INDIGINUS

The Concert UKULELE

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

The Ukulele has two playing modes, Solo and Strum. string modes.

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 preset patterns and chords, edit them, or create them yourself.

Controls that are active in both Solo and Chords modes.

Global Edit Button

Effects Edit

Switch between Solo and Strum modes here.

Tremolo Speed Controls

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

FX Preset
Choose from several presets in the pull-down menu. The "i" button will display the effects edit window. This button works the same as the "FX" button in the upper right.

VIB. Auto-vibrato adds an auto vibrato effect.

You can also use the Mod Wheel to control 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:

Slide these arrows up or down to set
your key velocity switch
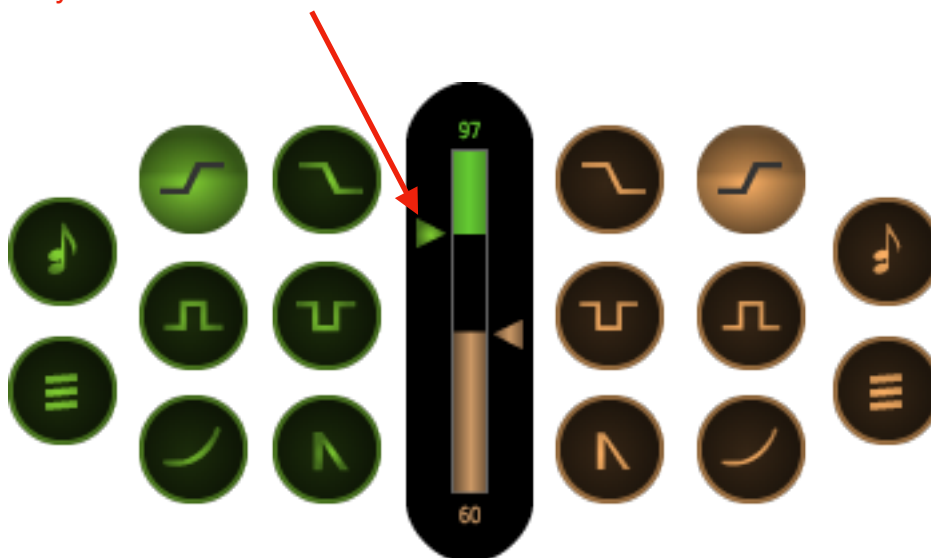
The Velocity Controlled Articulations grid.

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.

This button gives you access to 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.

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.

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.

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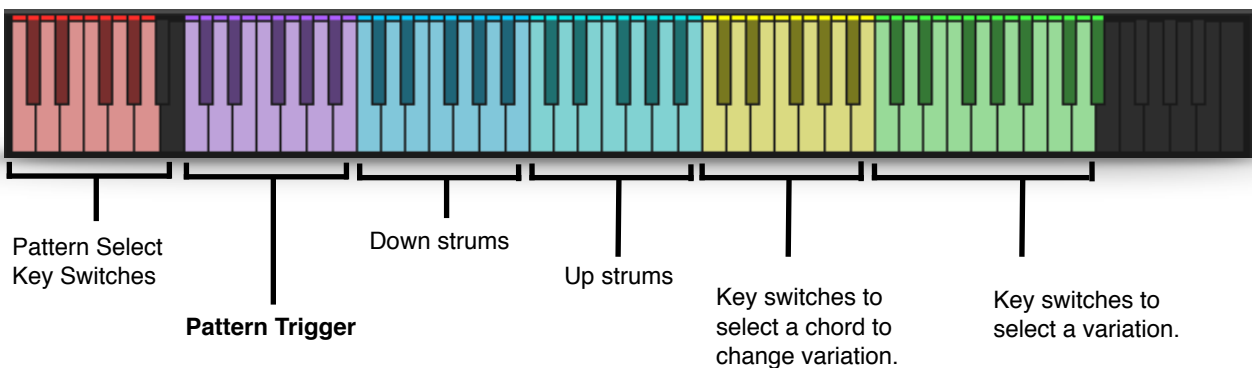
3rd Scale Step Hammer-on.
You can choose whether the hammer-on for the 3rd scale step (major third) is a whole tone interval, or a semitone (for a bluesy sound).

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.

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, The Ukulele 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.

You can also choose to play chords, and The Ukulele will translate them to guitar chords. More on that later.

Selecting Chords and the Fretboard

Click on the **EDIT CHORDS** button to bring up these controls.
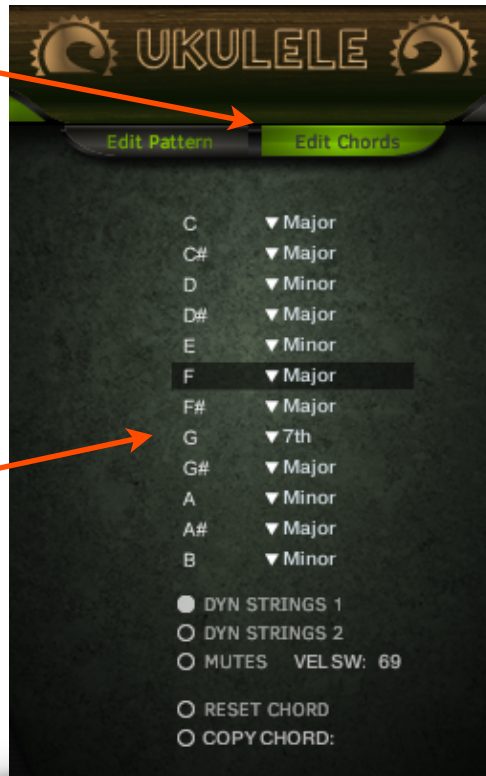
Selecting Chords

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).

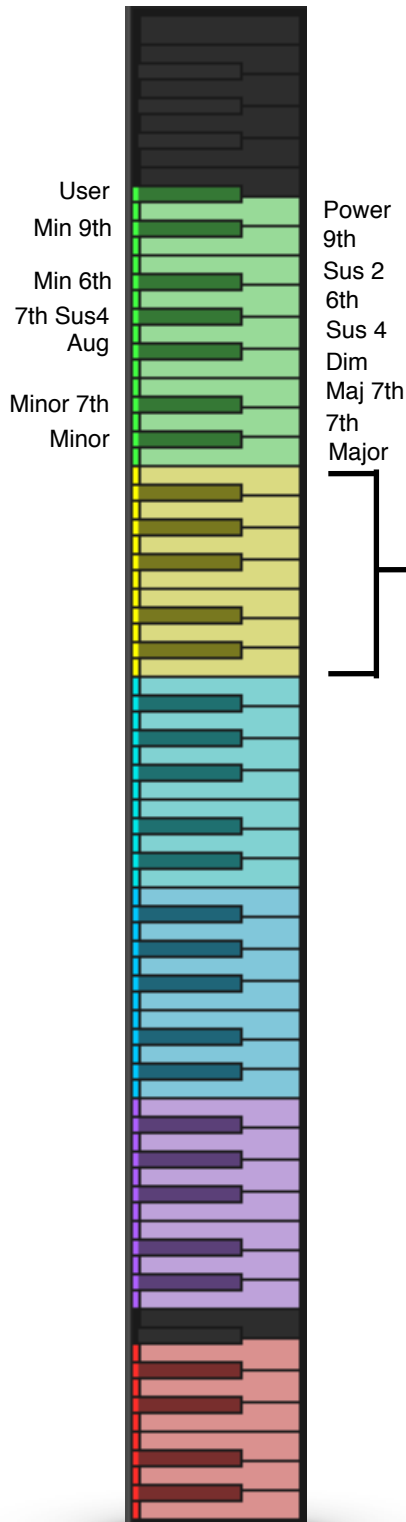**MUTES** Allows you to play muted strums at lower velocities, for a more aggressive sound.
Vel Sw Select the highest key velocity for the mutes.
For manual down and up strums only (not Pattern strums).

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.

STRUM Mode Key Switch Map

User
Min 9th

Min 6th
7th Sus4
Aug

Minor 7th
Minor

Power
9th
Sus 2
6th
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:
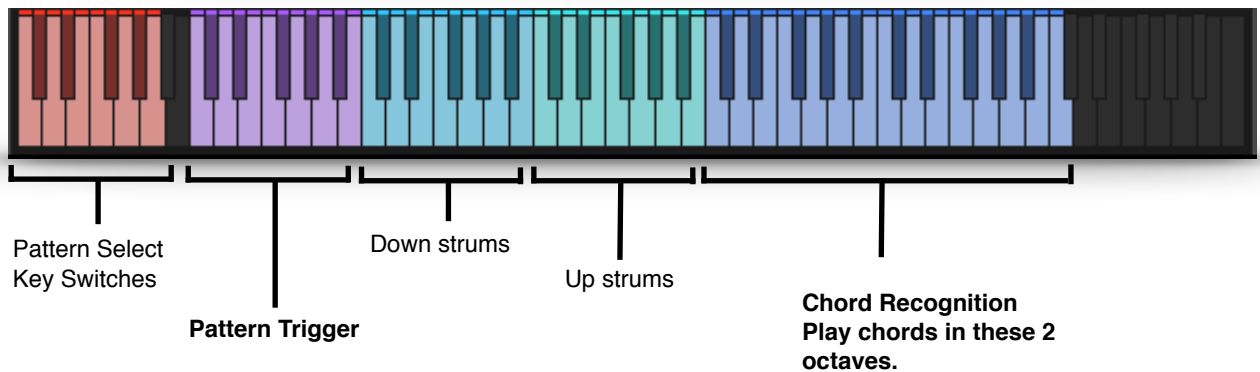
Key Switch: D =   Major

Then, play an Eb in the 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.

Chord Recognition Mode

FNG CRD button. Enables Fingered Chord, or chord recognition mode.

Pattern Select Key Switches

Pattern Trigger

Down strums

Up strums

Chord Recognition Play chords in these 2 octaves.

In Fingered Chord Mode, you can play your own chords in the octaves C5-C7, and The Ukulele will translate your chords into guitar chords.

To start a Pattern, you can still play a note in the octave C1-B1, or you can start it when you play a chord in the Chord recognition octaves.

Playing a note in the Down Strums or Up Strums octaves will still stop a playing Pattern, and will still play the root chord for each key. If you last played an A minor, you will hear an A minor if you play an A note.
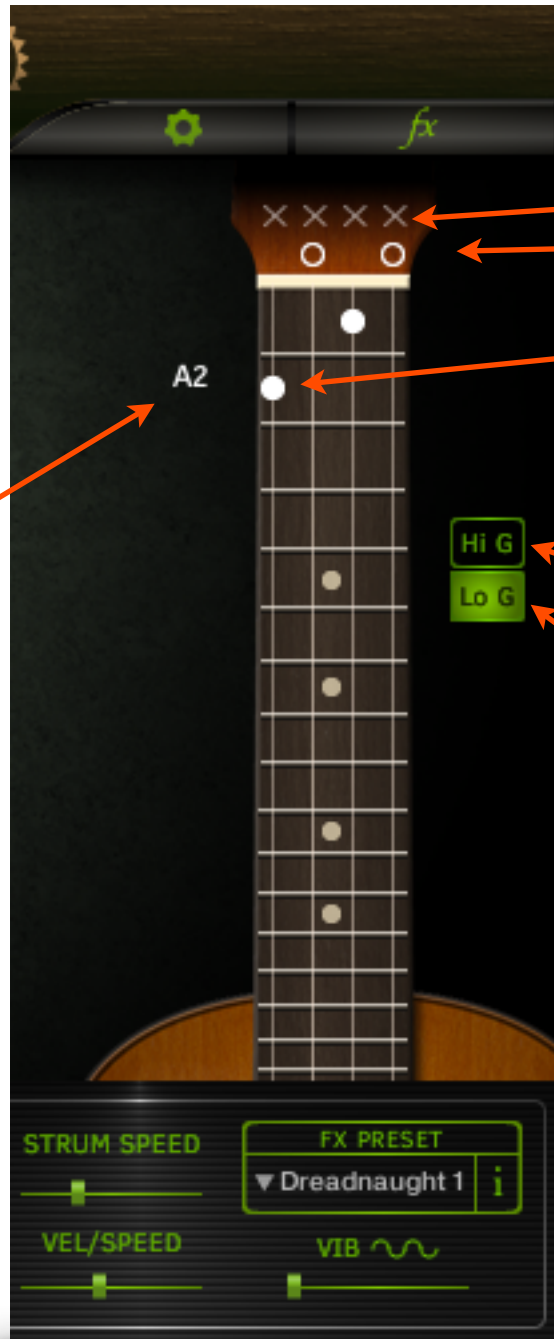
A Few Tips:

The Ukulele must figure out what chord you are playing, play the next step in the sequence (Pattern), and play every note in each chord. This does take some time, so try to play the next chord change a little ahead of the beat. Otherwise, some chordus interruptus can happen when the script tries to play a new chord while the old one is still playing.

-Some chords, like a C2 and a Gsus4 use the same exact notes, and the recognition will depend on the inversion you play. C, D, and G will trigger a C2, while G, C, and D will trigger a G sus4.

-Chords played in the lower octave (C5 - B5) will play open chords, while those played on the higher octave (C6 - C7) will play bar chords.

You can create any chord you like with The Ukulele!
Don't like the default F Major chord? Then change it, and every time you play a F Major, you'll get your new chord. Or, you can save it to the F User location and keep both chords handy.

Editing Chords

Use the X to turn off a string.

An O means an "open" string.

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.

This will indicate the note you are editing.

Hi G   The Ukulele's G string (the farthest on the left in the interface) is tuned high.

Lo G   The Ukulele's G string is tuned an octave

ARPEGGIATE turns the strummed chords into picked chords! Choose your note value for tempo sync. There is no looping involved- The Ukulele 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.

Fingernail
Adds the sound of fingernail attack to strums.

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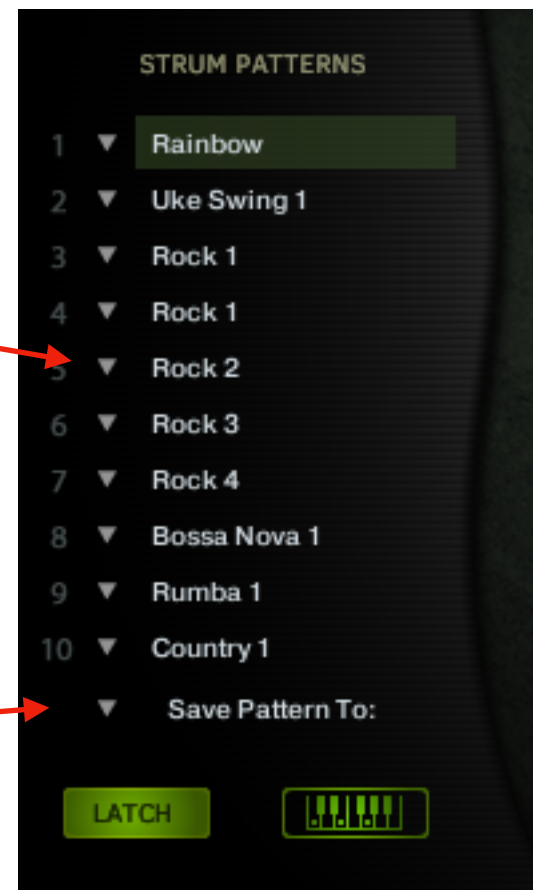
Vel / Speed determines how much key velocity affects Strum Speed. For down and up strums only (not Pattern strums).

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.

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.

You can edit the Strum Patterns, or create your own. Your changes will remain until you choose another Pattern for that location. You can also save your pattern to one of the 30 Pattern locations.

STRUM PATTERNS

1 ▼ Rainbow
2 ▼ Uke Swing 1
3 ▼ Rock 1
4 ▼ Rock 1
5 ▼ Rock 2
6 ▼ Rock 3
7 ▼ Rock 4
8 ▼ Bossa Nova 1
9 ▼ Rumba 1
10 ▼ Country 1
▼ Save Pattern To:

LATCH

Click on the **Edit Pattern** button to show the Strum Pattern Editor.

Step running lights.

These faders control the key velocity of each step.

These arrows indicate the strum direction (down or up) for each step.

Drag this left or right to change the number of steps in the Pattern.

Mute buttons will create a muted strum for any step.

Swing amount.

Looseness. The higher up it goes, the looser the strum. At faster tempos you might want to be careful with this.

Step resolution determines how the Pattern is synced to the master tempo.

Strength determines the overall velocity strength of the Pattern. Assign this to a CC# and move it in real time to add variety and realism!

Overlap adjusts the release length of the strums, or how much overlap there is from step tp step
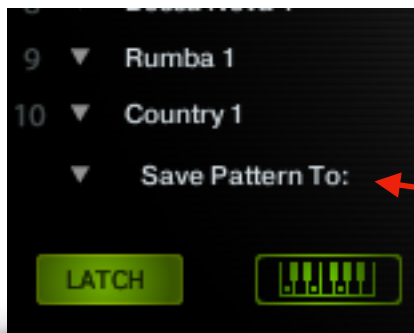
Your edits will remain in one of the ten Pattern locations, unless you choose another Pattern from the pull down menu.

You can save your Pattern to one of the Pattern Bank locations using the pull down menu beneath the Patterns.
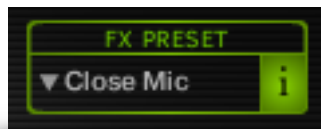
FX Preset
Choose from several presets in the pull-down menu. The "i" button will display the effects edit window. This button works the same as the "FX" button in the upper right.

Effects include:

Color Choose an impulse response from the menu, and add a pick impulse response.
EQ A standard 3 band EQ to tailor your sound.
Delay Delay controls include Depth, Time, and Feedback.
Compressor Adds compression. If you need more tweakability, use Kontakt's wrench.
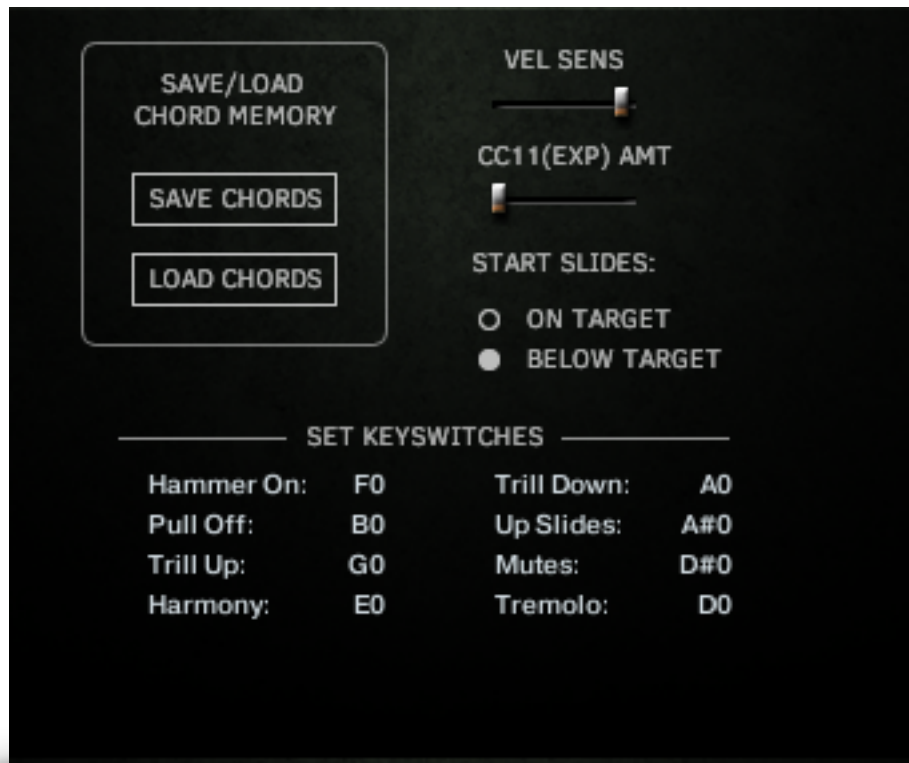**Flanger** Thicken the sound with flanging.
Reverb Controls for reverb depth and size.
Wide Widens the sound.
Gain Controls the output volume.

Copy Preset To: The Ukulele will remember your settings, but you may also save them to a preset location with this menu.

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.

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

**These MIDI CCs are pre-assigned in order to
help the demo MIDI sequence play back
correctly. You can change them if you wish.**

CC 102 Solo/Strum
CC 103 Master Key Dial
CC 104 Harmony
CC 105 Rel Volume
CC 106 Tremolo Speed
CC 107 Chord Recognition On