

Indiginus' **Renegade Acoustic Guitar** has been designed to help you create realistic acoustic guitar parts easily, using both key velocity switching as well as momentary key switches to control articulations and chords. A Martin D-18™ was meticulously recorded to create this library.

Renegade Acoustic has two playing modes, Solo and Strum. Both modes include picked and finger-picked sounds, as well as 12-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.



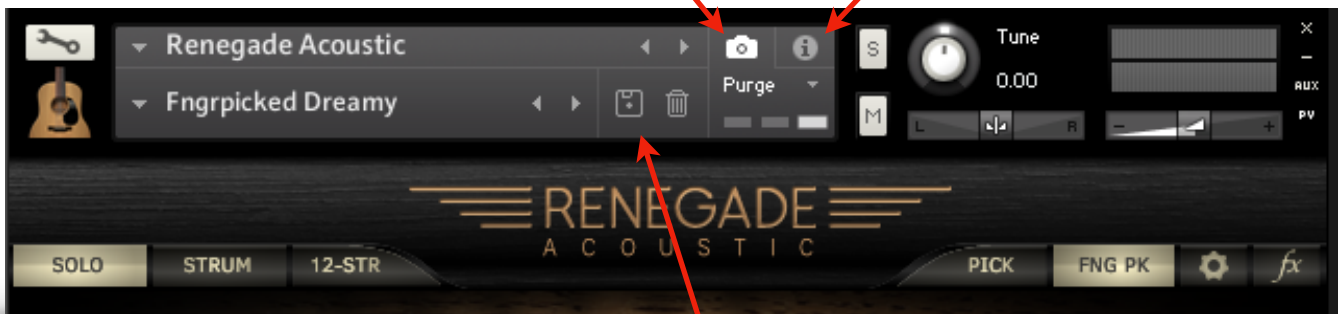
Using Snapshots

Snapshots are Kontakt instrument presets. We have provided some snapshots for Renegade Acoustic, and you can save your own, as well.

Snapshots must be installed separately. Please see details in the Installation PDF.

The camera icon will put you in Snapshots mode. A new pull-down menu will appear below the instrument name.

The “i” button hides Snapshots mode.



The disk icon lets you store your own Snapshots.

The pull-down menu lets you choose the preset Snapshots.



Important:

Snapshots are linked to the name of the instrument .nki. If you change the name of the instrument to, let’s say, “Renegade Ac Lead 1”, the Snapshot menu will no longer display the Snapshots for Renegade Acoustic. If you then save a new Snapshot, Kontakt will create a new folder for “Renegade Ac Lead 1” Snapshots.

Of course, if you change the name of the instrument back to “Renegade Acoustic”, all of it’s Snapshots will re-appear!

Controls that are active in both Solo and Chords modes.

Solo/Strum
Choose between Solo and Strum modes.

12-String Button
Works in Pick and Finger-pick modes.

Pick Button

Finger-pick Button

Global Edit Button

Effects Edit

Skins Button
Choose one of three Background skins.

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.

VIB. Auto-vibrato adds an auto vibrato effect.
You can also use the Mod Wheel to control vibrato.

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.

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.

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SOLO mode is designed for a fast work-flow:

Slide these arrows up or down to set your key velocity switch points.

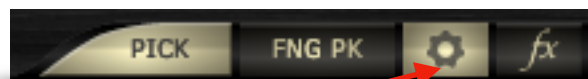


The Velocity Controlled Articulations grid.

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.



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.



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.](#)

● 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.



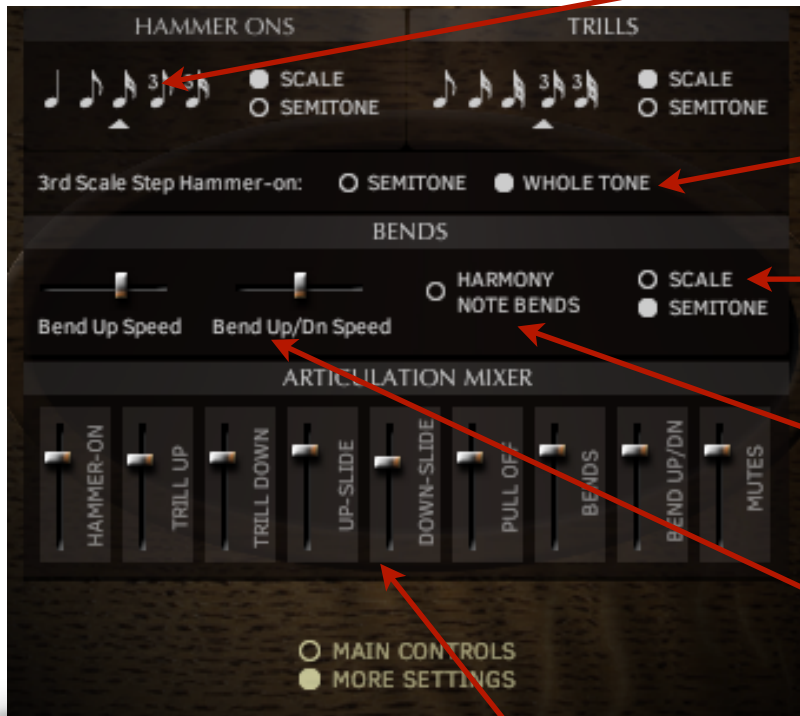
Select the interval for your harmony with this slider.

BLUES creates harmonies that simulate a “double-stop” method of playing solos.

STEEL is great for blues and country.

RR Reset. Renegade Acoustic 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).

SCALE / SEMITONE switches let you choose whether an articulation's intervals follow the Master Key, or are all semitones.

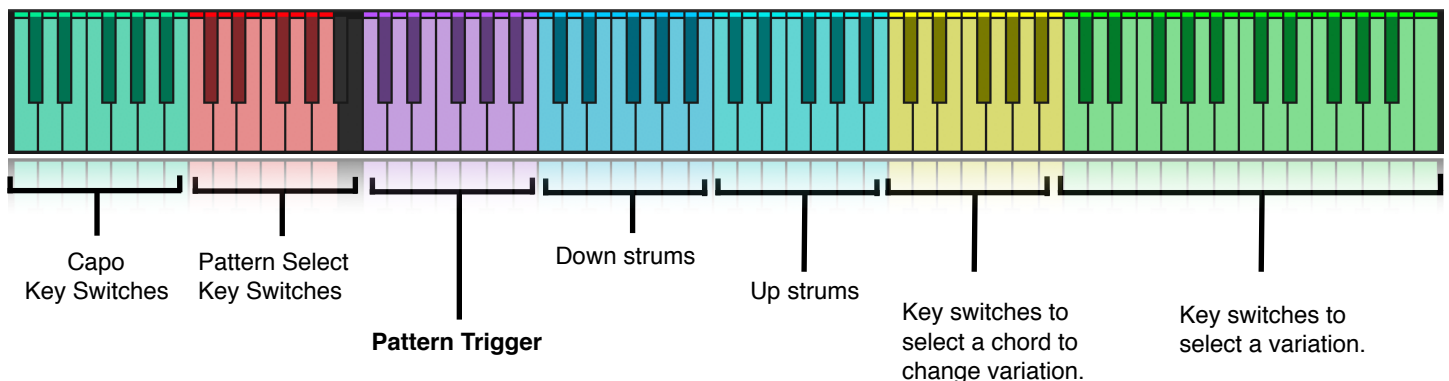
HARMONY NOTE BENDS. When on, auto-harmony notes will bend along with the played note. When off, harmony notes do not bend.

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.

STRUM Mode



STRUM mode allows you to play strummed chords by pressing single keys. By default, Renegade is set to our Classic Mode, where the chord is selected by the root note. If you play a “G” in one of 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..

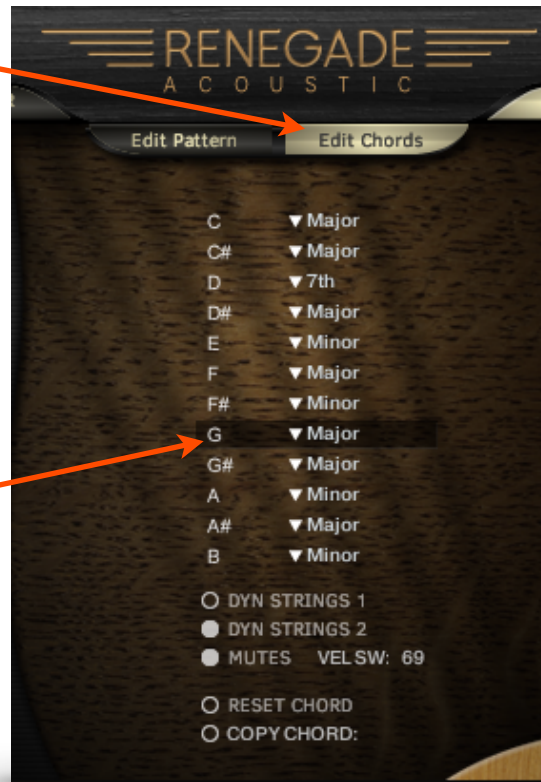
Octave C2-B2 (blue) will play down-strums and will stop a playing Pattern.

Octave C3-B3 (cyan) will play down-strums and will stop a playing Pattern.

You can also choose to play chords, and Renegade 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.

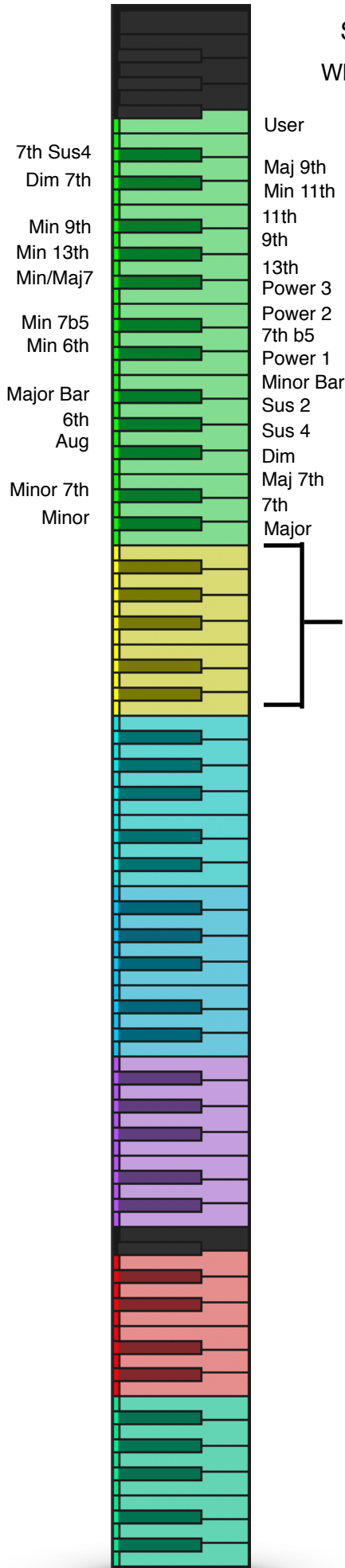
For manual down and up strums only (not Pattern strums).

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

When Chord Recognition button is off.



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:



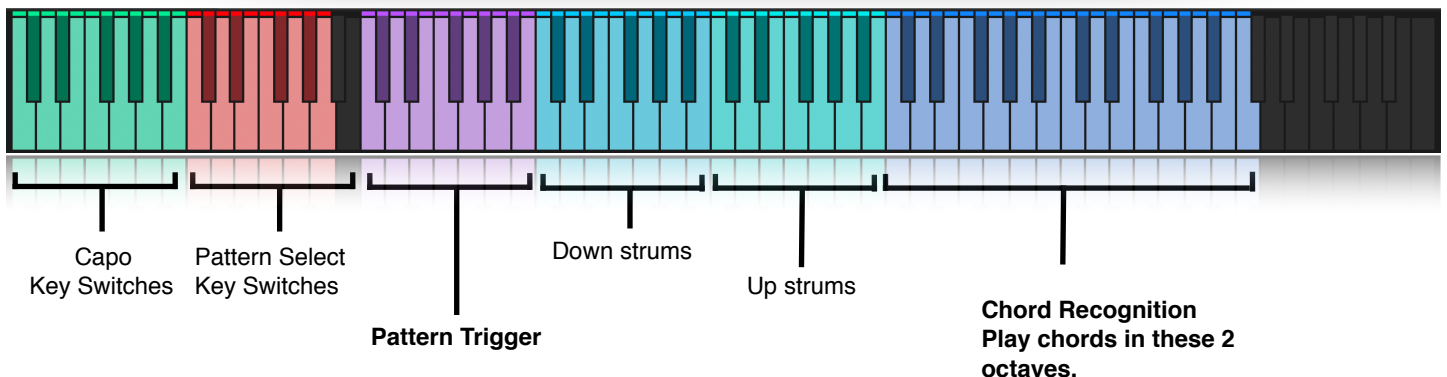
Then, play an Eb in the cyan octave (it's the Minor 7th key switch), and you will see this:



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

Chord Recognition Mode

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



In Fingered Chord Mode, you can play your own chords in the octaves C5-C7, and Renegade 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:

-Renegade 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 in Renegade Acoustic Guitar!
Don't like the default G Major chord? Then change it, and every time you play a G Major, you'll get your new chord. Or, you can save it to the G User location and keep both chords handy.

The Capo

Pull down arrow to change key.

Editing Chords

Use the X to turn off a string.

An O means an "open" string.

This will indicate the note you are editing.

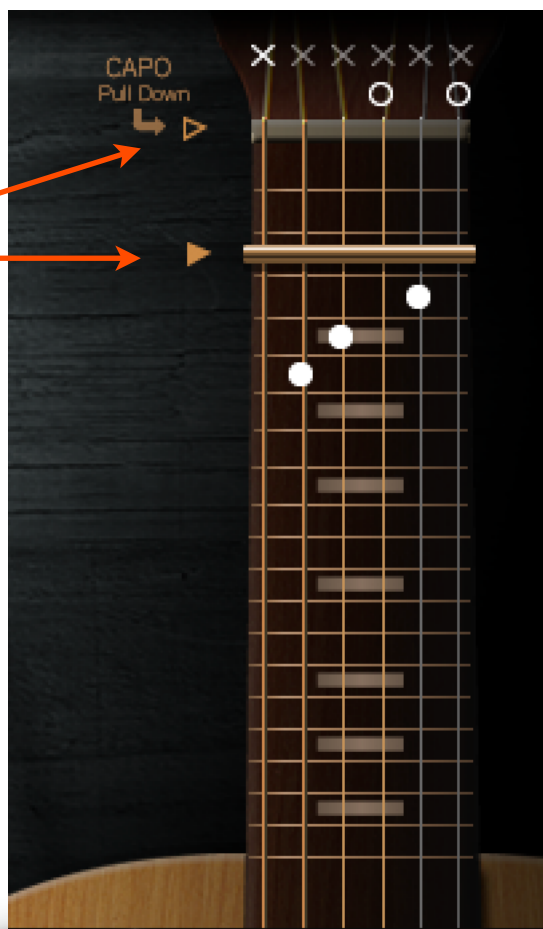
To change the fingering of a chord, just click and drag the dot up or down the fretboard. Remember that "X" will turn off a string, and that "O" is an open string. Your changes will be remembered.



The Capo

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!

LOWER STRUM MODE CONTROLS



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 C2-B2 goes up, and octave C3-B3 goes down. Not active when a Pattern is playing.

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).

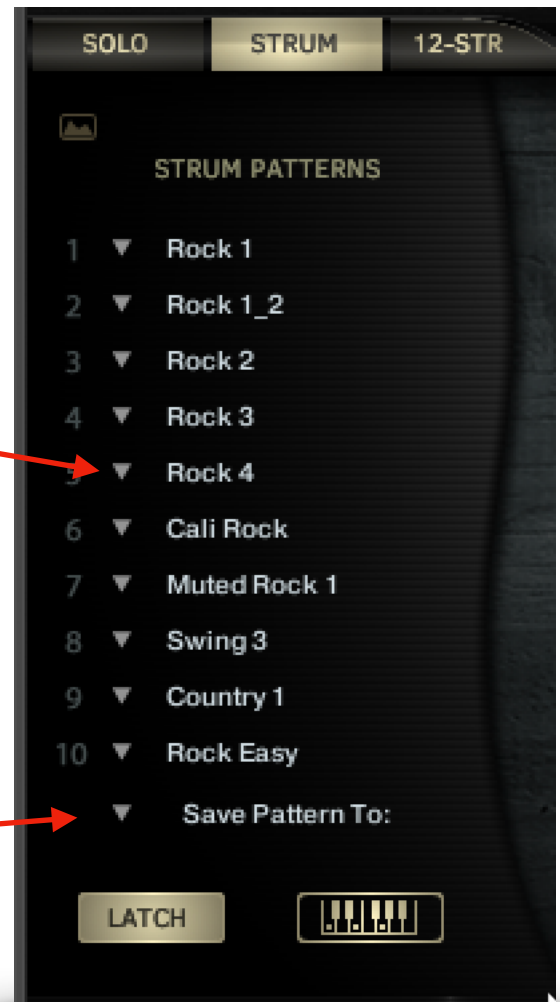
Vel / Speed determines how much key velocity affects Strum Speed. For down and up strums only (not Pattern strums).

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.



Editing Strum Patterns

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.

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

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.

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!



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: Renegade 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.

AUTOMATICALLY PURGE UNUSED SAMPLES When activated, this will purge the sample set you are not using, depending on whether you are using the pick sound or the finger-pick sound.

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