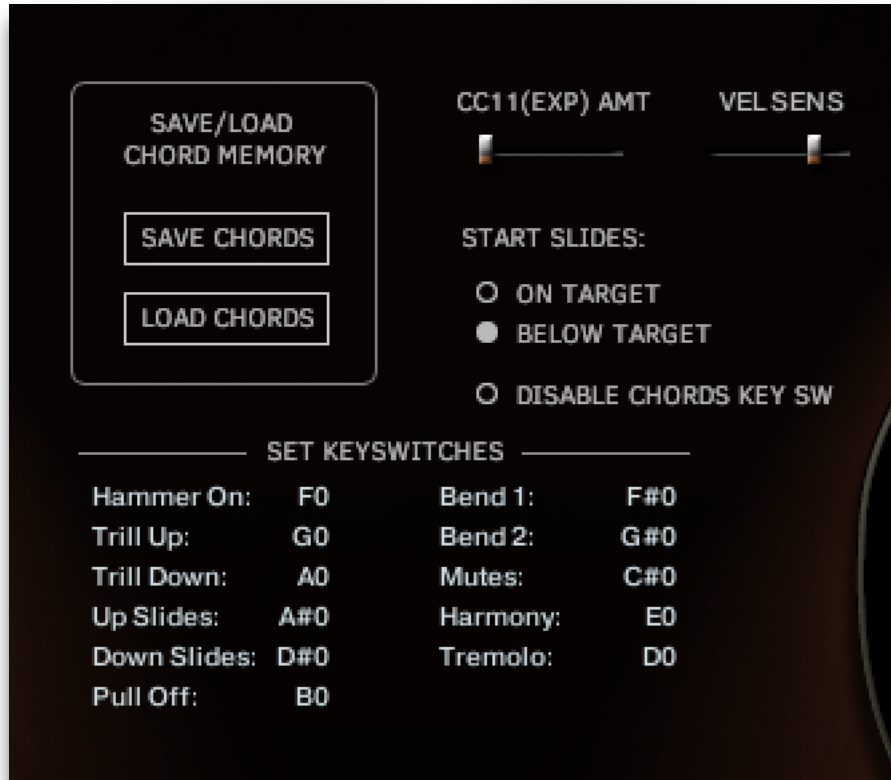
Octave C0-B0 (black) Key switches for key changes.

CHORDS Mode Key Switch Map

By default, the key switches for Chord Mode are off, to avoid confusion when you are first using The Mandolin. To turn them on, go to Global Settings and un-select "DISABLE CHORDS KEY SW".

Change to CHORDS Mode.
Change to SOLO Mode.

Chop Minor Chords

User Chords
Chop Major Chords
Minor Bar

Major Bar
9th
6th
Aug
Sus
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.

Up Strums

Down Strums

Key Change key switches. These will change the selected chords based on common chords for the selected key.

Pressing this button will show the Global Settings panel.

SAVE CHORDS / LOAD CHORDS Use the buttons to save or load the entire chord bank. You will be prompted to name your file and choose a location to store it. This is useful for importing your custom chord setups into a new project.

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

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

START SLIDES: You can choose to have the notes slide to the played note, or starting on the played note to the note one step above. This is useful when using Renegade with some notation programs.

DISABLE CHORDS KEY SW This disables key switches in CHORDS mode, and is on by default. This helps to avoid accidental chord changes!

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

Pressing this button will show the Effects panel.

Simple controls are available for compression, flanger, and reverb.

Some MIDI CC commands have been preset!

This is mostly to insure proper playback of the demo MIDI files. You can of course delete these settings or reassign them using Kontakt's Learn MIDI CC Automation function.

Master Key CC102
Harmony interval CC 103
Release Vol CC 104
Noises CC 105
Hammer on note value CC 106
Trill note value CC 107
Trem speed CC 108
Trem sync CC 109

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