

# GENERATION

## ELECTRIC GUITAR

Congratulations on your purchase of Indiginus' **Generation Electric Guitar**. We appreciate your support!

Our goal with Generation was to capture the sound and spirit of an American classic electric guitar. Equally at home in rock, funk, jazz, country, pop and countless other styles, it's versatility has been the secret of it's over 60 years of prominence. We sampled all three pickups of a Fender Stratocaster simultaneously and direct, so all 5 pickup positions (with the two 'in between' positions) stay in phase as you select them.

There are two playing modes, **Solo** and **Strum**:

### 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.





Click on the *Effects* tab to show the effects settings.

Here is our virtual studio, where you can choose great sounding effects, amps, and amplifier/speaker combinations. There are many presets to choose from, and you can customize and save your own.

### Introducing our new custom amp/speaker models.

Not content with the stock Kontakt amp/speaker sims, we approached Scot Michael of Titan Recording Studio in Seattle to record our custom impulse responses, and we think you'll be amazed at the sound! We sampled 3 amp heads through 3 different speaker cabinets, so what you hear is the actual combination of each amp through each speaker, with close and room mics. We also sampled a combo amp with close and room mics. We were stunned at the result- you can almost see the amps sitting there as you listen. Seriously, the difference isn't subtle, it's in your face.

If you prefer, you can bypass everything and just output the DI recorded sound to your own effects.

## Using Snapshots

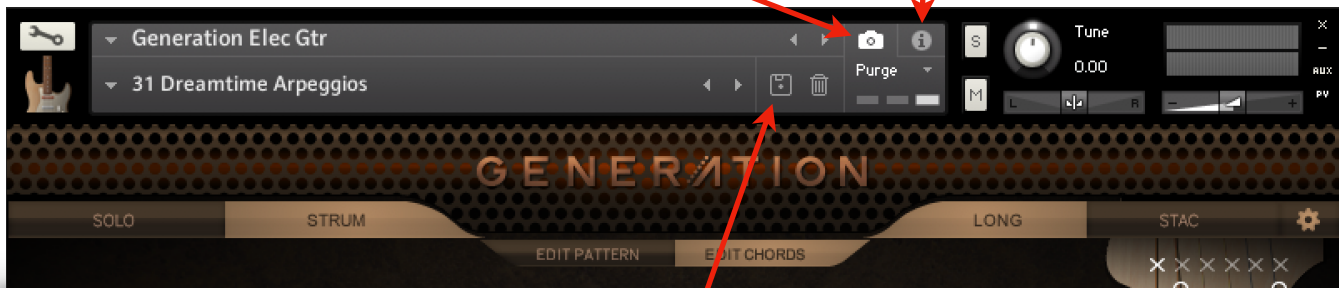
Snapshots are Kontakt instrument presets. We have provided some snapshots for Generation Elec Gtr, and you can save your own, as well.

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

**If you do not wish to install Snapshots, you can use the presets in your Presets folder inside your Instruments folder.**

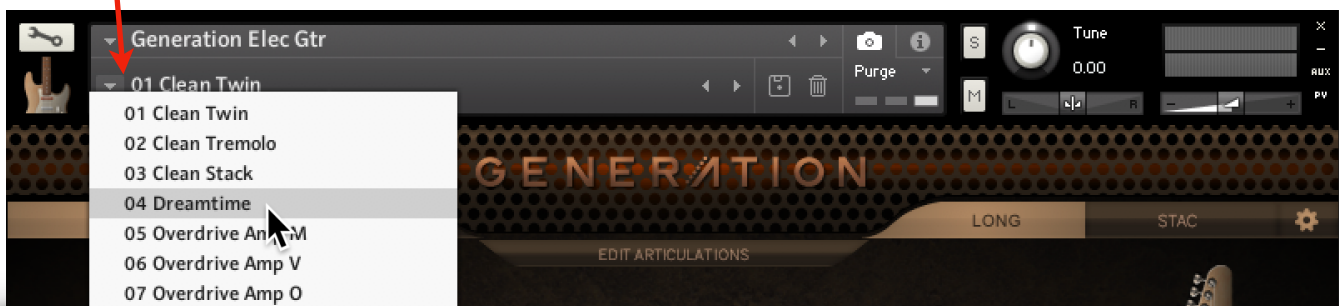
The camera icon will put you in Snapshots mode. A new pull-down menu will appear below the instrument name.

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, "My Groovy Lead 1", the Snapshot menu will no longer display the Snapshots for Generation Elec Gtr. If you then save a new Snapshot, Kontakt will create a new folder for "My Groovy Lead 1" Snapshots.

Of course, if you change the name of the instrument back to "Generation Elec Gtr", all of its Snapshots will re-appear!

## Controls that are active in both Solo and Chords modes.



**Solo/Strum**  
Choose between Solo and Strum modes.

**Long/Staccato Buttons.**  
Select either Long (sustains) or Staccato (shorts) for the main sound.

**Global Settings Button**

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

**Tone**  
Controls the tone of the guitar.

**Main/Effects Tabs**  
Choose between Generation EG's main panels and the Effects panel.

**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.

**Vibrato**  
Adds an automatic vibrato. You can access controls to adjust vibrato speed and delay in the Edit Articulations control panel. The Mod Wheel button sets vibrato control to the mod wheel as well.

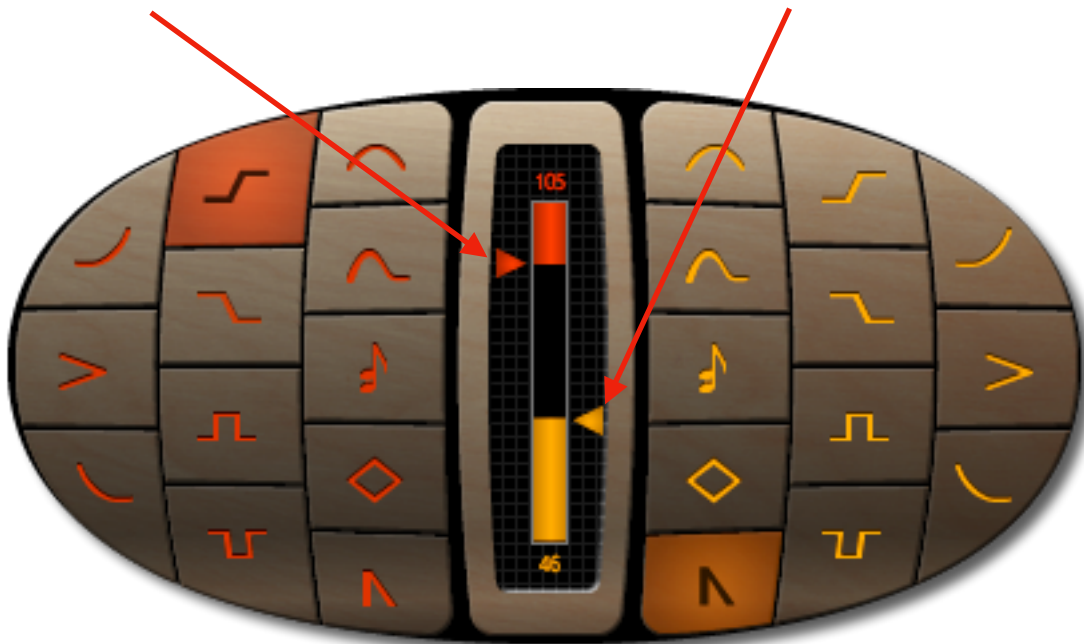
**Pickup Switch**  
This is a 5-way switch that chooses between the 3 pickups, as well as the two "in-between" positions, which allow the linking of adjacent pickups.



SOLO mode is designed for a fast work-flow:

Slide the red arrow to set the high velocity switch point.

Slide the yellow arrow to set the low velocity switch point.



**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.



**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 Edit Articulations 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 Edit Articulations 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 Edit Articulations 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 quick down slide from the note you play.



**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 Edit Articulations 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 Edit Articulations panel.



**Mutes.** Muted, short notes.



**Harmonics**



**Staccato.** Short, aggressive notes. This is the same sound as the **Stac** button at the top, but in this case it is controlled by key velocity.



**Harmony.** Creates harmonics 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.**

**Solo Mode lower panel controls.**

**HARMONY** button latches the Harmony effect on. Harmony can also be controlled via key switch or key velocity.

**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.

**Vibrato**  
 Adds an automatic vibrato. You can access controls to adjust vibrato speed and delay in the Edit Articulations control panel. The Mod Wheel button sets vibrato control to the mod wheel as well.



**Style** sets the interval for the harmony.

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

STEEL is great for blues and country.

**RR Reset.** Generation Elec Gtr 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.

**Pickup Switch**  
 This is a 5-way switch that chooses between the 3 pickups, as well as the two "in-between" positions, which allow the linking of adjacent pickups.



The **Edit Articulations** button will open settings for the articulations.

While in SOLO mode, pressing the **EDIT ARTICULATIONS** 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. **The Pull-Offs share the same setting as Hammer-ons.**

**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.

**VIBRATO Controls.** Controls for speed and delay.

**Slide Mode.** Choose whether slides intervals follow the key scale (whole or half steps depending on key), always half steps, or always whole steps.

**Hammer/Slide Vel Switch Point.** Controls both Hammer-ons and Pull-offs. Notes with a key velocity below this point will play short slide instead of a hammer-on (or pull-off). This works well when using a key switch to trigger a hammer-on, so that lighter velocities will have a slide.

**BEND UP SPEED** and **BEND UP/DN SPEED** sliders control the speeds of these articulations. These are not tempo-locked.

**Hammer/Slide Vel Switch Point:** 90

**BENDS**

**ARTICULATION MIXER**

**Harm Delay.** The amount of delay between the original note and the harmony. This can add realism by creating a strummed effect.

### 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, Generation 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 will select chords appropriate for different keys. You can change these chords to any of 30 variations.

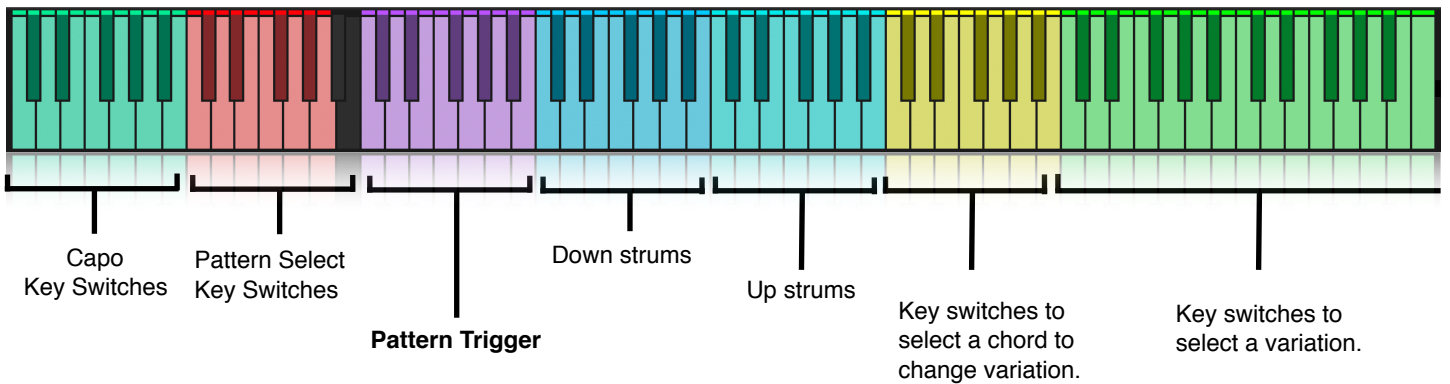
Hint: If you do not see Kontakt’s keyboard display, you can turn it on in Kontakt’s Control Bar at the top.

**Default Strum Mode, with Chord Recognition off.**

**Octave C1-B1 (purple)** will play a strumming pattern..

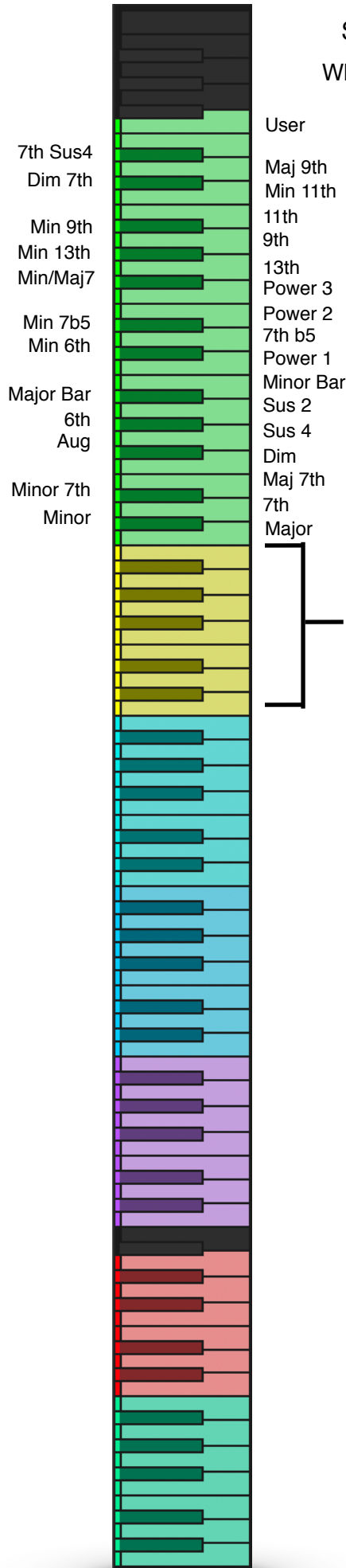
**Octave C2-B2 (blue)** will play down-strums and will stop a playing Pattern.

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



## 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.

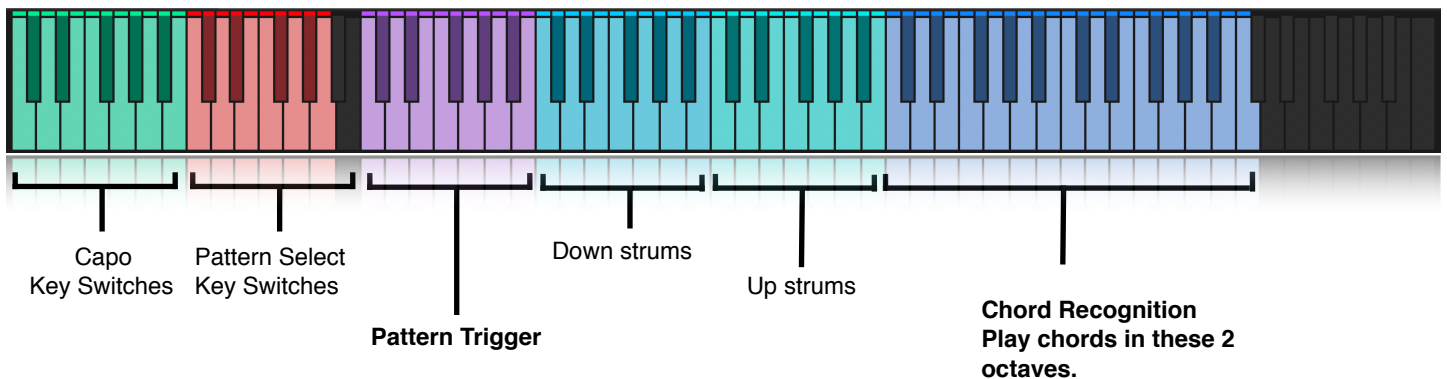
**C4-B4 (yellow) and Octaves C5-F7 (green)** These are key switches that allow you to choose the chord variations in the background, even while your DAW is running and playing chords. Let's say you are playing a sequence that uses D major chords, but you need D minor 7th chords in the next section. First, 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

**Chord Recognition Button**



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

Generation 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.

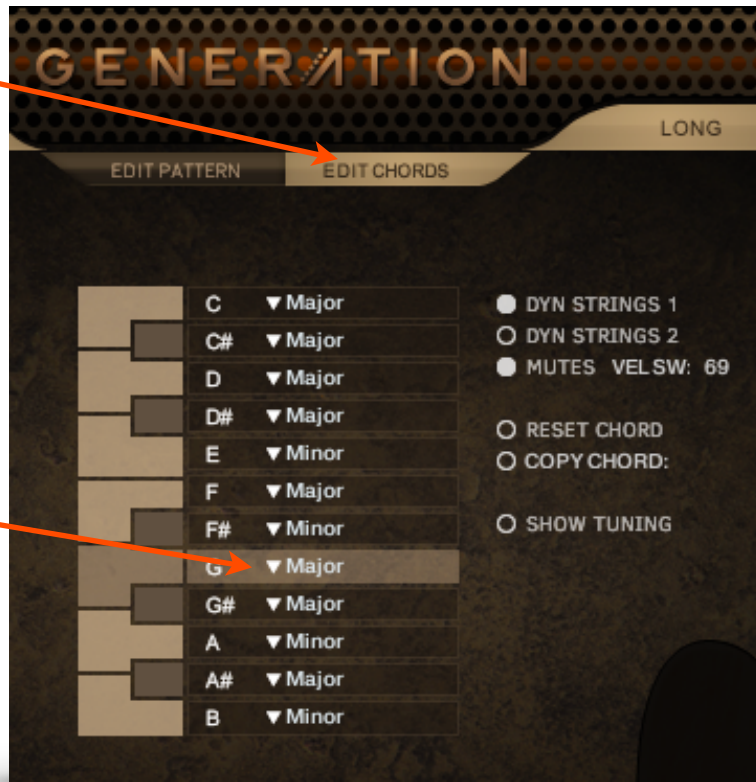
-Chords played in the lower octave (C5 - B5) will play open chords, while those played on the higher octave (C6 - C7) will play bar chords.

## 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. 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.



## Drop Tuning

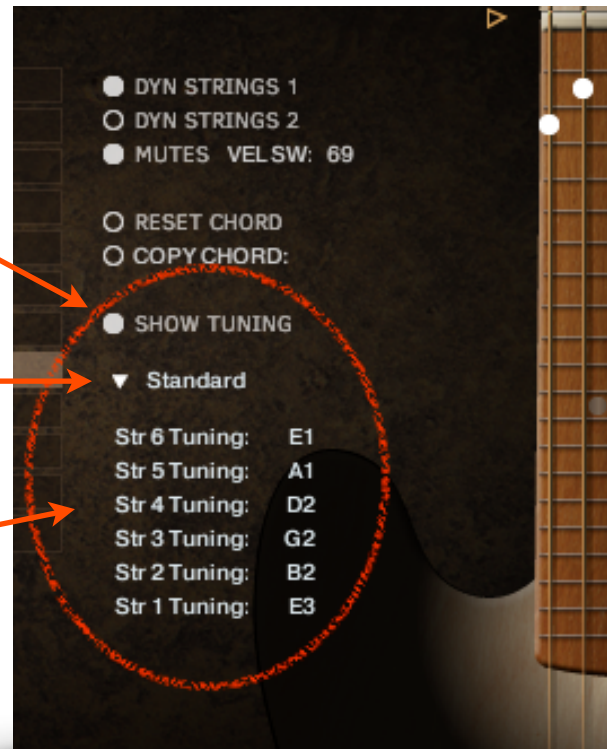
Drop tuning allows you to lower the tuning of the strings to allow for a deeper sound or alternative chords. Keep in mind that the chord fingerings do not change, so you will need to change them yourself to compensate. However, if you lower all strings by the same amount the chords will still sound the same, except transposed lower.

Selecting **SHOW TUNING** will display the tuning controls.

The **Drop Tuning Menu** lets you choose between 3 presets, Standard, Drop D, and Drop C.

### Individual String Tuning

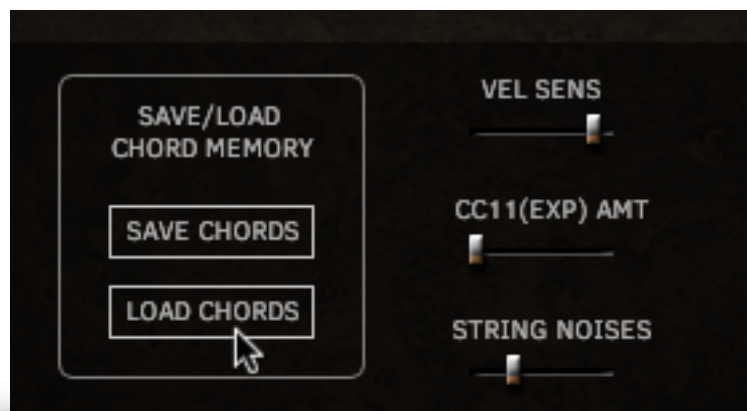
String 6 (the Low E string) can be dropped down as far as C1. Strings 5 through 1 can be dropped one or two semitones.



## Drop Tune Power Chords

Many guitarists use drop tuning for playing power chords that are more, well, powerful. We've created them for you, and you can access them by loading them into chord memory. Just click on the Global Settings button (gear button on upper right) and you'll see the Save/Load Chord Memory buttons. Click on **Load Chords**, which will take you into Generation's Data folder. Then open the **Chords** folder where you will see a choice of Default Chords, Drop D Power, and Drop C Power. Double-click on your choice to load into memory. This will replace the Power Chords 1 and Power Chords 2 in the chord memory. Click on the Anvil button for quick access to power chords.

Click on the Global Settings button.



## You can create any chord you like in Generation Electric 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.

### Editing Chords

#### The Capo

Pull down arrow to change key.

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.

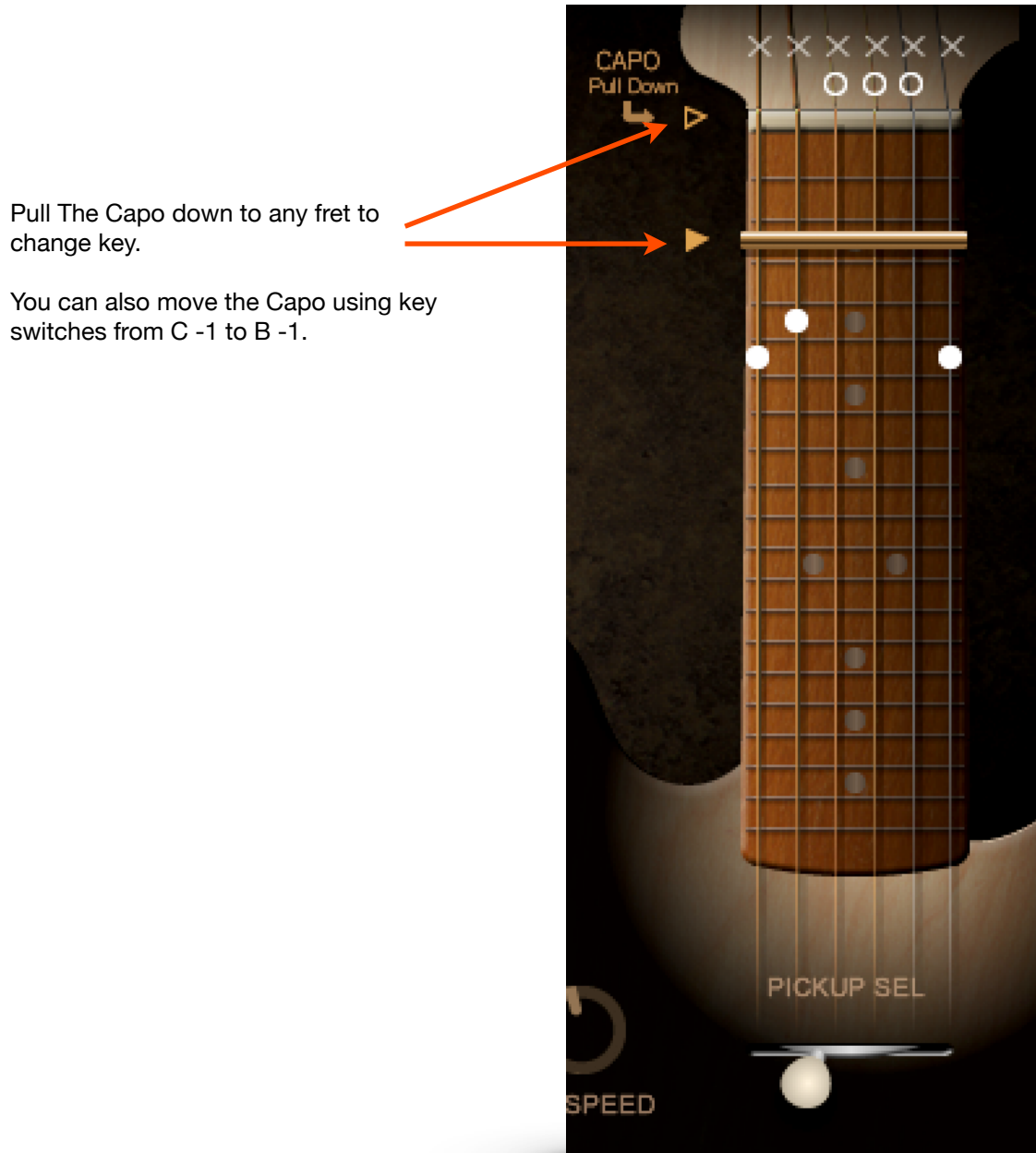


Use the X to turn off a string.

An O means an "open" string.

This will indicate the note you are editing.

## The Capo



### **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

## Latch Button

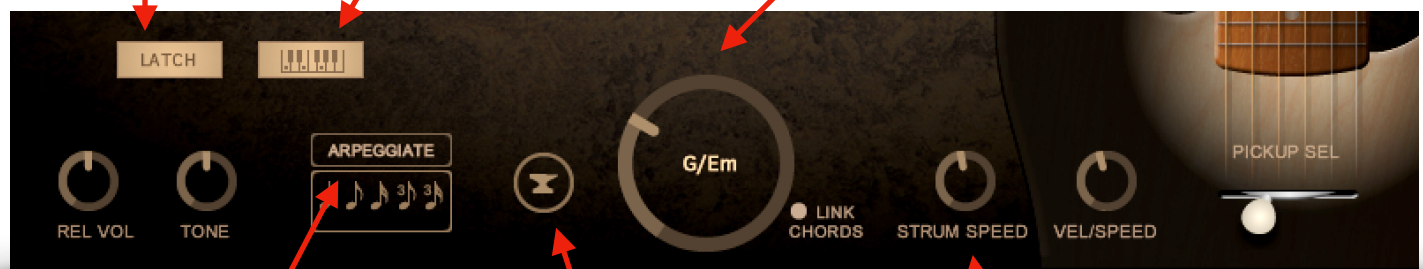
Allows the strum pattern to continue to play after you lift your fingers. You can stop the pattern by playing a single down or up strum key.

## Chord Recognition

When this button is on, you can play your own chords in the upper octaves, and Generation will translate them into guitar chords.

## MASTER KEY

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.



**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).

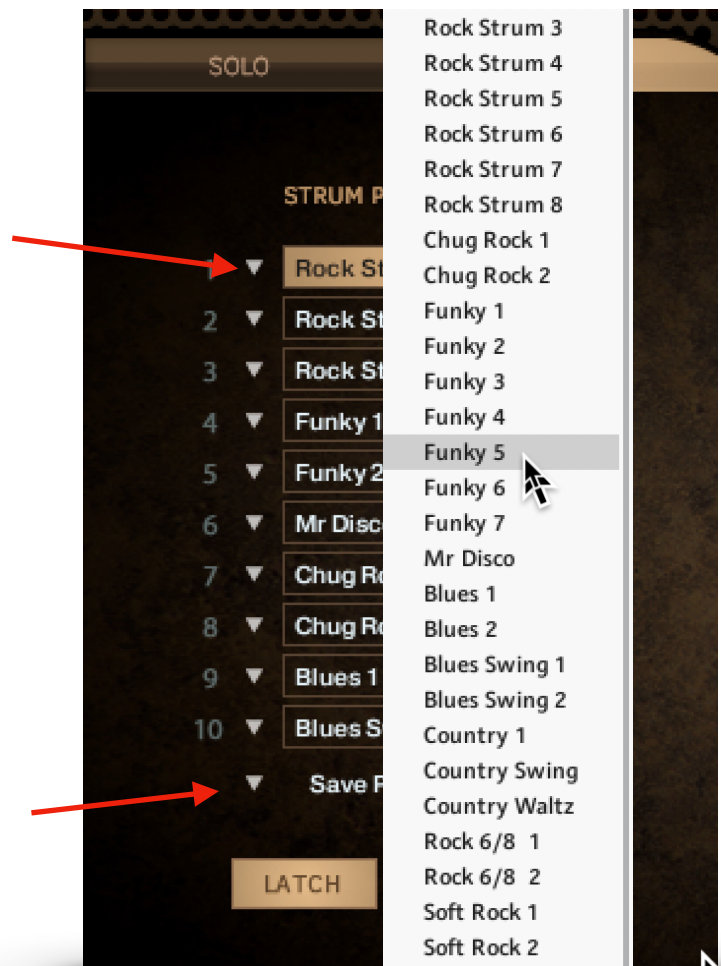


When you play a note in the C1-B1 octave (in Strum mode), a strumming pattern will begin to play! If the Latch button is on, it will continue playing until you stop play in your DAW or you play a note in the down strum octave (C2-B2) or the up strum octave (C3-B3). The tempo is controlled by Kontakt's 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.

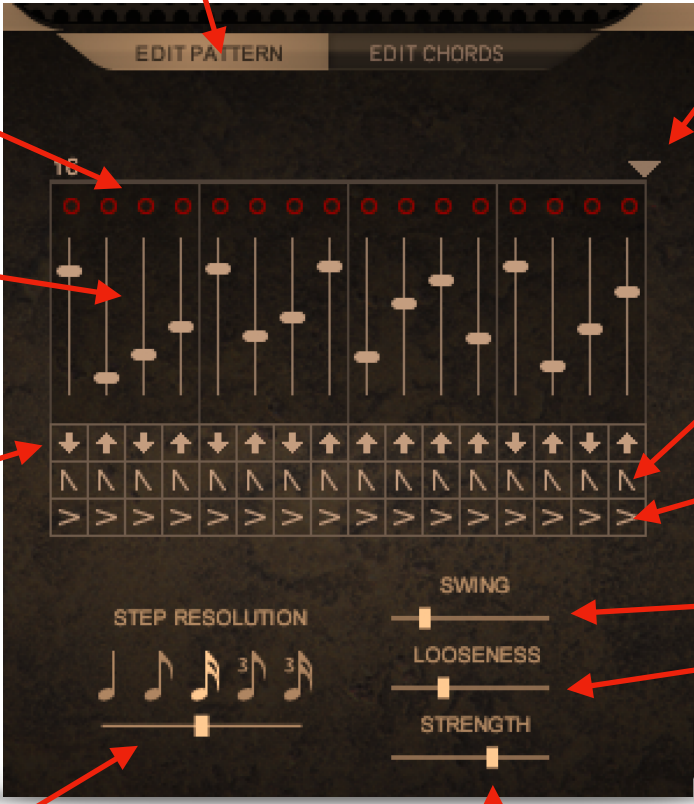
In the pull down menus, you can choose from the master list of Patterns. Any Pattern can be assigned to any of the 10 Pattern locations

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.



The screenshot shows the 'EDIT PATTERN' interface. At the top, there are two tabs: 'EDIT PATTERN' and 'EDIT CHORDS'. Below the tabs is a grid of 16 steps. Each step has a red circle (step running light), a vertical fader for velocity, a pair of arrows for strum direction, and a staccato button. At the bottom, there are three sliders: 'STEP RESOLUTION' (with musical notes), 'SWING' (with a swing icon), 'LOOSENESS', and 'STRENGTH'. Annotations with red arrows point to these various elements.

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.

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

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

Mute buttons will create a muted strum for any step.

Staccato buttons will create a staccato 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.



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.

**STRING NOISES** Sets the volume of background string finger noises.

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

## Effects Preset Menu

We've prepared some great setups for you. You may edit these and save them.

## Save Presets

Pull down menu lets you name and save your changes.

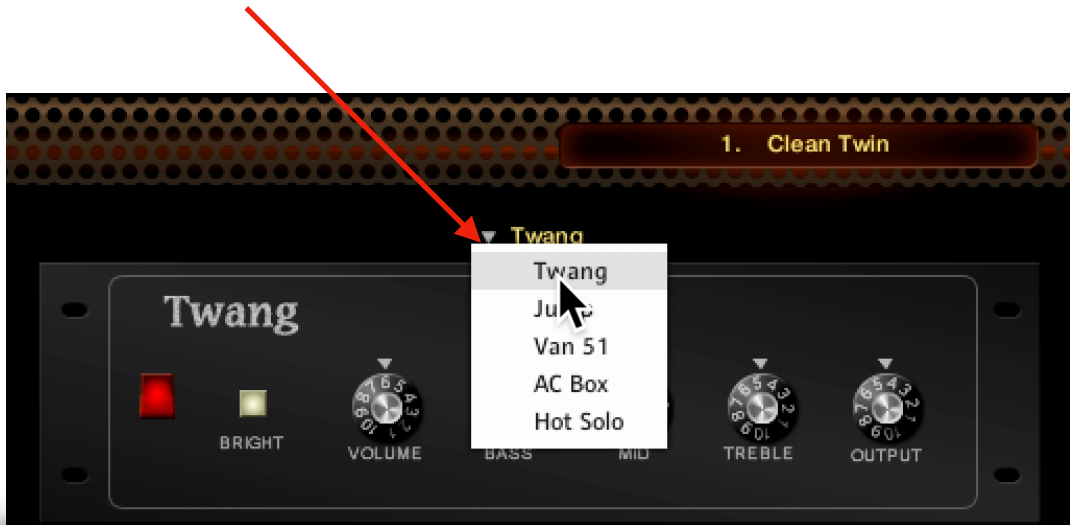


Click on the *Effects* tab to show the effects settings.



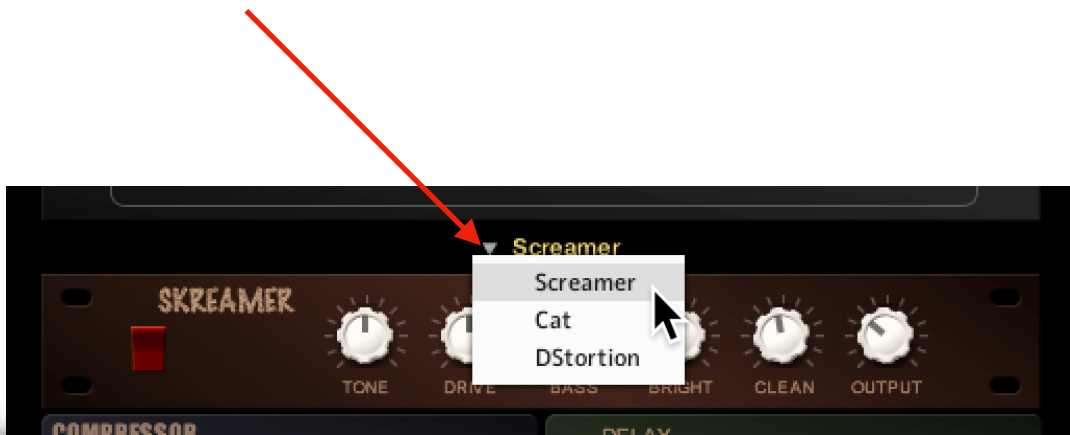
### Select Amplifier

Pull-down menu lets you choose between 5 different amp models.



### Select Distortion Unit

Pull-down menu lets you choose between 3 different distortion effects.



## Additional Effects



We've included 6 effects vital for a great electric guitar tone.

Power switches on the right determine whether or not an effect is active. Turning these off bypasses the effect.

### Controlling the Wah Effect

**MIDI CC** lets you choose the MIDI CC number that controls the cutoff frequency of the Wah effect. If you want your mod wheel to act like a wah-wah pedal, set this to 1.

## Amp/Speaker Simulation



Select Amp Head

Select Cabinet

**About our new custom amp/speaker impulse responses.**

We approached Titan Recording Studio in Seattle to record our custom impulse responses. We sampled 3 amp heads through 3 different speaker cabinets, so what you hear is the actual combination of each amp through each speaker, with close and room mics. We also sampled a combo amp with close and room mics.

“Amp” here is different than the previous Amplifier section (Twang, Jump, Van 51, etc.). The custom IRs here capture the character of the amp’s sound as played through the chosen speaker cabinet, but do not add distortion.

Mix close mic and room mic IRs.

All samples and other materials © 2020 A. Tracy Collins/ Indiginus  
Fender and Stratocaster are registered trademarks of Fender Musical Instruments Corporation.