

MANUAL

INVICTUS GUITAR

V1.4



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1.1 Introduction

Thank you for choosing Invictus Guitar!
Here is a quick overview of everything that is included:

1.1.1 Sample sets

The library includes two sample sets, one amp'd and a clean set that can be re-amp'd using amp simulator plug-ins like Guitar Rig. It includes over 4700 individual recordings each hand edited and combined into more than 2300 dual tracked stereo samples. There are 16 takes of each sound combined into 8 stereo pairs per sound, a set of recordings for every semi-tone. All recordings are 32 bit uncompressed loss-less audio for best quality. Recorded with professional audio equipment, active pickups and high quality cables. All sounds and chords ring until the sound dissipates. All chords were played and recorded, no re-use of samples.

1.1.2 Sounds

10 different sounds are included:

- 5th Power chords
- Natural Harmonics (First octave of 6th string)
- Light palm mute
- Light finger picked palm mute
- Heavy palm mute
- Lead
- Suspended Power chord (ALT1)
- Minor Power chord (ALT2)
- Fret noise
- Heavy finger picked palm mute

1.1.3 Features

- Hammer-on and pull off emulation through scripting.
- Per sound and per key round robins.
- Performance mode to play with a MIDI keyboard.
- Piano roll mode to score tracks with a piano roll editor.
- Phrase builder with factory presets.
- Sliding notes and chords with many settings.
- Pitch bending (via pitch wheel) to simulate the tremolo arm.

1.1.4 Included Instruments

The library includes six instruments:

- Invictus Guitar Rhythm
- Invictus Guitar Rhythm Amp'd
- Invictus Guitar Rhythm Re-Amp'd
- Poly Lead
- Poly Lead Amp'd
- Poly Lead Re-Amp'd

All work was done by hand with no use of A.I. tools of any kind. Thank you for supporting real developers, creators and artists in their work.

1.2 Whats new in version 1.4

1.2.1 Updated User Interface

Now Features a larger interface, 3D modeled and rendered UI elements.

1.2.2 Updated Pattern Editor

The start position can now be set directly via a row of buttons beneath the Editor. The pattern start indicator (small green triangle) also functions as a cursor for the new editor features (such as insert and delete).

A random pattern generator was added. This feature can be used to generate randomized phrases. You can set the length of the pattern to be generated by placing an end marker. If there is no end marker it will generate a full length pattern. Next, optionally press and hold the key switches for the articulations you want to use in the generated pattern. This will be indicated by blue LEDs next to the list of articulations on the left. While still holding the key switches, press the dice button to generate a pattern using those articulations, or just press the dice button on its own to generate a pattern using the default selection of articulations (all besides natural harmonics, finger picked and fret noise.)

You can preview the generated patterns while playing by following these steps: Hold the key switches down for the articulations you want to use, or none if you want to use the default articulations. Then, while the key switches are held down press the pattern key to start pattern playback. You can then press the dice button to generate a new pattern while the pattern is playing. Press the dice button until you find something that you like. You need to hold the key switches down throughout this process. If you want to generate a pattern using the default selection of articulations you only need to press the pattern key to start playback, then press the dice button. If you like the sequence but not where it begins or ends, this can be changed with the apply offset feature described below, or you can further edit the pattern as you wish.

The apply offset button $\leftarrow$ can be used to apply the start offset to the pattern. This re-arranges the pattern so that the articulation at the cursor is moved to the leftmost position. Any articulations that follow will be shifted by the same amount to the left. Those that preceded the cursor will wrap around to the other side of the loop. This can be used to permanently apply the start offset to a pattern, so that when the pattern is saved it becomes the normal starting position.

A shuffle feature was added. This will randomly re-arrange the current pattern articulations to generate new variations of the current pattern / phrase in the editor. Note that this will overwrite the current pattern as there is no undo feature at this time. If you want to keep the existing pattern, then save it before randomizing (unless it is a factory preset, in which case you can just reload it from the browser).

The '+' and 'x' buttons can be used to insert or delete articulations in the pattern editor. First set the cursor (green triangle) to the position where you want to insert. Next choose the sound or articulation from the list on the left. Then press the + button to insert it at the cursor position.

The 'x' button will delete an articulation at the cursor and shift the remaining articulations to the left.

1.2.3 Updated slide feature

The fingerboard slide speed can now be set in semitones per quarter note (m2/QN) via the "Slide Speed" knob. It can be set anywhere from 8 to 96 m2/QN. Larger values can be used for more subtle sweeps during sustained note and chord transitions. Lower values can be used for a more obvious sliding effect. You can change the speed at any time.

The "Slide Start Dist" control can be used to limit the distance of a slide from the target note. For example if it is set to 8 semitones and you press a note that is more than 8 semitones away from the last note that was played, the slide will begin 8 semitones from the target note. This can be used to cap the length and thus the duration of big slides.

2 Installation

2.1 System Requirements:

Full version of Kontakt 5 (version 5.8.1 R43 or higher)
 A PC or Mac with at least 8GB of ram (16 GB recommended)
 Approximately 15GB free disk space for the download and installation.
 The installed library will use approximately 15GB disk space.

2.2 Installation

Extract the archive and move the Invictus Guitar folder to any location you wish.

2.3 Setting up Quick Load

- Open Kontakt 5 and right click in the right hand area of the window. The quick load section should then appear at the bottom.
- Select the Instrument tab.
- Right click in the area below, select "Add new folder" and name it "Invictus Guitar".
- Browse to the installation path in Explorer or Finder.
- Drag and drop the NKIs to the area on the right of the Quick Load folder in Kontakt.

You can now right click on the right hand rack area to show the quick load menu and load the instrument from here in the future.

Instruments can also be loaded using the load option under the disk menu.



2.4 Loading Invictus Guitar in Komplete Kontrol

- Open Kontakt 5 from the plug-ins menu in Komplete Kontrol and switch to the Edit View:



- Right click on the rack area to show the quick load menu, or load the NKI from the disk menu at the top, as you would in the Kontakt plug-in.

Note: To use Invictus Guitar with Guitar Rig or third party amp simulator plug-ins use the plug-in version of Kontakt within a DAW.

2.5 Updating an existing installation

To upgrade you can:

- Do a clean installation.
- Upgrade an existing installation.

Make a backup copy of your existing Invictus Guitar folder before proceeding.

2.5.1 Instructions to do a clean install

- Delete the old Invictus Guitar folder.
- Extract the Invictus Guitar v1.4.zip archive
- Move the Invictus Guitar folder anywhere you like e.g. to your Documents folder.
- If you used quick load shortcuts for previous versions, these will need to be updated. (Instructions are on the previous page)

2.5.2 Upgrading an existing installation

This will allow you to keep custom pattern data if you have any in your user folder. It will also allow DAW projects that use the previous versions to still work.

- Extract the Invictus Guitar v1.4.zip archive.
- Open the existing Invictus Guitar folder and do the following:

This cleanup step is optional, but recommended:

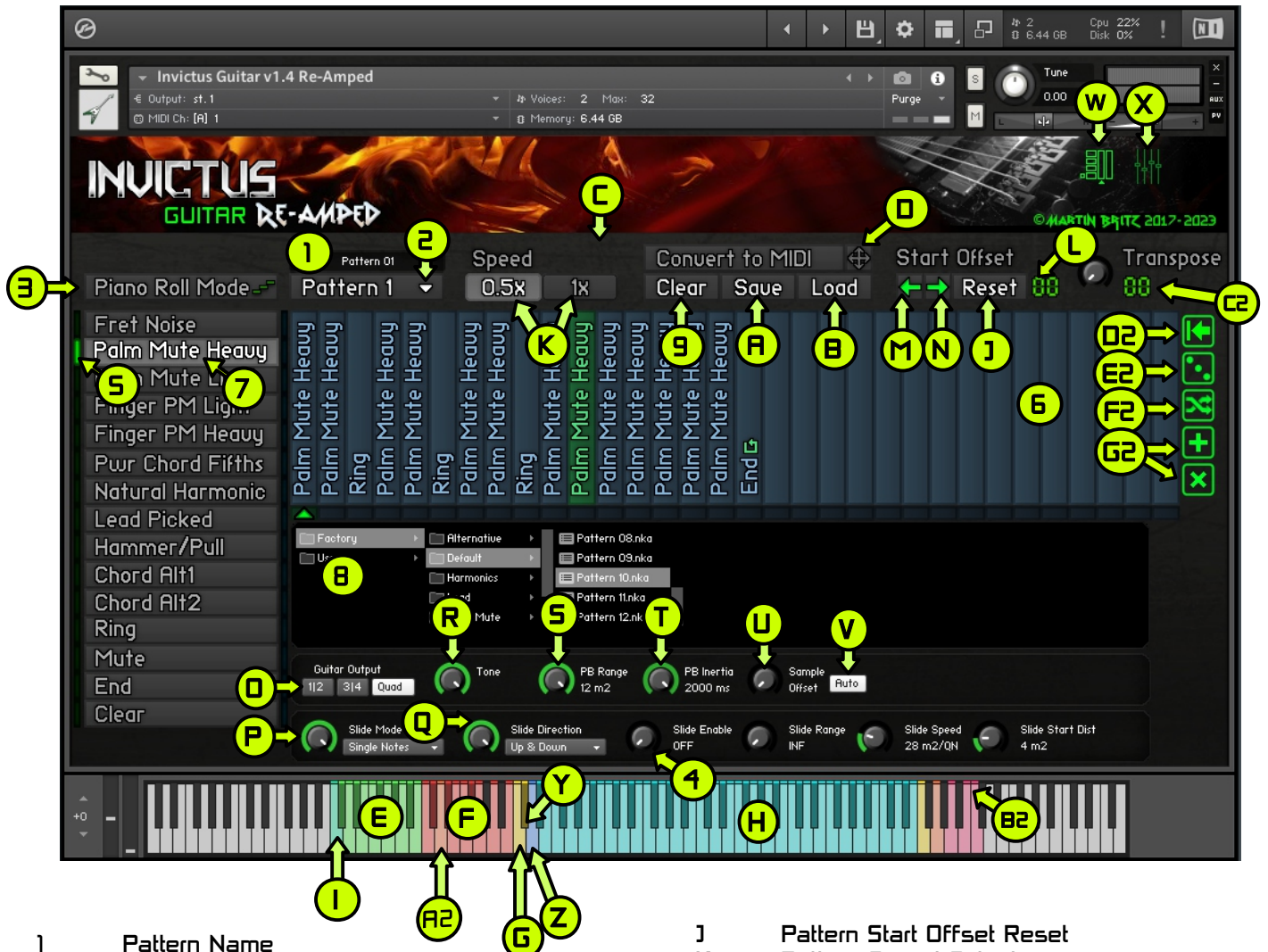
- If you don't have DAW projects that use the previous versions, you can:
 - Delete all the files in the base folder of the old Invictus Guitar folder, e.g. the .NKI, .PNG files, old .PDF documentation and the .NKC .NCR files. Keep the sub folders, in particular the Data folder
This will keep custom user patterns if you have any.
- If you have DAW projects that make use of the previous versions you can:
 - Follow the steps above, but keep the PNG files.
 - Older versions of Invictus Guitar will then be restored from your DAW save files, even if the old NKIs are deleted. As long as it can find the assets like samples and pictures it will still load.
- Copy the contents of the Invictus Guitar update folder to the existing folder.
- If prompted to overwrite files choose 'yes to all'.
- You will also need to update the quick load links if you used them to point to the new instrument NKIs (instructions are on the previous page.)

Notes on upgrading existing projects

To upgrade a project you can load the new instruments while keeping the old ones as-is. You can optionally transfer your data over manually, and delete the old instruments from the project if you wish.

The old and new performance mode MIDI data is compatible with the new piano roll mode. The new performance mode MIDI data is backwards compatible with the old version, so you can copy and paste MIDI data over. Old piano roll mode MIDI data will need to be transcribed manually (prior to version 1.3) as the newer versions use the same format as the performance mode, and no longer uses note velocity to select different sounds. Pattern data is backwards compatible if you have custom phrase patterns in the user folder, this will still work with the new version.

3.1 User Interface: Pattern Editor



- 1 Pattern Name
- 2 Pattern Selector Menu
- 3 Piano Roll Mode Toggle Switch
- 4 Slide Enable Selector
- 5 Active Sound Selection Indicator LED
- 6 Pattern Editor
- 7 Pattern Editor Sound Selection
- 8 Pattern Browser
- 9 Clear Current Pattern
- A Export / Save Current Pattern
- B Import Pattern with Load Dialog
- C Convert Current Pattern to MIDI Data
- D MIDI Data Drag and Drop Container (To Host)
- E Pattern selection and playback keys
- F Sound selection and playback key switches
- G Mute Key
- H Pitch Keys
- I Selected Pattern Indicator

- J Pattern Start Offset Reset
- K Pattern Speed Selector
- L Pattern start offset indicator
- M Pattern start offset shift left button
- N Pattern start offset shift right button
- O Guitar output selector
- P Slide Mode Selector
- Q Slide Direction Selector
- * Tone control knob
- R Pitch Modulation Range knob
- S Pitch Modulation Time knob
- T Sample Start Offset Knob
- U Sample Start Auto Switch
- V Show Pattern Editor Button
- W Show Mixer Button
- X Fret noise key
- Y Current Pitch selection Indicator
- Z Current sound selection Indicator
- A2 Slide Range Control
- B2 Transpose Control (Pitch Keys only)
- C2 Apply Start Offset Button
- D2 Generate Random Pattern Button
- E2 Shuffle Pattern Button
- F2 Insert and Delete Buttons
- G2

* clean and re-amped version only

3.2 User Interface: Mixer

3.2.1 Navigation

The mixer section is accessed using the mixer button. (see Fig. below)

To return to the pattern editor press the pattern editor button.

Each vertical set of controls control the sound shown to the left of the controls.

The active sound is indicated with a green light below its name.

3.2.2 Controls

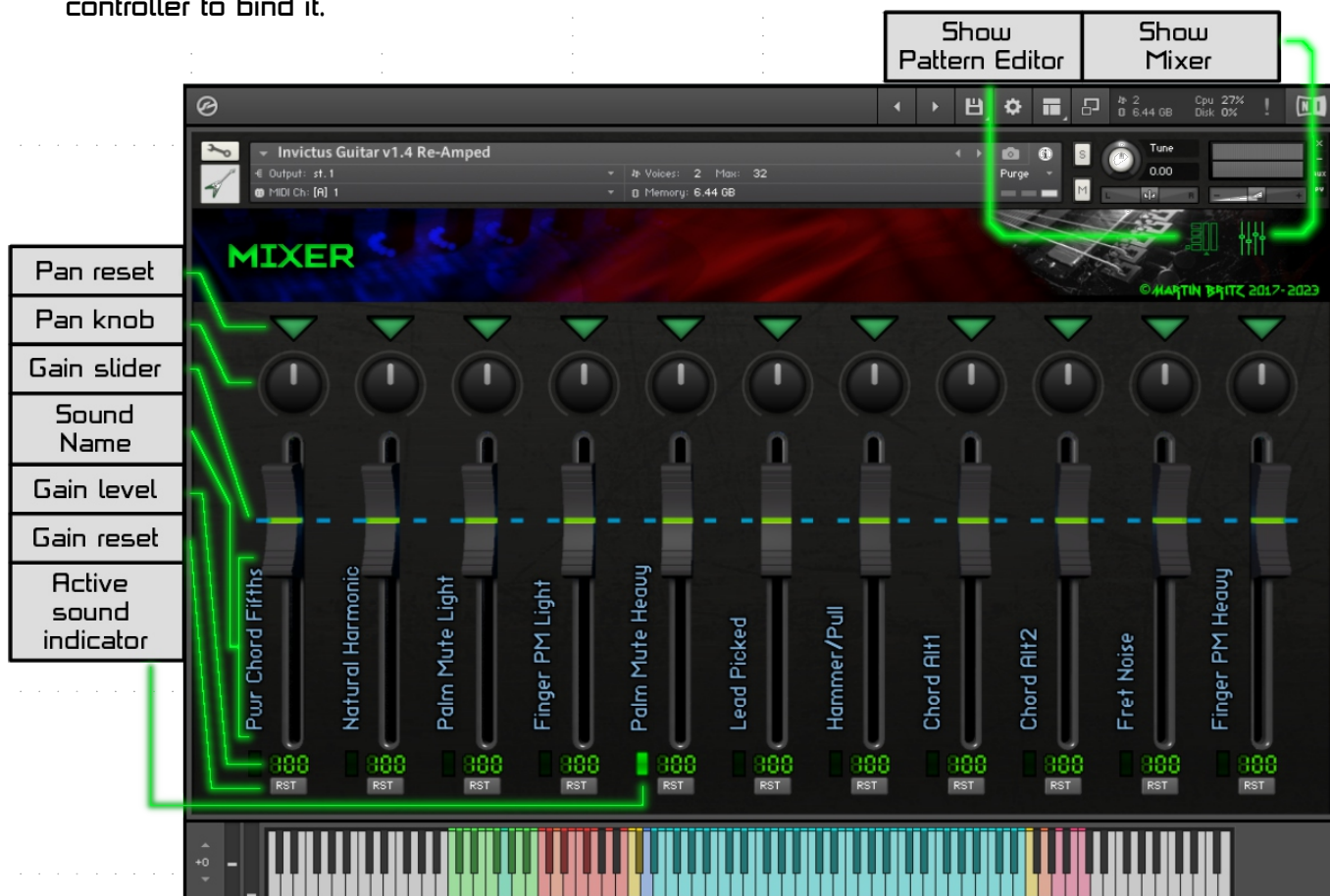
Here are the controls from top to bottom:

- The green arrow button is used to reset pan to center.
- Below this is the pan knob.
- Next is the gain slider (In the clean and re-amped versions this adjusts gain, in the amped version this adjusts post effects volume.)
- The number shown below the slider is the gain level as a percentage.
- The RST button resets the gain or volume to the default 100% position.

The mixer allows the gain and pan of each sound to be controlled separately.

3.2.3 MIDI CC Automation

The buttons, knobs and sliders can be bound to a MIDI controller with the learn midi CC command. Right click on the control, select "Learn midi CC# Automation" then use the MIDI controller to bind it.



4.1 Performance mode

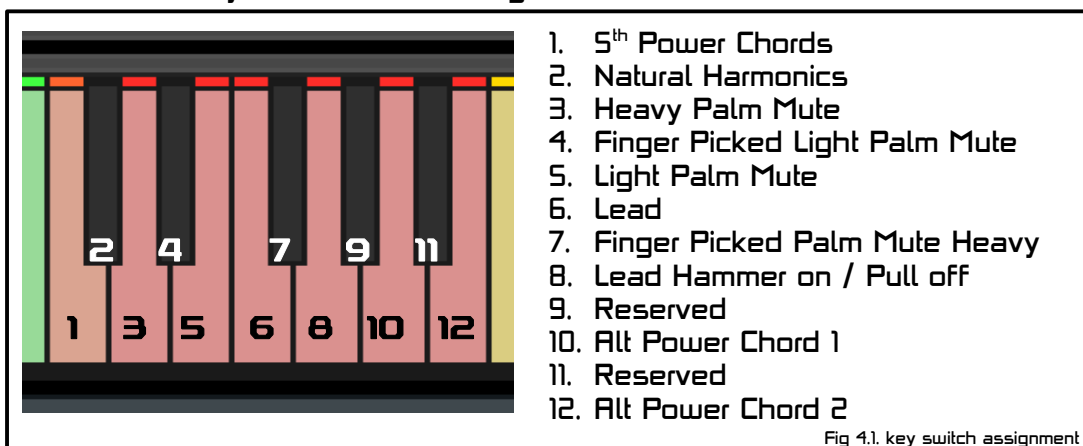
Performance mode is used when playing a MIDI keyboard. To enter performance mode set the piano roll mode switch (3) to the off position. In performance mode red key switches (F) are used to switch between different sounds, green pattern keys (I) are used to play patterns and blue pitch keys (H) play notes or changes the pitch during pattern playback. Purple keys indicate notes that are outside the range of the currently selected / active sound (if applicable).

Both key switches and pitch keys (red and blue keys) trigger sound playback to allow fast picking emulation by alternating between hands. The last selected sound is indicated with a lighter color key switch (R2) and also a green LED (5) next to the sound shown in the pattern editor. The pitch of the last pressed pitch key (blue key) is what will be played when a key switch (red key) is pressed and vice versa. The last pressed pitch key is also indicated with a darker color on the light guide (Z). This is the pitch patterns will play at and can be changed on the fly.

A pattern can be stopped by pressing a key switch (red key), which will stop the pattern playback and play the sound assigned to the key switch, or use the mute key (G) (orange key) to stop it immediately. Alternating between pattern keys and key switches with the left hand allows transitioning between playing patterns and sounds. Pitch keys can be used with either pattern or key switches.

If you want to prevent patterns and sounds from ringing when releasing a key, you can turn on the piano roll mode with the piano roll mode toggle switch. It is recommended to leave it turned off when playing a MIDI keyboard to get more realistic sounding results, but this is an option if you want to use it this way.

Here are the key switch sound assignments:



Guitar-like behavior is achieved through scripting. Like a guitar, notes will continue to ring until stopped (unless in piano roll mode). To stop the sound use the **mute key (G)**. Unassigned key switches are reserved for more sounds that may be added in the future, so it is best to use the designated mute key for this.

A Hammer-on is achieved by pressing a pitch key while another pitch key is still pressed. A pull-off is done by releasing a pitch key while another pitch key is still pressed.

The Lead Hammer on / Pull off keyswitch (8) is used to play hammer-ons and pull-offs only and omits picking sounds when single notes are pressed. This can be used to play fast lead.

Note: The poly lead instrument provides a more keyboard-like experience and allows multiple notes to be sounded at once. Note release also behaves normally and will stop when a key is lifted.

4.2 Piano Roll Mode

4.2.1 Piano Roll Mode Changes

The Piano Roll Mode has been merged with the performance mode (since version 1.3). It no longer uses note velocity regions to trigger different sounds, but instead uses the pattern and key switches similarly to the performance mode. Note velocity and note sliding is enabled as well.

4.2.1 BR50 Articulate plug-in installation for FL Studio

The piano roll mode is also made to work with BR50 Articulate. This is a free plug-in for FL Studio that makes it more convenient to work with Kontakt instruments. You can download it here: <https://www.syntheticorchestra.com/tools/articulate/>

4.2.2 BR50 Articulate preset installation for FL Studio

A preset for BR50 Articulate is provided. This preset names the key switches and pattern keys in the piano roll editor, and also names the MIDI channels. To install the BR50 Articulate preset on Windows you can use the batch script provided. More detailed instructions and information is provided in the readme.txt file. This also includes installation instructions for OS X if you use FL Studio on Mac.

4.2.3 Using Piano Roll Mode without BR50 Articulate

You can use it just like any other Kontakt instrument. Type the notes, place the key switches to change the sounds and you can also use pattern notes in the piano roll mode. The piano roll MIDI data is the same as performance data (since version 1.3), so you can turn piano roll mode off temporarily, record your MIDI performance, and turn it back on afterwards to edit it by hand. The note lengths may need some adjustment so that they are end to end to remove intermittent pauses (unless the pauses are desired). In performance mode you have to press the mute key to stop patterns and sounds, in the piano roll mode you don't have to do this as the patterns and sounds will stop on note release.

4.2.4 Using Patterns in Piano Roll Mode

Patterns work in piano roll mode and override key switch presses while sustained (both key switch notes in the piano roll, and the midi channel articulations if you use BR50 Articulate, as BR50 articulate sends simulated key switch presses behind the scenes).

4.2.5 Sustaining pattern notes past the end of a pattern

In piano roll mode a pattern will play until the pattern note ends, and you have the option to let the last note of the pattern ring on past the end of the pattern, by placing a pitch note that extends beyond the end of the pattern note. The last pattern sound played will then end when the last note is released.

4.2.6 Sliding notes and chords in piano roll mode

Sliding works in piano roll mode as well, and functions the same as in performance mode. The only difference is that upon lifting a key it will stop immediately. You can for example set the slide mode to hammer-ons only and then place pitch notes in the piano roll so that they overlap to trigger a slide. If you place notes end to end or with separation between the notes it won't slide. This is one way to use the sliding feature in the piano roll editor. Sliding depends on the slide settings, and whether or not the sound supports sliding.

4.2.7 Workflow recommendation to score a track in a DAW timeline

Record in the performance mode (turn the piano roll mode switch off), then switch back to the piano roll mode once you are done recording. Edit the note lengths to remove unwanted pauses in the piano roll editor. You can then freely chop and re-arrange your track without the sounds or patterns ringing on as it would if you left it in performance mode. (As it then requires the mute key to be pressed to manually stop sounds and patterns)

NOTE: BR50 Articulate will send its own simulated key switch presses behind the scenes, so you cannot play BR50 Articulate notes with key switch notes at the same time as this will clash. If you want to use key switches in the piano roll mode, then you can place both the key switch notes and pitch notes on MIDI channel 1, which is set aside for normal MIDI data (patterns, key switches and notes). Pattern notes are the exception as it will override all key switches no matter if they are manually placed notes or sent by BR50 Articulate.

4.3 Poly-Lead

Poly-Lead, Poly-Lead Amped and Poly-Lead Re-Amped supplement the lead guitar sound included in the rhythm guitar instruments. It adds the ability to sound multiple notes at once, adding the ability to play custom chords. Note release behaves as normal, a note will stop when the key is lifted.

The range of the instrument is from D4 to E8 (Notes frequencies range from D2 to E6) and covers the entire playable area of a 24 fret electric guitar.

If you would like to change the ADSR (Attack, Delay Sustain and Reverb) envelope this can be accessed by pressing the spanner icon and you will find the controls at the bottom.

Note velocity is enabled.

There are 8 dual tracked samples per key controlled with a round robin.



5.1 Setting up Dual Tracked Guitars

This is a basic set up guide to use Invictus Guitar in a DAW as a Rythm Guitar and re-amp it with Guitar Rig. This guide is for FL Studio, but the process will be similar in other DAWs.

Open a new project and add an instance of the Kontakt 5 plug-in. Next load the Invictus Guitar Rythm v1.2.NKI as described on page 7 using the load button or quick load menu.

1. Set the Guitar Output to 1|2. This will output dual tracked stereo guitars to the default stereo output of Kontakt (st. 1)

2. Set the mixer insert number at the top right of the plug-in window. (This may look different in other DAWs – Refer to your DAW documentation.)

3. Go to the DAW mixer track and add the Guitar Rig plug-in.

4. Open Guitar Rig and enable the right channel to turn on stereo mode.

5. Open the Guitar Rig Options menu.

6. Set “Load Components and Presets in Stereo” to “On”.

7. Load a Preset of your choosing.



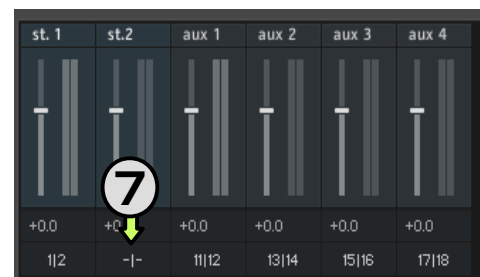
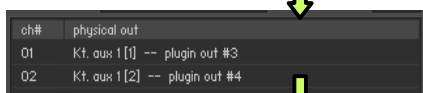
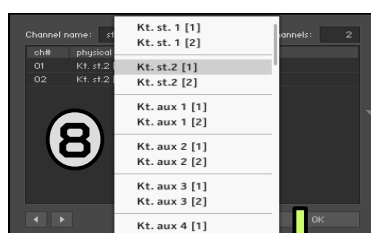
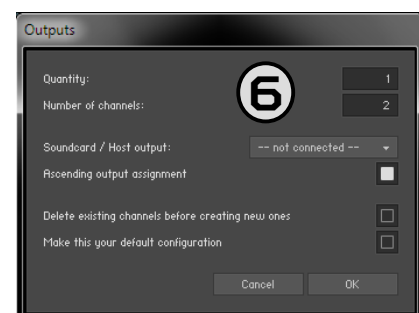
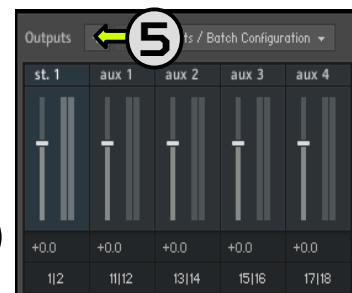
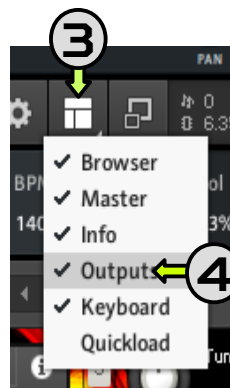
Tip: Turn down the volume before changing presets, making changes to settings and before pressing play, then turn the volume back up gradually. An audio interface with a physical volume control is recommended.

5.2 Setting up Quad Tracked Guitars

These instructions continue from “Setting up Dual Tracked Guitars” on the previous page.

1. Set the “Guitar Output” to “Quad”
2. If Kontakt is in minimized view, switch to the expanded view.
3. Open the “Workspace Management” menu.
4. Check “Outputs” to show the Kontakt mixer.
5. Click the + button to add channels.
6. Set “Quantity” to 1 and the “Number of channels” to 2 (these should be the default values) and click OK. This will add a second stereo output to Kontakt.
7. Click on -|- below st.2 to set the output channel assignment.
8. In the dialog set
ch# 01 to Kt.st 2 (1)
and ch#02 to Kt.st 2 (2)
9. The output of st.2 should now have the numbers 3|4 next to them.

Instructions continue on the next page...



5.2 Setting up Quad Tracked Guitars

[Continued]

Note: The following instructions are specific to FL Studio. The process to set up multiple output routing for Kontakt will be different for each sequencer or DAW. Please refer to your sequencers manual or Kontakt documentation for further information.

10. Open the VST Wrapper Settings tab.

11. Open the “Processing” tab

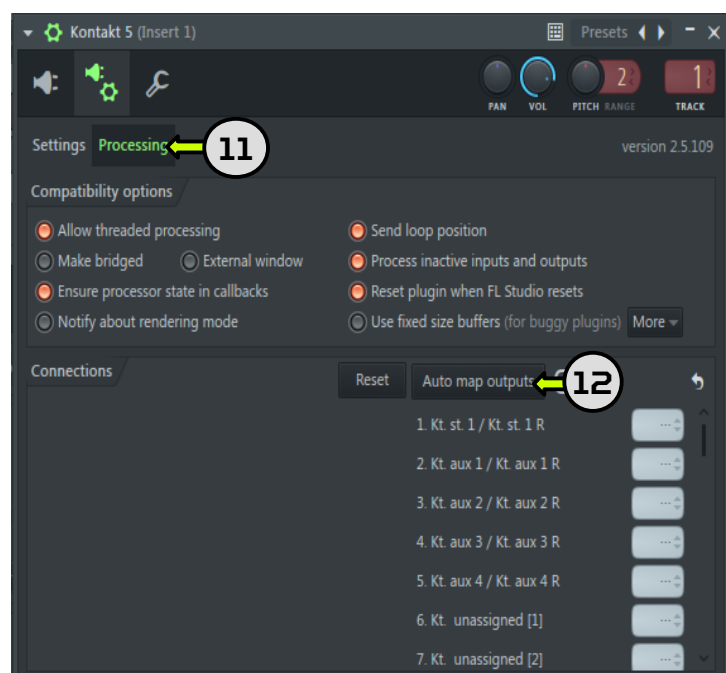
12. Click “Auto map outputs”

13. In the FL Mixer the first two guitars will output to the target mixer track set in the plug-in wrapper and the second pair of guitars will output to the mixer track immediately to the right of it. In this example mixer tracks one and two.

14. Add the Guitar Rig plug-in to both mixer inserts. Enable the right channel in both to turn on stereo mode and set “Load all presets and components in stereo” as described on page 14.

15. Load two complimentary presets in each copy of Guitar Rig, for example “1993 Solo Rig” and “80s Solo”. You can alternate between them and listen to the combined sound by using the “Guitar Output” switches, or use other amp sim plug-ins of your choice.

16. You can route the two mixer tracks to a third (bus) mixer track so you can easily adjust the volume of the combined output. Reduce this mixer tracks volume by a few dB to leave some headroom for other instruments.



In FL Studio the state of the plug-in wrapper can be saved as a preset from the menu at the top left corner. Select “save preset as”. Save it as for example “Invictus Quad Tracked”. In future projects you can then load the preset to restore the multi-channel output routing without having to repeat these steps.

Other DAWs may also have similar functionality, refer to your DAW documentation for more information.

5.3 Down Tuned Guitars

Use the tone knob in Kontakt to change the pitch of the instrument. (1)

Here is a table of the values and corresponding tuning:

-7	Drop G Tuning
-5	Drop A Tuning
-3	Drop B Tuning
0	Drop D Tuning

Note that this control will globally change the sample playback speed.



6 Pattern Editor

6.1 Editing a Pattern

6.1.1 Selecting a pattern slot for editing

To select and preview a pattern use the green keyboard pattern keys. Patterns are assigned to the keyboard pattern keys incrementally from left to right. A pattern can also be selected by using the pattern select drop down list. This will show the selected pattern slot in the main editor ready for editing. If you want the pattern to stop when you lift the pattern key, then turn the piano roll mode on by pressing the piano roll mode toggle switch.

6.1.2 Creating a new pattern

To create a pattern from scratch you can clear the current pattern slot with the clear button at the top.

6.1.3 Editing an existing pattern

If you would like to load an existing pattern for editing you can load a pattern from the browser or import a pattern using the load button. The load button will show a dialog that allows you to browse to other folders or drives.

6.1.4 Adding sounds to a pattern

To add a sound to a pattern make a selection from the list of sounds on the left, then click on one or more of the vertical pattern editor cells to assign the sound to the cells. You can use the red keyboard key switches to preview a sound. To stop sound use the orange mute key. It is also possible to preview the pattern while it is being edited by holding down the pattern key. The currently selected pattern is indicated with a mint color on the light guide.

6.1.5 Other pattern editor options

Aside from the normal sounds there are additional options in the list:

- Ring Continues the previously triggered sound.
- Mute Stops any currently playing sound.
- Clear Use this to clear a pattern cell in the editor.
- End Marks the end of a pattern. The pattern will loop when it reaches this marker.

To assign these options to pattern cells is the same as assigning sounds. First select the option from the list, then click on the pattern cell.

6.1.6 Editing a Pattern with a MIDI controller

Most interface buttons and controls can be bound to MIDI CC. This includes the buttons of the pattern editor itself, the mixer section and everything aside from the browser and pattern select drop down menu.

MIDI CC is not pre-configured so you can make your own custom setups, depending on what hardware you have available.

While you can use a physical controller to edit patterns offline in this way, it is not recommended to do 'live edits' while capturing MIDI, as playing back the editing actions can make inadvertent edits to other patterns, should you switch to another pattern during playback of these actions.

Pattern Editor [Continued]

6.2 Pattern speed and start offset selection

The pattern start offset determines the point in the pattern where playback will start from the next time the pattern key is pressed. The pattern start offset is indicated with a small green arrow beneath a pattern cell. The start offset can be moved left or right using the pattern start shift left and right buttons. It can also be reset to the beginning of the pattern with the reset switch. Each pattern slot has its own speed and start offset settings.

6.3 Loading a pattern from the browser

To load a pattern from the browser first select the slot to load the pattern into by pressing a green pattern key or making a selection in the pattern select drop down list. Next double click on the pattern in the browser to load the pattern into the selected slot.

6.4 Importing a pattern

Patterns can be imported into the editor from external drives or folders by using the load button. This shows a load dialog where you can browse to other locations or drives to load a pattern into the editor. Alternatively you can browse to the Invictus Guitar/Data folder and copy the pattern .nka files here so that it may be accessed using the built-in browser.

6.5 Saving a pattern

A pattern can be saved to the library by using the save button. This shows a save dialog giving you the opportunity to name your pattern. Try to keep the file name short so that it can be displayed fully in the editor. Patterns should be saved to the user pattern folder provided. It is also possible to add or replace patterns in the library.

6.6 Exporting a pattern

The save dialog can also be used to export a pattern to a different location or drive. To export all patterns browse to the Invictus Guitar/Data folder and copy the .nka files from there.

6.7 Adding folders to organize user patterns

Under windows you have the opportunity to create folders from within the save dialog (via right click menu). The OS X save dialog lacks this functionality, so you will need to create the folder structure under Invictus Guitar/Data/User if you wish to organize your patterns in custom folders.

Pattern files can be organized from OS X finder or Windows Explorer and won't affect patterns used in projects since pattern data is restored from the DAW project file.

6.8 Refreshing the built-in browser file listing

When a pattern is added to the library you can close and reopen the plug-in window in your DAW to refresh it. In the stand-alone version of Kontakt you will need to reload the instrument NKI to update the listing.

7 Re-Amped Instruments

7.1 Re-Amped Rythm Instrument

The re-amped rhythm instrument has the same features as the clean version, with the addition of two internal amp sims and custom impulse responses for cab simulation.

This doesn't require third party amp sim plug-ins to function.

The re-amped instrument is processed in real time, so adjustments to note velocity and tone is done to the samples before it goes through the virtual amps and cabs. As the re-amped presets use the same sample sets as the clean version it will reduce the memory usage in your projects if you use the re-amped version instead of the amp version. [Kontakt shares sample memory between instances.]

7.2 Re-Amped Poly-Lead

The poly lead instrument also comes in a re-amped variety. Note velocity is also enabled.

7.3 Quad tracking setup

To configure quad tracked guitar output in the stand-alone version of Kontakt, follow the instructions on page 15, but instead of setting the second stereo output to a different channel you can set both to st.1 (1) and st.1 (2) to route them both to the main stereo output of Kontakt.

As the re-amped version has its own built-in amp and cab sims, you can mix these two stereo signals together by assigning them to the same Kontakt output.

Additionally, you can also route them to separate mixer tracks in your DAW. In that case the process is the same as for the normal quad tracking setup, but without loading amp sim plug-ins in the mixer tracks. In this case you can follow the steps on page 15 and 16, but skip the parts for setting up Guitar Rig.

8 Additional Notes

8.1 MIDI recording and playback

The pattern playback script contains measures to handle very slight late and early pattern key presses to keep pattern playback in sync with the host transport.

8.2 Host transport synchronization

When previewing a recorded selection in your DAW be sure to make a selection from the beginning of a pattern note in the piano roll. If you start playback from the middle of a long pattern note it will play the pattern from the beginning and not the transport position. To sync up the internal tempo with that of the DAW host you can press the transport stop button again.

8.3 Playing a selection in your DAW timeline

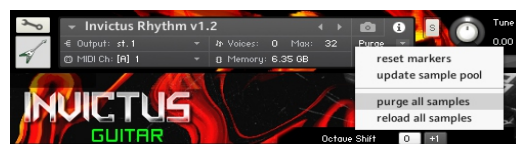
These are minor details but something to be aware of when previewing an arbitrary selection in a DAW timeline:

When previewing a selection where there are only pitch keys, the last activated sound will remain active. (If you are using performance mode)

In piano roll mode this is not a concern if you use BR50 Articulate as each note contains both the pitch and sound information. If you use piano roll mode with performance data (separate key switch and pitch notes) the above still applies. One way to avoid this issue is to place a key switch notes with every pitch note, and not just when the sound changes from one sound to another. That way it will always play the right sound no matter where it starts playing from.

8.4 Reducing memory usage

By default the instruments loads all samples into ram (approx 6.35 GB for the rhythm instrument). This ensures that there are no delays or lags when triggering a note, such as when a sample is streamed from disk. To conserve memory you can use the 'purge all samples' option in Kontakt. This will only load samples into memory as they are needed, and they will stay in memory after that.



Sample memory is shared between instances of Kontakt in your DAW, so having multiple instances open won't use that much more additional memory (for multiple copies of the same instrument, or in the case of the re-amped and clean versions which use the same sample sets).

Should you wish, you can use the 'reload all samples' button to load the whole instrument into RAM after purging.

8 Additional Notes [Continued...]

8.5 DAW and MIDI CC Automation

The following parameters can be recorded or controlled via DAW automation or MIDI CC.

Host Param	Assigned to	Notes
000	Tone Control	Clean version only
001	Pitch Bend Range Control	Adjusts Pitch wheel range
002	Pitch Bend Inertia	Adjusts Pitch wheel inertia
003	Sample Start Offset	Global control to set sample start position
004	Auto Sample Offset On/Off	Toggles automatic sample offset setting
005...015	Pan Reset	For each mixer channel
016...026	Pan Controls	For each mixer channel
027...037	Volume (Gain) Controls	For each mixer channel
038...048	Volume Reset	For each mixer channel
049	Transpose Control	Transpose pitch keys up to one octave
050	Slide Direction	Set sliding direction
051	Slide Range	Distance it will slide around a note
052	Slide Enable	Turn sliding on and off
053	Slide Mode	Sliding key override options

These DAW parameters are configured out of the box so you can record them via the transport record button, or use automation clips in your project.

8.6 Creating Automation clips in FL Studio

In FL Studio you can add automation clips to your DAW timeline in this way:

- Open the "current project" tree node in the browser on the left.
- Under the "generators" section you will find the list of plug-ins in your project.
- Choose the Kontakt instance where Invictus Guitar is loaded.
- You will then see the list of parameters.
- Right click on the parameter you want to automate and choose "create automation clip"
- An automation clip will then be added to your DAW timeline.

Note that the mixer section buttons and controls will still function, even when they are out of view.

MIDI CC is not pre-configured and depends on the particular hardware you want to use. To set this up maximize Kontakt and open the Automation tab on the left. Here you will see two sections: Host automation and MIDI automation.

Click on the "MIDI Automation" tab. Drag and drop the MIDI CC number you want to associate with a button, knob or fader onto a control to assign it. You can also right click on a control and use the 'learn midi CC' option to associate that function with a physical controller, by interacting with the physical control you want to use.

8.7 Limitations, what should not be automated

While it is possible to assign almost anything to MIDI CC or Host Automation, It is suggested to only automate the controls listed above.

9 Version History

9.1 Version 1.2 Update

9.1.1 New Sounds

Three new sounds were added to the rhythm guitar instruments:
Natural Harmonics, Light Finger Picked Palm Mute and Fret Noise.

9.1.2 Updated Pattern Editor

Patterns can now be played at normal or half speed. The pattern start offset control allows patterns to be played from any point. Each pattern editor slot has its own start offset and speed.

9.1.3 Duel and Quad Tracking mode

The rhythm instrument can now output quad tracked guitars to play four layered guitars at once, or switch between two duel tracked pairs. Unique samples are selected for each pair. Each pair can be routed to a separate DAW mixer track to be re-amped separately. (Set up instructions can be found on pages 14 to 16.)

9.1.4 Integrated Mixer

The mixer section allows gain and pan of each sound to be set individually. For the amp version this adjusts the post effects volume and pan of the samples. With the clean version this will adjust the gain before it is amp'd, and functions similarly to the gain control on a guitar.

9.1.5 Tone control (clean version only)

The tone control adjusts mid-range frequency (centered around 1.1 kHz) for a warmer or brighter tone. This is applied to the clean guitar output and can be used to shape the tone before it is re-amped with third party plug-ins.

9.1.6 Automatic or manual sample start offset controls

This control adjusts note attack and picking sound duration by changing the sample start position. Auto mode adjusts the start offset according to your playing speed. In manual mode it can be used as an effect or to make manual adjustments. You can use this control to smooth out the transitions between sounds when playing very fast riffs.

9.1.7 MIDI CC Automation

Switches, buttons and knobs can now be mapped from the learn Midi CC Automation Right Click context menu in Kontakt.

9.1.8 Pattern ring control

When this setting is turned on the last note of a pattern will continue to ring, allowing time to switch between patterns and sounds without having to hold a key down.

9.1.9 Updated Piano Roll Mode velocity mapping

Piano Roll mode has been updated to include velocity regions for the new sounds.

9.1.10 More factory patterns

New pattern phrases were added to the library that utilize the newly added sounds.
Features

9 Version History [Continued...]

9.2 Version 1.3 Update

9.2.1 Re-Amped Instrument presets

Two new instrument presets are included: Invictus Guitar re-amped and Poly-Lead re-amped. These use built-in amp sim effects modules and custom impulse responses for cab simulation. It is pre-configured, so you can just load up the instruments and start playing. A small amount of setup of the output section of Kontakt may be required if you want to use the stand-alone version, or to make use of the secondary built-in amp and quad tracking outputs. For example, you can route the output to two separate mixer tracks in your DAW or mix them together to a single output. Instructions are on page 20 of the user manual.

9.2.1 A New Piano Roll Mode

The piano roll mode has been merged with the performance mode. It is now the same as the performance mode, except that the notes and patterns will stop when you release a key. MIDI data is now compatible with both modes. All the new features will also work in Piano Roll mode, like note velocity and note and chord sliding which you can use to create more expressive articulations.

To make editing more convenient, this is the new default mode. If you want the notes, sounds and patterns to ring on then you can turn the piano roll mode off to switch to the performance mode. To stop the sounds or patterns in performance mode press the orange mute key (middle C). For DAW workflow recommendations refer to section 4.2.7 on page 12 of the v.1.3 manual.

1.2.2 Convert to MIDI export feature update

This feature has been updated to export notes on different MIDI channels, If the instrument is set to Piano Roll Mode. You can use this with the FL Studio BRSO Articulate plug-in preset that is also included. It can export key switch sequences if set to performance mode. You can use this alternative mode in other DAWs if you don't want to use the BRSO Articulate plug-in. Both will work with the new piano roll mode.

1.2.2 Velocity enabled pitch keys in performance mode

The velocity of pitch keys can now be used to control pattern note velocity and sounds triggered with the key switches*. The velocity is latching, so this will set the velocity of subsequent notes played during pattern playback. You can press a pitch key at any point to adjust the velocity of pattern notes or the sound selection key switches.

*Velocity is enabled in the re-amped and clean instruments only.

1.2.3 Guitar Sliding

The new slide feature allows sliding chords and notes. It has several modes to choose from. You can set the sliding direction, and limit the range of sliding around a note. Sliding can be turned on and off at any time (even mid-slide). You can control these new parameters via midi CC or host automation. It is recommended to use an expression pedal to turn sliding on and off while playing (MIDI CC is not pre-configured so you can set it up however you like, depending on your Hardware.)

When enabled it will automatically slide sounds that support sliding. Short palm muted notes and natural harmonics will play as normal. Ringing notes like lead and chords will slide. This ensures that you get more natural sounding results without having to turn the feature on and off continuously. Sliding also works with pattern playback and in the piano roll mode.

1.2.4 New Sound added

Finger Picked Palm Mute Heavy has been added. This is finger picked, palm muted 5th power chords. It is added to the rhythm, re-amped and amped instruments.

1.2.5 Transpose Control

The octave switch has been replaced with a transpose control.

Thank you for your purchase. If you have any questions not addressed in this manual you can reach me at britzmartin@axxess.co.za

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