

Congratulations, and thank-you for your support!

Indiginus Renegade is an electric guitar sample library with a bit of an attitude. Features like slides, hammer-ons, bends, trills, and a full-featured effects and amplifier setup make it great for many styles, including rock, R&B, and blues. We hope you enjoy it!

Tracy Collins
Chief Indigineer,
Indiginus Sample Libraries

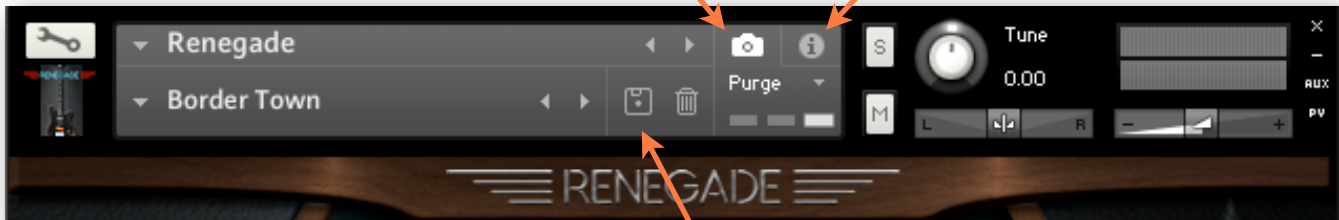
Please be sure to back up your original .zip file to a DVD, usb thumb drive, or any media that won't be affected by a hard drive crash or power surge. Better safe than sorry.

The Magic and Mystery of “Snapshots”

Snapshots is a new feature in Kontakt 5 for using and saving instrument presets. In general, it works pretty well, although there are a few quirks. First off, they are kind of a pain to install, but nothing too difficult. See the details in your Installation PDF

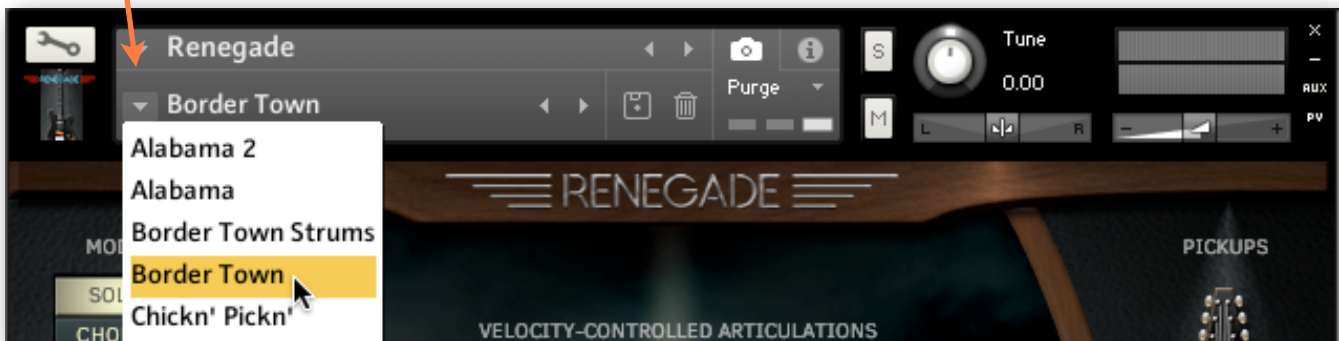
The camera icon will put you in Snapshots mode. A new pull-down menu will appear below the instrument name.

The “i” button hides Snapshots mode.



The disk icon (how quaint!) let's 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 Killer Lead”, the Snapshot menu will no longer display the Snapshots for Renegade. If you then save a new Snapshot, Kontakt will create a new folder for “Renegade Killer Lead” Snapshots.

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

All Snapshots have also been saved as Presets in the *Presets* folder in your *Instruments* folder. But remember, if you load one of these presets, Snapshots will not work, since they will only load into an instrument (.nki) named “Renegade”.

Renegade has two playing modes, accessed by the Solo/Chords Button:



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



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



The Effects tab, located at the bottom of the interface, shows the available pedal effects, amps, and speakers.





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.



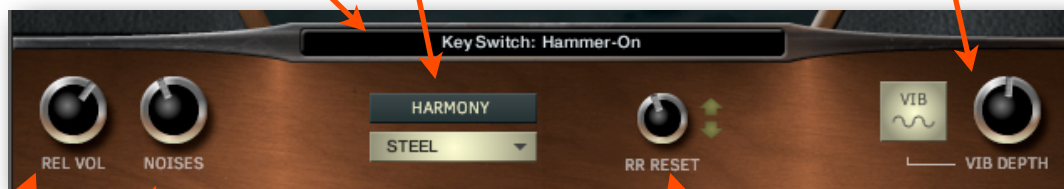
PICKUPS. Renegade is based on a guitar with two pickups, and you can select either of them, or both of them here. Just move the pickup switch, or you can drag up or down on the guitar to change positions.

HARMONY. Latches the Harmony effect on. You can also control the Harmony via key velocity and key switch. Below the HARMONY switch is the Harmony menu that allows you to choose the harmony interval. SOLO mode only.

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

You can also use the Mod Wheel to control vibrato.

KEY SWITCH INDICATOR



NOISES. Controls the volume of background string noises.

Release Volume. Controls the volume of the release samples for SOLO and CHORDS modes

RR Reset. Renegade 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.

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-Ons. When a guitar player strikes an already sounding string on the fretboard. Somewhat like a grace note. When you play a Hammer-On, a lower grace note will play before the target (played) note, based on the key and note resolution you've chosen.



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.



Slide Up. A simple slide up to the note you play. All slides are whole-step (2 frets).



Slide Down. A quick slide starting from the key you played. Follow with another lower note to give the impression of a smooth slide.



Bend. When a guitar 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.



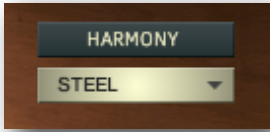
Mutes. Muted, short notes.



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



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



HARMONY MENU lets you choose the interval of your harmonies.

BLUES creates harmonies that simulate a “double-stop” method of playing solos. Play a pentatonic scale and feel the magic.

STEEL is great for blues and country.



Release Volume. Controls the volume of the release samples for SOLO and CHORDS modes

NOISES. Controls the volume of background string noises.



RR Reset. Renegade 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 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.

NOTE: *Trills use a combination of Hammer-on samples and Pull-off samples to achieve their effects. There is no separate "Pull-off" articulation, but this fader controls the level of the pull-off portion of the Trills.*

In CHORDS mode, you will see the chords controls:

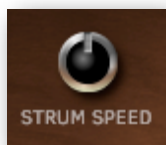


CHORDS mode allows you to play strummed chords by pressing single keys.

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.



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.



The Anvil Press once to turn all chords into 2-note power chords, and press again for 3-note power chords.



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.

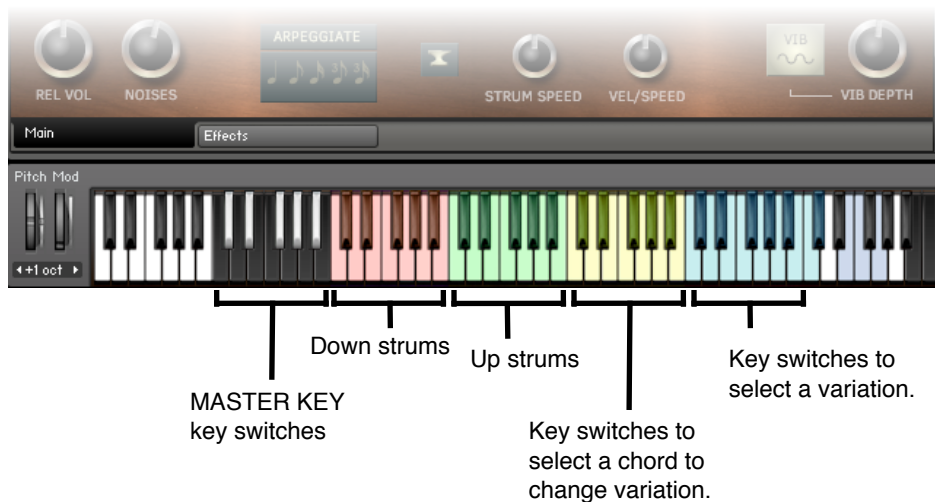
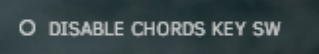
CHORDS Key Switches

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

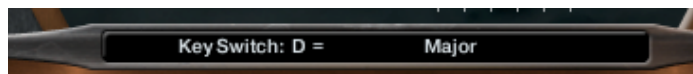
Press the Global Settings button...



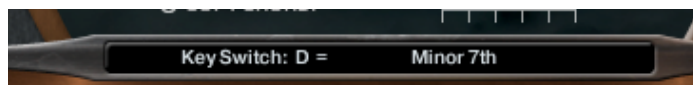
Turn off the DISABLE CHORDS KEY SW button.



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:



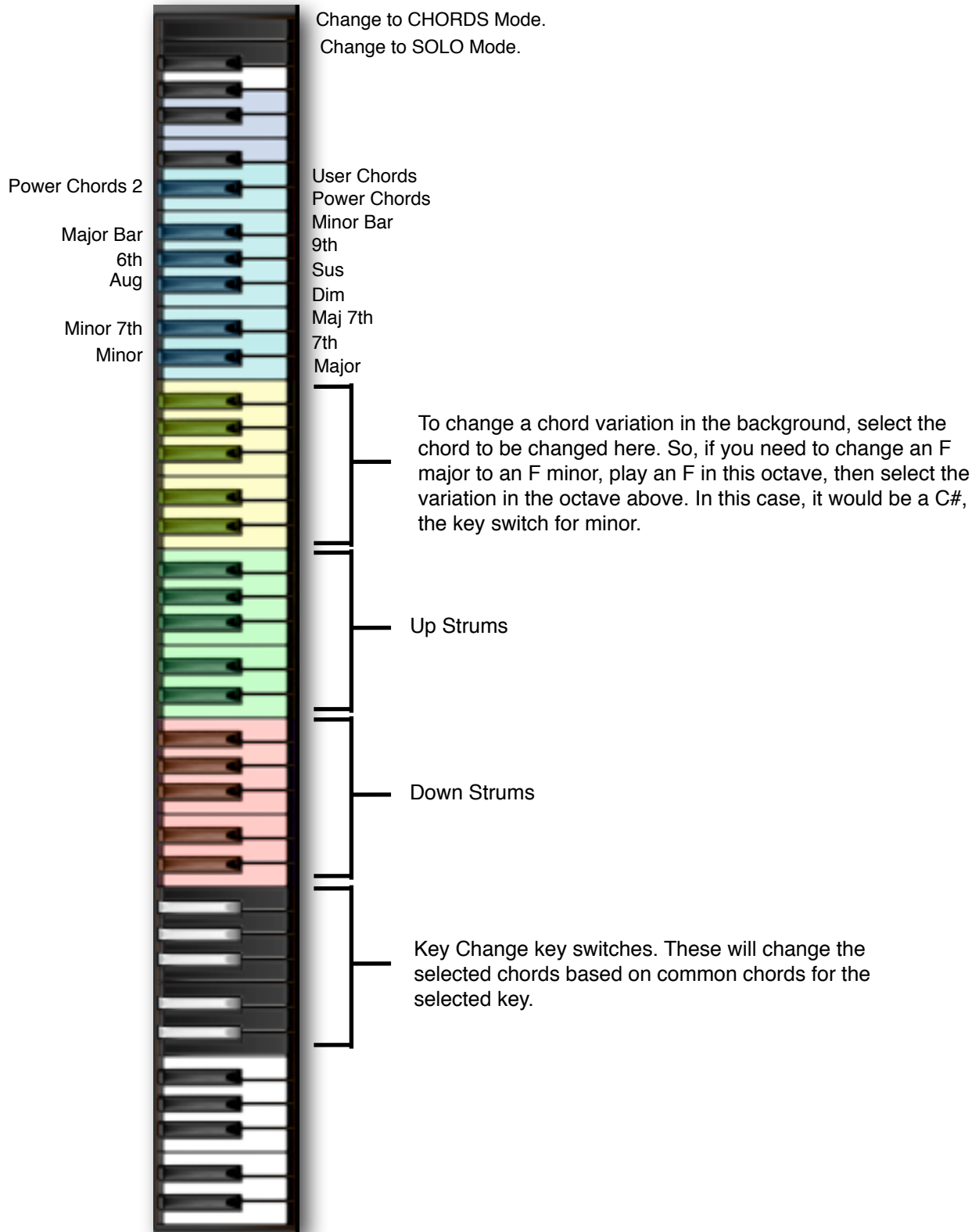
Then, play an Eb in the cyan octave (it's the Minor 7th key switch), and you will see this:



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.

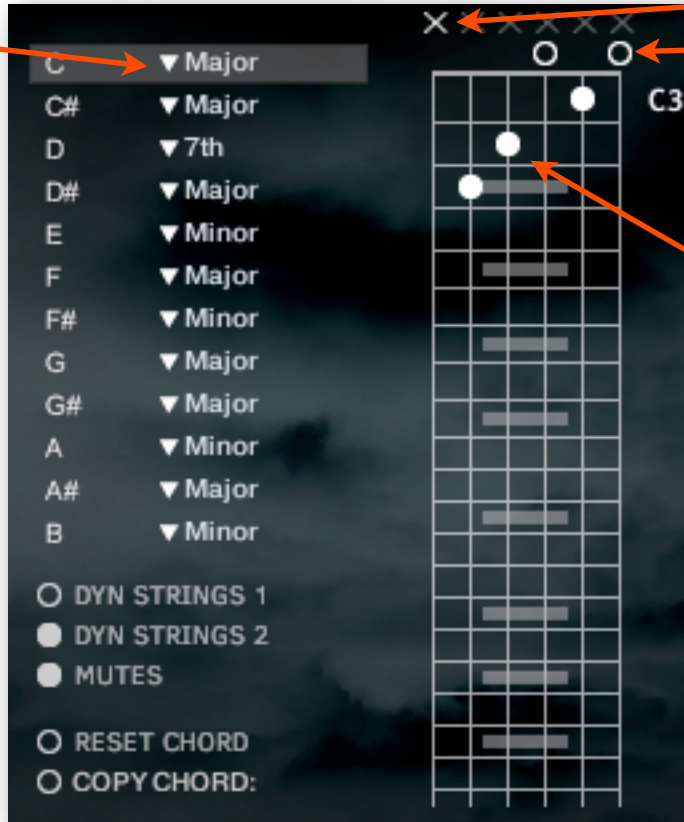
CHORDS Mode Key Switch Map



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.

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.

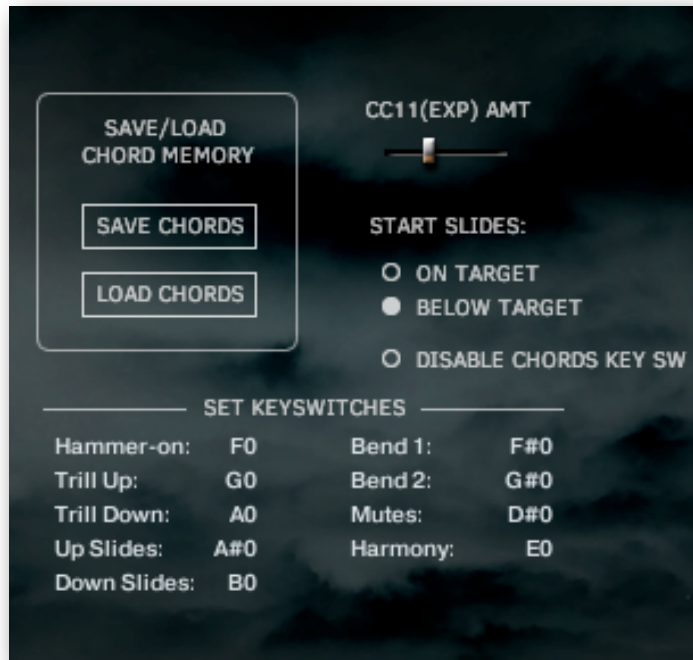
DYN STRINGS 2 The same as above, except that on the upstrokes, you will hear the lower strings playing the upstroke at lower velocities, and the higher strings will be added as you play harder.

MUTES Adds mutes at lower 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.

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.

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.

The Effects Tab (bottom of interface) allows you access to pedal effects, two different amp heads, and speaker selections. This is standard stuff, and I'll assume that you have a basic knowledge about these effects and amplifiers, so lets move on to the controls on the bottom:



Preset Menu

Save Preset Menu

Save and Load from HD Menus

Choose Speaker Cabinet here.

Choose Amp Head here.

There are two kinds of memory addressed here; Presets that you can recall and save in Renegade, and Saving and Loading from HD.

Preset Menu Select an Effects Preset from the pull-down menu.

Save Preset Menu Save your edits to any preset location.

Save to HD You can store your presets on your hard drive, so you can import them into other projects. You will be prompted to name your file, and select a location to save it. The Data folder in your Renegade folder is a good place.

Load from HD You will be prompted to select a file to load, and Kontakt will load the data into Renegade's temporary Effects Preset. You will need to save the preset to a preset location using the **Save Preset Menu**. You will find Renegade's factory presets in the Data folder.