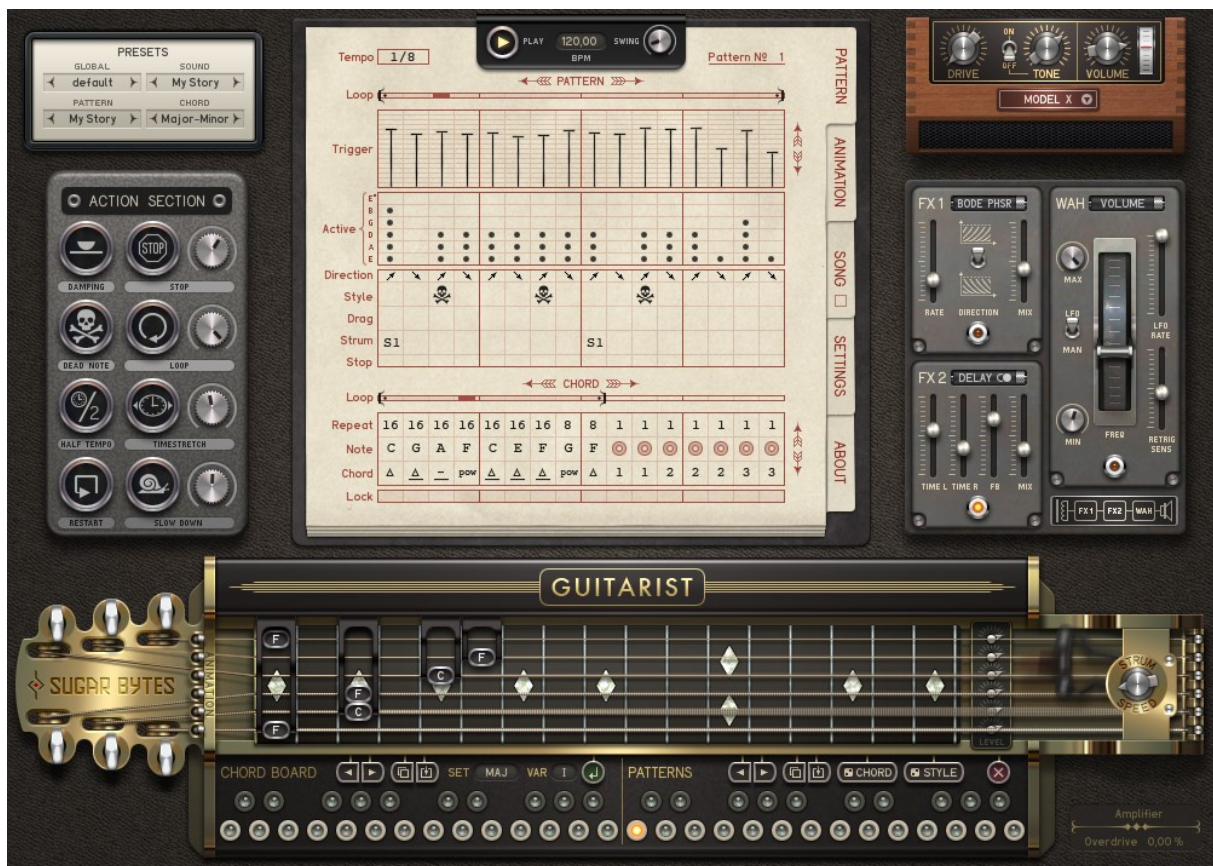




GUITARIST



User Manual

Table of content

What is Guitarist

Getting Started

Installation

WINDOWS

macOS

The Library

Uninstalling

Authorization

Guitarist Structure

The Preset System

The Control Section

- Pattern Page

- The Animation Sequencer

- The Song Sequencer

- The Settings Page

The Action Section

The Sound Section

- The Amp

- The Effects

The Guitar

The Keyboard

Host Integration

Cubase

Ableton Live

ProTools

Studio One

Sonar

Logic

FL Studio

MIDI remote

Troubleshooting

Chord List

License

Contact

What is Guitarist

Sugar Bytes Guitarist is a fully equipped guitar emulation, including guitar player, guitars, effects and amplifier. With Guitarist you can create and play absolutely authentic guitar riffs in a matter of seconds. Guitarist is based on sampled electric guitars, more than 2200 samples have been taken per guitar, providing highest sound quality.

As with all Sugar Bytes products, the sequencer system is genuinely intuitive and easy to handle, while it is powerful enough to let you create stunning licks with just a few clicks. Chords can be created on your own or taken from the internal chord library, including more than 400 chords for you to explore. Strings can be individually levelled, detuned or simply removed. A special highlight is the Animation allowing single notes to be moved by special sequencers, introducing melodies and incredible detail to your pattern.

With Guitarist we made a dream come true and created yet another beautiful and magical instrument that will bring you lots of inspiration, tons of ideas and great new tracks. Sugar Bytes proudly presents and wishes for you to have a lot of fun with Guitarist.

Getting Started

Guitarist comes as plugin and as standalone application, so it can run both independently and in any VST/AU compatible host application. After the installation, Guitarist should be found among your virtual instruments.

Just start the Guitarist standalone or plugin and hit the Play button on top of the Guitarist instrument and a nice preset should start to play.

If your MIDI Keyboard is connected, you can try the Chord Keys and Pattern Keys.

The Chord Keys provide two playable octaves, the first one filled with major chords based on the note you pressed. The second octave contains minor chords.

You can assign your own chords to these keys as well and play them with the keyboard or with the chord sequencer. The next two octaves are the Pattern Keys.

You can save up to 24 patterns there and call them with your keyboard or with the Song Sequencer. Check out some different presets and combine different Sound- and Pattern presets to find combinations you like. If you have a quick idea, the audio recorder in the standalone application will help you to keep it in mind.

[BACK](#)
[TO TABLE OF CONTENT](#)

Installation

Download (requires login) the latest version [here](#).

The standalone version and the manual will be installed into

Windows: C:\Program Files\Sugar Bytes\Guitarist

macOS: /Applications/Sugar Bytes/Guitarist

Presets will be installed into Documents\Sugar Bytes\Guitarist

Do not move the Guitarist presets after installation!

WINDOWS

Default installation paths:

VST2 C:\Program Files\VSTPlugins

VST3 C:\Program Files\Common Files\VST3

AAX C:\Program Files\Common Files\Avid\Audio\Plug-Ins

[BACK](#)
[TO TABLE OF CONTENT](#)

macOS

The Audio Unit, the VST Plugin and the the AAX Plugin will be automatically installed into the correct folders.

Default installation paths:

VST2 /Library/Audio/Plug-Ins/VST/

VST3 /Library/Audio/Plug-Ins/VST3/

AU /Library/Audio/Plug-Ins/Components/

AAX /Library/Application Support/Avid/Audio/Plug-Ins

The Library

The library contains the guitar samples, the different guitars are choosable from the Settings Page in Guitarist.

The Library can be installed to a directory of your choice.

The default path is:

Windows: C:\Program Files\Sugar Bytes\Guitarist Library

macOS: /Application/Sugar Bytes/Guitarist Library

Do not move the Guitarist library after installation!

[BACK](#)
[TO TABLE OF CONTENT](#)

Uninstalling

In order to uninstall Guitarist, please take the following steps:

Windows: Uninstall Guitarist under Control Panel/AddRemove Software.

macOS: Here is the way to delete everything regarding Guitarist:

/Applications/Sugar Bytes/Guitarist
/Library/Audio/Plug-Ins/VST/Guitarist.vst
/Library/Audio/Plug-Ins/VST3/Guitarist.vst3
/Library/Audio/Plug-Ins/Components/Guitarist.component
/Library/Application Support/Avid/Audio/Plug-Ins/Guitarist.aaxplugin

~/Documents/Sugar Bytes/Guitarist
~/Library/Preferences/com.sugar-bytes.Guitarist.plist

~ means: /Users/YOURLOGINNAME (your home folder)

(Please note that since OSX 10.7.x the library folder is a hidden folder.
Therefore please use the "Go To Folder" menu and then enter ~/Library.)

Authorization

The serial number is requested for installation.

If the serial number is missing or incorrect, the product will not produce sound.

In that case, open the settings page in Guitarist and enter the correct serial number or just reinstall the product.

[BACK](#)
[TO TABLE OF CONTENT](#)

Guitarist Structure

The Preset System



Guitarist offers a versatile Preset System which allows you to combine Sound-, Sequence- and Chord Memory presets to create millions of new sounds out of existing parts.

For you to save your own presets we already created a “User” folder.

The four presets systems explained:

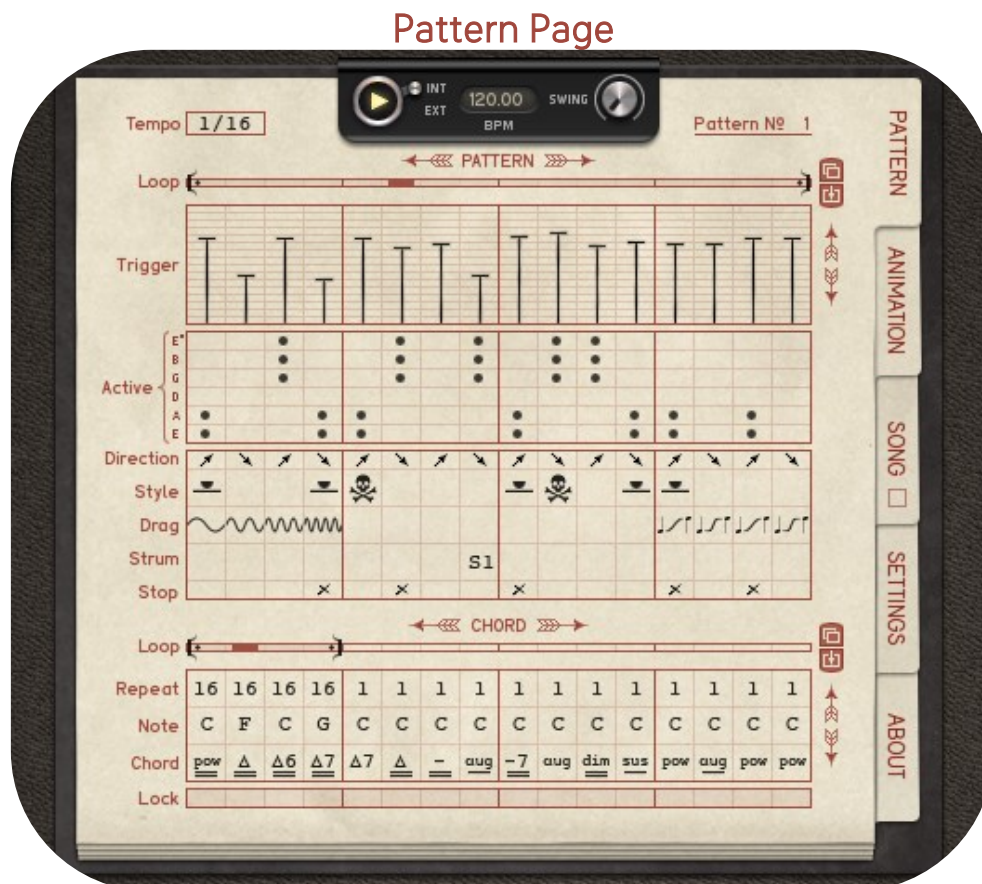
- 1 **Global Preset:** saves all Guitarist settings.
- 2 **Sound Preset:** saves all settings from the sound area.
- 3 **Pattern Preset:** saves all settings from the pattern area and the chord memory.
- 4 **Chord Banks:** saves all in the chord memory.

The presets can be found in the Guitarist application folder under Content/Presets.

[BACK](#)
[TO TABLE OF CONTENT](#)

The Control Section

The Control Section is found in the middle of the instrument and emulates the actual guitar player. This is where you build up your riffs, chord progressions and song arrangements. Also there is the Settings Page where you select your guitar and find useful preferences to make the instrument behave the way you want it to. Let's go through the pages.



Tempo

Here you determine the step resolution of the Pattern Sequencer and the basic clock for Chord- and Song Sequencer. The Tempo is based on the song tempo of your host sequencer or on the BPM value given in the File dialog of the Guitarist standalone.

Play

Start the sequencer manually here.

INT/EXT Select the Sync source for the sequencers

Internal will start the sequencers with MIDI notes only.

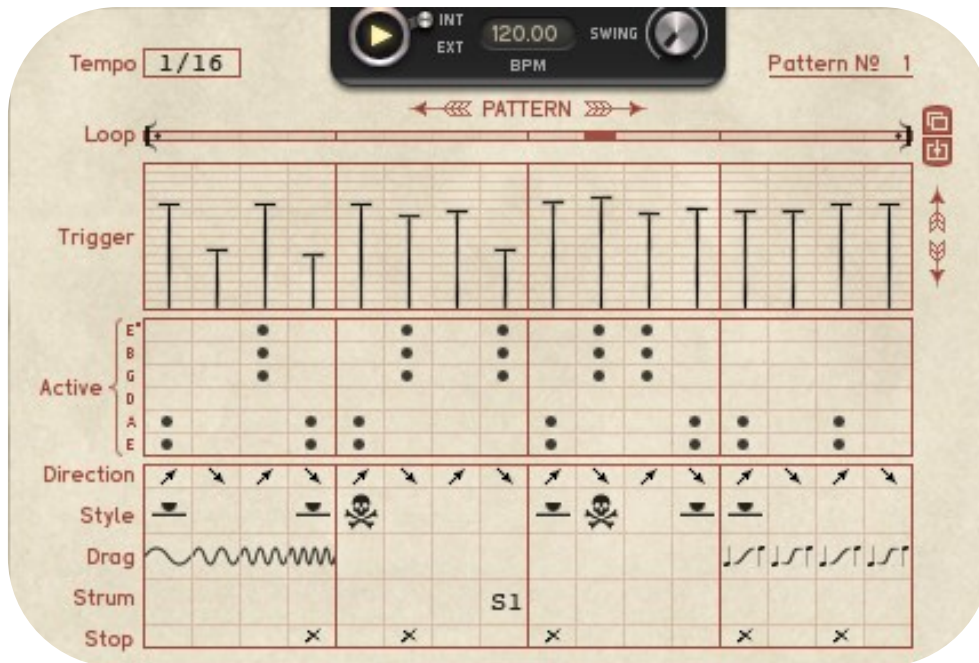
When the button is set to External, Guitarist will start with the host clock, but can be stopped and retriggered with MIDI notes.

Swing

Select the Swing amount here. Possible amount goes from 50/50 to 75/25.

[BACK](#)
[TO TABLE OF CONTENT](#)

The Pattern Sequencer



The Pattern Sequencer creates all data required for the guitar riff and actually controls the left and right hand of the virtual guitar player. Here you can quickly make your own patterns or adapt presets to your needs. Just select the desired tempo, draw triggers and assign strings to be triggered.

Copy/Paste

Use these buttons to copy/paste only the range within the loop bars.

Loop

One Pattern has up to 16 steps. With the loop bar you can set a different length for short licks, triple feels or evolving, uneven rhythms.

Trigger

When a fader is above zero, the guitar will be triggered with all settings below. Also, if the Chord changes in the Chord Sequencer, it will only be changed when a trigger is set. If no „Active“ notes(see below) are set for that step, but a trigger is set, fading notes can change their chord without being retriggered.

Active

A guitar player rarely plays all 6 strings. With the Active Sequencer, you can decide for each step which string is triggered and which is not. This function helps you to create pickings, but also all kinds of rock grooves where bass strings and full chords are played together.

Direction

Here you can decide for each step if the Guitar is strummed up- or downwards. Usually the guitar player plays up/down/up/down and so on, but for special kinds of riffs it's good to have that sequencer.

[BACK](#)
[TO TABLE OF CONTENT](#)

Style

Three playing styles are available. When no value is set for a step, the string will be triggered normally. Damp triggers the string with a hand sitting on top of it, good for all kinds of sounds, from metal riffs to reggae pickings. Dead triggers a dead note, meaning the string is rather touched instead of being pressed which gives you a percussive pluck with rich harmonics, good for creating some grooving trouble and funk. Using a lot of dead notes to fill gaps in a pattern, will bring lots of groove to your riff.

Drag

Here you can add alternations to the guitar pitch. Basically three functions are available. The first four modes are the vibratos, slight pitch changes in four different speeds. The next two modes are Bend Up and Slide Up. Both create a pitchbend from two notes below up to the original note. Bend is a continuous change, while Slide is a stepped change, representing the guitar player's finger moving from fret to fret. The last two modes are realpitch glides.

Strum

With this sequencer you can perform slower strums or double triggers. You have three slow strum speeds to choose from, Strum 1 is good for creating a kind of natural feel to your pattern, Strum 2 is slower and good for impressive strums here and there. Strum 3 is really slow and good for single triggers with lots of attention. Double creates two triggers on that step.

Stop

If you encounter overlapping notes that should not overlap, use the Stop Sequencer to stop fading notes at any time. You can also use it to create short triggers. Another method to stop notes is to trigger dead notes on the next step, both solutions should be tried.

The Chord Sequencer



At the bottom of the **Pattern Page** you find the Chord Sequencer. This is where you create your chord progressions, it's where you really start to compose. More than 400 factory chords are available to you, plus you can trigger the 24 chords from the **Chord Board**. The Lock function makes it easy to edit chords while the sequencer is playing. Each step of the Chord Sequencer (when factory chords are used) and each user chord on the **Chord Board** has it's own Animation sequencer which can shift each finger up and down individually by 3 seminotes.

If chords are played on the **Chord Board** (via MIDI or mouse) these are preferred. So you can play your own chord progressions live, and when you release your hand from the **Chord Board**, the chord sequence will go on, allowing interesting performances on stage.

Arrows

The arrows on top of the sequencer rotate the sequence within the loop bar range. This makes it easy to choose an individual starting point for the chord progression. The arrows on the right side transpose the root note. That way you can easily select an individual tune for the sequence.

Copy/Paste

Use these buttons to copy/paste only the range within the loop bars.

Loop

Defines the length of a chord progression.

Repeat

Repeats the chord steps according to the selected pattern tempo. Each chord step can be repeated by up to 16 times. If you choose 1/8 tempo, you must set 8 repeats to make the chord play for one bar. When the tempo is set to 1/16, you set 16 repeats to make the chord play for one bar. With the repeat sequencer you're able to change the chord at any time, which makes it a powerful composition tool, for you to create really natural chord progressions, where chords can also come earlier or later.

Make sure the sum of all repeats within the loop bar makes sense, usually it should be possible to divide the sum of all repeats by 8 or 16 in order to have a consistent song structure.

Note

The base note for the chord chosen below. Is not used when a chord from the Chord Board is triggered, since these chords are independent from a base note.

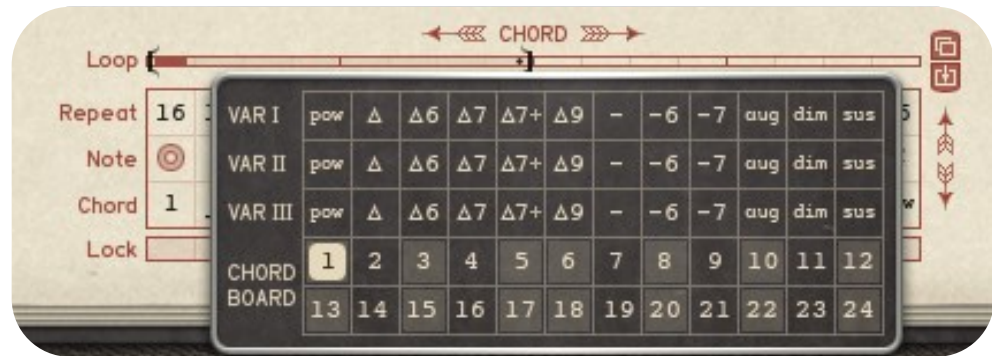
Lock

To edit a chord and its „Animation“(see below), a chord-step should be locked. That way the chordstep will be played all the time, without ever jumping to the next step. Make sure the Song Sequencer is disabled, so the pattern will not change during editing. That is especially important when editing Animations.

Chord

Here you can choose from 12 chord models in 3 variations or the 24 user chords.

Chord Board



These are the 24 user chords available on the Chord Board.
The chords are marked dark and bright, according to the black and white keys on your keyboard.

Chord Symbols

pow Power chord.

Δ Major Chord

Δ6 Major 6

Δ7 Major 7

Δ7+ Major 7+

Δ9 Major 9

- Minor

-6 Minor 6

-7 Minor 7

aug Augmented

dim Diminished

sus Suspended

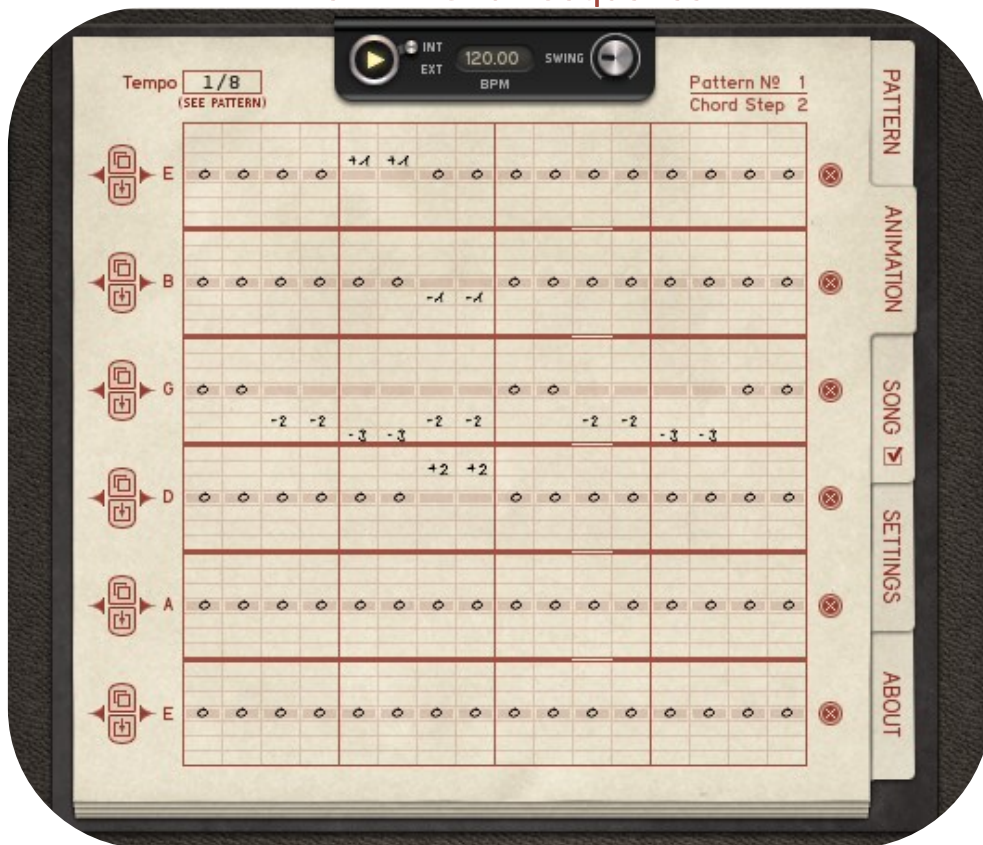
Δ Major Chord lower position (Variation 1)

Δ Major Chord middle position (Variation 2)

Δ Major Chord high position (Variation 3)

[BACK](#)
[TO TABLE OF CONTENT](#)

The Animation Sequencer



The Animation is a very special feature that brings life and melody to your riff. Each of the six fingers can be moved up and down by 1, 2 or 3 semitones per step. The Animation Sequencer runs at the tempo and loop settings of the Pattern Sequencer. Use the Animation to alternate the chords while they are playing, create small melodies or bridges to the next chord.

The Animation Sequencer works in a special way: Each step of the chord sequencer has its own Animation sequence when factory chords are used. Each user chord from the **Chord Board** also has its own Animation sequence, but not per step. So in total there are 16 possible Animations for factory chords plus 24 Animations available for user chords. Multiplied with 24 possible patterns, this adds up to more than 900 possible Animation sequences. With this Animation Sequencer you will never have an animation you don't want where you don't want it.

In order to have a nice workflow with all of these animation sequences available, make sure that the current chord step is locked and the Song sequencer is disabled while you edit the Animation.

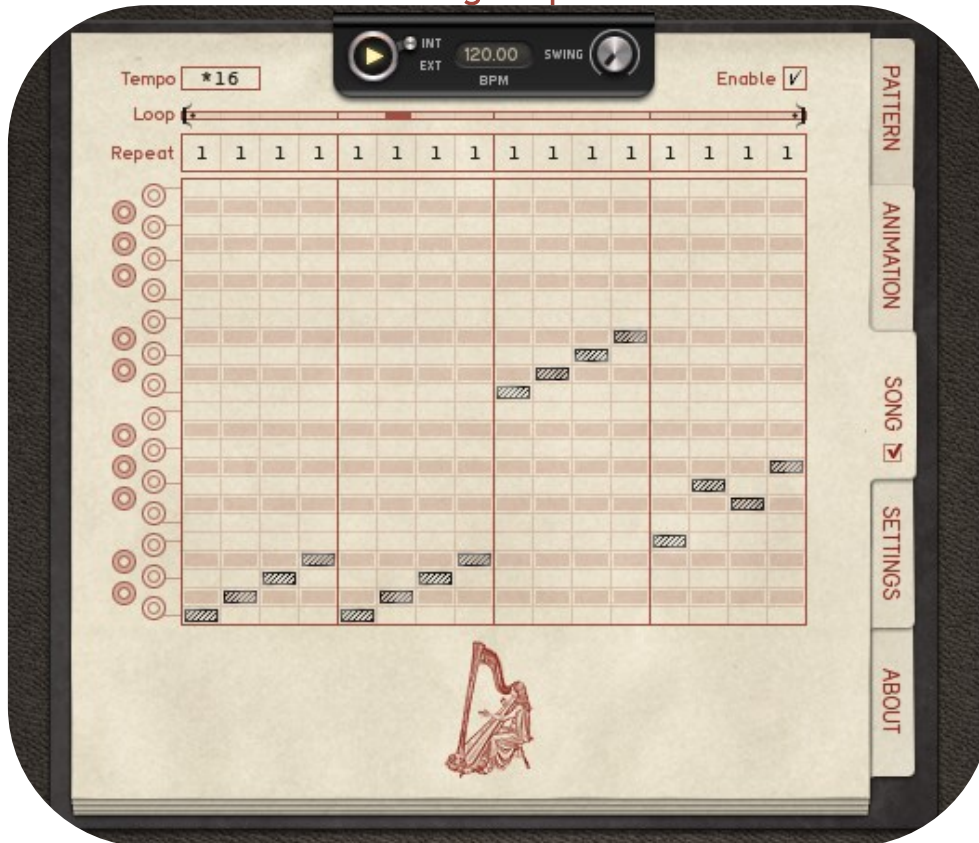
In the upper right corner you can see which pattern and which chord the Animation page belongs to. The chord is either one of the 16 steps in the chord sequencer or one of the user chords from the chord board.

[BACK](#)
[TO TABLE OF CONTENT](#)

In the upper left corner you can see which tempo division is chosen for the pattern which the Animation Sequencer belongs to. Between the sequencer lines you can watch the play position and loop bar settings, which are taken from the Pattern Sequencer as well.

On the left side of the fretboard, you find little buttons to disable the Animation per String. This is just for editing purposes and is not saved with preset or song.

The Song Sequencer



This is for you to arrange the 24 possible patterns saved on the Pattern Keys. Each of the 16 steps can be repeated up to 16 times. If patterns are selected by MIDI, MIDI is handled with priority.

The **Tempo control** determines the resolution of the Song sequence.

*1 means that the Song sequencer is running at the same tempo as the pattern sequencer.

*2 means that the Song sequencer is running at half pattern speed, so the song sequencer will play the next step after two Pattern Steps have been played.

*16 means that the Song sequencer runs 16 times slower than the pattern sequencer, so the Song sequencer will play the next step after the Pattern sequencer played a whole 16step sequence.

Use the Tempo Control together with the Repeats-Sequencer to arrange your Song exactly the way you want. You can change patterns at any time here and create large arrangements that last for minutes.

[BACK](#)
[TO TABLE OF CONTENT](#)



Use the **Enable button** to enable or disable the Song sequencer.

Make sure the song sequencer is disabled whenever you want to edit patterns, because the Song sequencer changes the patterns all the time.

In order to edit a pattern, select it on the Pattern keyboard. Use the left mouse button to select the pattern, then use the play button to edit it while it plays.

Use the right mouse button to lock a Pattern key. Then the pattern will play all the time.

Hit the key again with the right mouse button to disable the lock mode. This lock mode is good to edit and change patterns while they are playing.

Whether or not the song sequencer is running can easily be identified by the little checkbox display on the Song Sequencer page selector.

Sequencer Shortcuts

Shortcuts make it easy to edit the sequencers. Especially the Shift Key helps a lot when creating new patterns. Use it to drag the value of a step across the whole sequencer.

That helps to set all Chordsequencer-Repeats to 16 or to set all step in the Active-Sequencer to On or Off.

Here the shortcuts explained:

Shift

In the Trigger/Animation sequencer, Shift enables a fine adjustment mode on single steps.

Click on a sequencer value and spread it across the sequencer using the Shift key in all other sequencers. In the “Active” Sequencer, click a cell with the Shift key enabled, to activate the whole row.

Alt

In the Trigger/Animationsequencer: Increase/decrease all values.

Strg(Ctrl)

Hold Strg/Ctrl to step through the available sequencer values.

In the Trigger/Animation sequencer Shift enables the line drawing tool.

In the “Active” sequencer, Ctrl will activate a whole column.

Rightclick

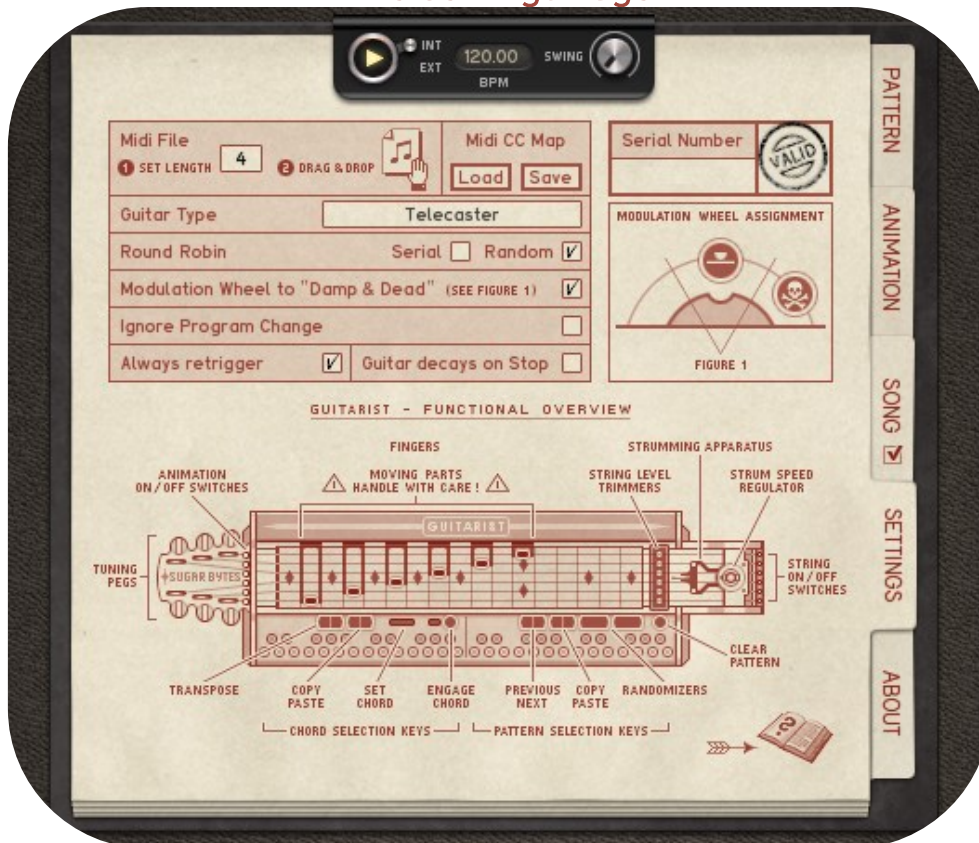
Rightclick a sequencer entry to delete it, drag the rightclick to delete more entries.

Mousewheel

Use the mousewheel to step through the available sequencer values.

[BACK](#)
[TO TABLE OF CONTENT](#)

The Settings Page



Here you make important settings to control the behavior of the Guitarist. Also the current pattern can be exported as a MIDI file from here.

All functions explained:

Guitar

Here the guitar is loaded. You can choose from three Guitars, each one comes in two versions. A Duesenberg Starplayer Special, a Fender Stratocaster and a Fender Telecaster.

The guitars have been recorded with lots of effort and care, more than 2200 samples are used for each guitar.

Note: If the Guitar Type shows empty, no Guitar is loaded so please download and install the Guitarist library. It should be installed into the application folder of Guitarist. After that please check whether a guitar model is chosen.

Round Robin

Each guitar sample exists several times, with each trigger a different sample is played. Round Robin Samples can be chosen randomly or serial. This supports the natural feel of the guitar sound. The samples can be chosen in series: that way the riff will always sound the same. If the serial mode is off, the samples will be chosen randomly. Random Round Robin is most authentic because the sample sequence is never repeated.

[BACK](#)
[TO TABLE OF CONTENT](#)

Modulation Wheel to „Damp & Dead“

While playing manually, it can be cool to insert Dead and damped notes to change the groove while it plays, without touching the mouse. If this setting is activated, you can use your modulation wheel for that task. Turn it half up to play all notes damped and turn it fully up to play all notes dead.

Ignore Program Change

Avoid program changes with this setting. If the setting is off, you can change presets with MIDI program changes.

MIDI File

The current pattern can be exported as a MIDI file to trigger different sound generators. You can export 1, 2, 3, 4, 8 or 16 bars. Just set the desired export length, then drag the icon onto a MIDI track in your sequencer. Drag the icon on your desktop or folder to save the MIDI file on your computer.

Always Retrigger

When a pattern is changed by a MIDI note, the sequencer does not restart when the notes have no gaps in between (Legato). The “Always Retrigger” option makes the sequencer restart with each incoming note, also when notes are playing legato.

Keep Sound on Stop

When the sequencer is stopped by releasing the MIDI note or using the Play button, the Guitarist will still sound until all strings are faded out. That might be a problem, for example when the last chord of the verse overdubs the first chord of the chorus or when one Guitarist instance is stopped while another one is started. In order to avoid that, the “keep sound on stop” option will stop the guitar signal when the sequencer is stopped.

[BACK](#)
[TO TABLE OF CONTENT](#)

The Action Section



Here you can make immediate tweaks to the running pattern without changing it. With just some buttons you can change playing styles, apply effects like looper or timestretcher or play with the clock by restarting it or slowing it down.

Here's what it really does exactly:

- Damped*** Play all notes damped style.
- Dead*** Play all notes dead style.
- Half tempo*** Plays the sequence at half speed.
- Restart*** Plays the sequence from beginning. After the button has been released, sequencers will go back to their original position.
- Stop*** Stop playing with a last strum. The strum speed can be set with the attached knob.
- Loop*** Audio looper for party time. Set the loop size with the attached knob.
- Timestretch*** Press this one for the good old stretching effect. The knob sets the stretch amount.
- Slowdown*** While the button is pressed, the sequencers become slower and slower. Slew rate is set with the attached knob.

[BACK](#)
[TO TABLE OF CONTENT](#)

The Sound Section

Here you find the amps, effects and wah pedal. The Sound Section has it's own preset system, so you can find your favorite tone easily.

The Amp



Guitarist comes with two amp simulations. These have been modelled with much love and should be ready to provide the right sound for any situation.

MODEL X emulates a classical tube amp and comes with a tone control to make the sound rather dark or rather bright.

MODEL Q comes with a 3way equalizer which covers lots of tones, from warm and clear Nashville sounds to earbleeding metal tones.

DI-BOX is a direct way to the output, bypassing the amp section. That way you can use your own reamping or amp modeling solutions.

The Effects



FX 1 provides classical modulation and dynamic effects.

FX 2 offers Delays, Reverbs and the Reverse effect which is great for spacy, wide and weird sounds.

[BACK](#)
[TO TABLE OF CONTENT](#)

The **Wahwah Pedal** provides the 3 modes:

Cry Wah Emulation of the legendary wah pedal.

Talk Wah features the vowel effect for great humanoid sounds. Volume: Classical volume pedal, good for tremolo effects when the LFO is used.

The Min and Max controls determines the working range of the pedal.
You can also set a higher min than max value to invert the working range.

The internal **LFO** is a good tool for pedal movements. Use the Retrigger Sensitivity control to restart the LFO with the guitar audio signal.

Use the LFO/Man button to move the pedal by the LFO or manually (MIDI, Host automation).

[BACK](#)
[TO TABLE OF CONTENT](#)

The Guitar



A masterpiece of virtual mechanics. Here you watch and create your chords, set string levels or just take strings off, detune them and set the overall strum speed. Let's go from left to right.

Headplate



Like with a real guitar, here you can affect the string tuning. All strings are tuned at 440Hz, but with these controls you can realize different tunings. The tuning knobs have a range of +/- one semitone. Double click the tuning knob to set it back to zero.

Animation



If fingers are moving around also when no chord is changed, Animations might be at work. In that case, disable Animations here for editing purposes. This control is not saved with preset or song file.

Fingers



You have one finger available for each string, that way you build up your chords. Left click a finger to drag it to the desired note. Right click a finger to deactivate or reactivate it. Each finger shows its current note name making it easy to identify and build up chords. If the Finger is deactivated, it just shows a „-“. Then the string will not be triggered.

[BACK](#)
[TO TABLE OF CONTENT](#)

Pickup



On the pickup graphic you have a level control for each string. Here you can set an important part of the sound character.

Just set the string levels to where you like them to be. These are saved with the Chord Preset file.

Plectrum



The plectrum graphic is not only for entertainment.

Here you can see if the guitar engine is working and you can trigger strings with the mouse by clicking on it. The graphic runs at original strumming speed and so might exceed the graphic update rate of your computer. This differs from host to host.

Strum Speed



Strum Speed determines how fast the hand strums over the strings. The Strum Sequencer offers three slower speeds, additionally an internal humanizing algorithm alternates the strum speed for more human feel. Use this control to adapt the overall strum speed to your needs.

String/Holder



The strings represent with their vibration the velocity selected in the trigger sequencer.

The string holder is located on the far right. With a click on the nipple, a string can be removed or restore a string that has been removed.

The Keyboard



The keyboard buttons on the bottom of the instrument is an important part for live playing and the editing of chords and patterns. Leftclick a key to select a chord or pattern. Rightclick a key to lock it. Rightclick it again to unlock it. Let's go from left to right.

Chord Board



24 user chords can be saved on the Chord Board. You can also apply factory chords, just choose the chord with the “Set” and “Variation” Menu. Per default we assigned major chords to the first octave and minor chords to the second octave of the chord board. In the chord presets list you will find alternative assignments and you can also create your own chords.

The first key of the Chord Board responds to note C1.

Each chord on the Chord Board has its own Animation sequence per pattern. That way you can create finger movements while the chord is playing.

When editing chords, make sure you are using the Lock mode of the chord sequencer and have disabled the pattern sequencer.

Let's talk about the controls:

Left/Right buttons

Transpose the chord up or down to make it fit to your song.

Copy/Paste

Use these buttons to copy chords from one chord key to another.

Set

Choose a chord type to assign it to the selected chord key according to it's note value. Example: If a D is chosen, and you select chord “Min7”, a D-Minor7 will be applied to the D key.

[BACK](#)
[TO TABLE OF CONTENT](#)

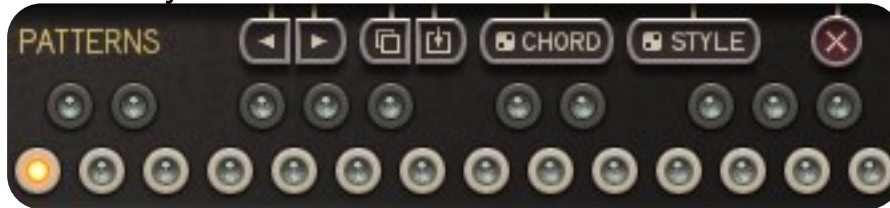
Var

Choose a variation for the factory chord. Var1 will choose a chord at lower position, Var 2 and 3 are higher positions.

Engage

After you chose chord type and variation, hit this button to assign the chord to the selected key.

Pattern Keys



Here 24 patterns are available.

Click a pattern to select it for editing.

Rightclick a pattern to lock the key, rightclick it again to unlock it.

The first key of the Pattern Keys responds to note C3.

Above the keyboard buttons you will find some useful functions to copy/paste or alternate patterns.

The buttons from left to right:

Left/Right

Rotate the current pattern to select its playback starting point.
Useful when you find patterns more groovy when it starts at a different step.

Copy/Paste

Copy/Paste patterns between the Pattern Keys to build up variations.

Random Chord

Creates a random chord pattern.

Random Style

Creates a random playing style (Normal, Dead, Damp) sequence.
Very useful to try new grooves.

Clear

Creates an empty pattern.

[BACK](#)
[TO TABLE OF CONTENT](#)

Host Integration

Basically there are to 2 ways to work with Guitarist.

The **Clock Source** determines how the Guitarist engine is started and stopped.

First way is to set the Clock Source to **External**. Then Guitarist will always run along with the host clock

If the Clock Source is set to **Internal**, Guitarist will run if you trigger it via a MIDI note.

Switch to arrangement view and set MIDI Note events to trigger the Chord Board, the Pattern Keys and all relevant parameter via **MIDI learn**.

So you can trigger the related key at the exact location you want.

Cubase

Go to the Cubase plugin manager and make a full rescan there. Ensure that the Guitarist.dll/Guitarist.vst3 (Win) or Guitarist.vst/Guitarist.vst3 (macOS) file is in Cubase's assigned VST Plugins folder.

Launch Cubase and open Guitarist from the VST Instrument List.

In order to route the MIDI output of Guitarist to other virtual instruments go to devices->VST Instruments.

Then choose Guitarist and in a further instance the synth you want to control.

Choose Guitarist as MIDI input in the MIDI track for your synth (here Unique)



[BACK](#)
[TO TABLE OF CONTENT](#)

Ableton Live

In Live it's highly recommended to use the VST version. The installer will ask you for the VST plugins folder. Make sure you set the VST Plugins folder that Live is using.

Please have a look in your VST folder and check whether the Guitarist.dll/Guitarist.vst3 (Win) or Guitarist.vst/Guitarist.vst3 (macOS) file is present beside your other VST's.

At least in Live it can happen that a plugin gets marked as unloadable and will not be rescanned automatically. You have to force a rescan by unchecking and checking the 'Use custom VST Folder' checkbox in Preferences/File Folder/Plug-In Sources.

The workaround with Live is quite simple. Your setup should look like this.

In the receiving track of your target instrument make sure to select Guitarist twice as input.

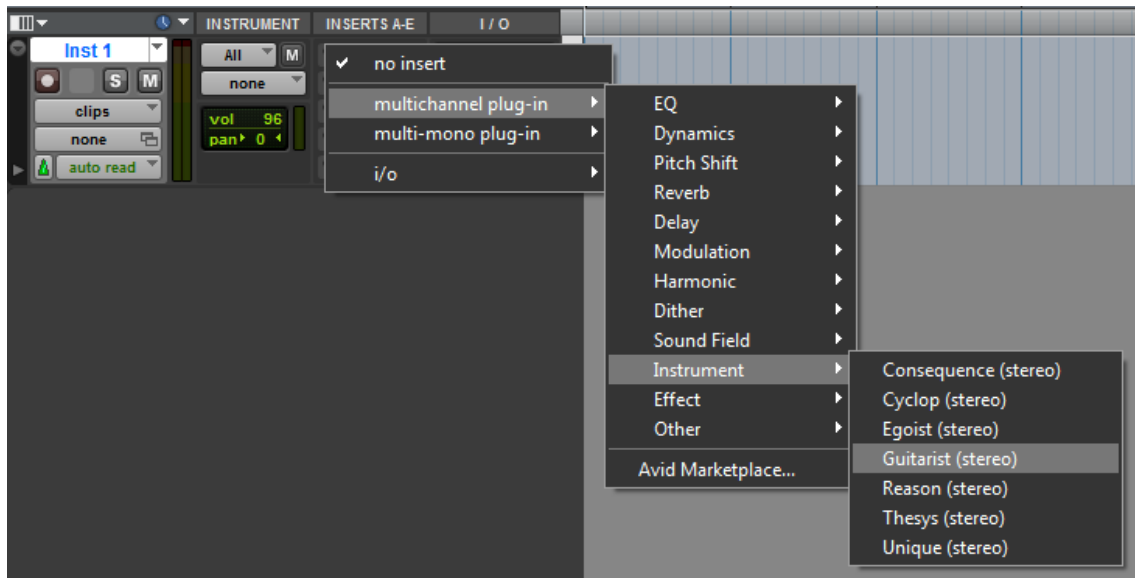


[BACK](#)
[TO TABLE OF CONTENT](#)

ProTools

When installing Guitarist, make sure to select the AAX plug-in format.

In order to connect Guitarist to another instrument in Pro Tools, create an Instrument track and load Guitarist as insert on that track.



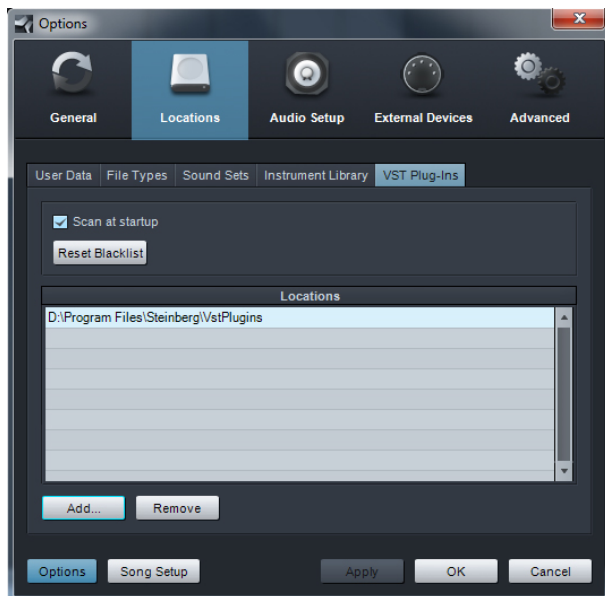
Now create the target instrument track and load the target instrument. Activate Record on the target track and choose Guitarist in the Instrument-Input menu



[BACK](#)
[TO TABLE OF CONTENT](#)

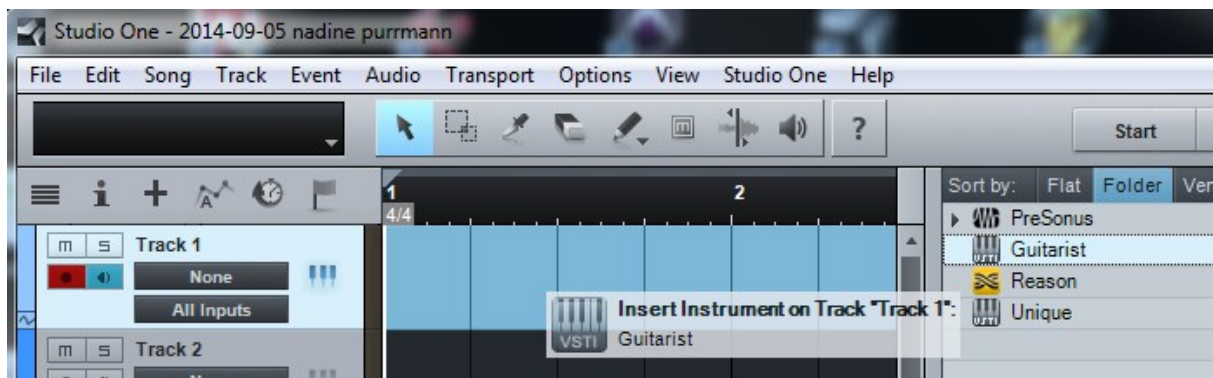
Studio One

Go to the Studio One menu and choose Options, click on Locations, then VST Plug-Ins.



Click the Add button and select your VST Plugin folder. Press OK then close and re-open Studio One. If you still don't see your plugin, go back into that screen and click the "reset blacklist" button, then close and open Studio One again.

Set up an Instrument Track and drag Guitarist from the Instrument Box to the track.



In order to route the MIDI output of Guitarist to other virtual instruments choose the synth you want to control in a further Instrument Track. Then set up Guitarist as MIDI input in the Instrument Track for your synth (here Unique).

[BACK](#)
[TO TABLE OF CONTENT](#)

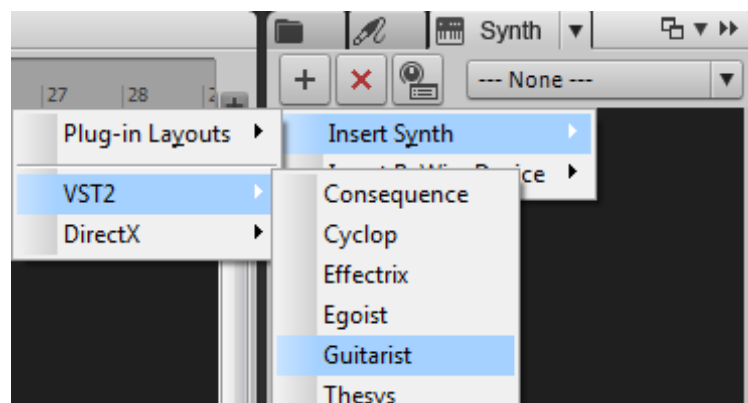


Sonar

Make sure you set the VST Plug-ins folder that Sonar is using.

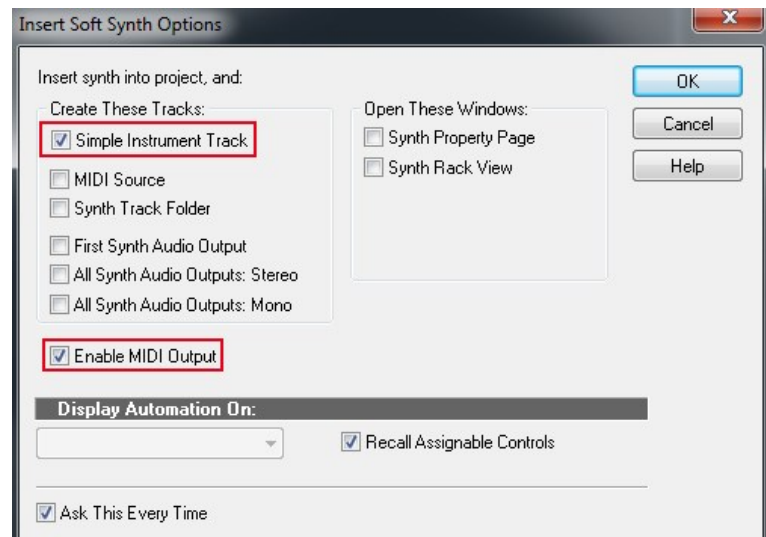
Go to Utilities> Cakewalk Plug-in Manager. In the VST configuration section, click on Options then click Add and select the folder your VST plugin is installed to. Press OK and click the Scan VST Plug-ins button.

Guitarist is an Instrument, so you should insert as a Soft Synth.



[BACK TO TABLE OF CONTENT](#)

If you want to connect Guitarist with another synth make sure to activate the MIDI output option in the plugin dialog from sonar.



Now you can route the MIDI output from Guitarist to any other synth (here Unique).



Logic

Pick it up on an Instrument Track and choose it from the AU Instruments list in the Plugins menu.



[BACK TO TABLE OF CONTENT](#)

Please note :

If you are using Logic as a host, you won't be able to use VST plugins directly.

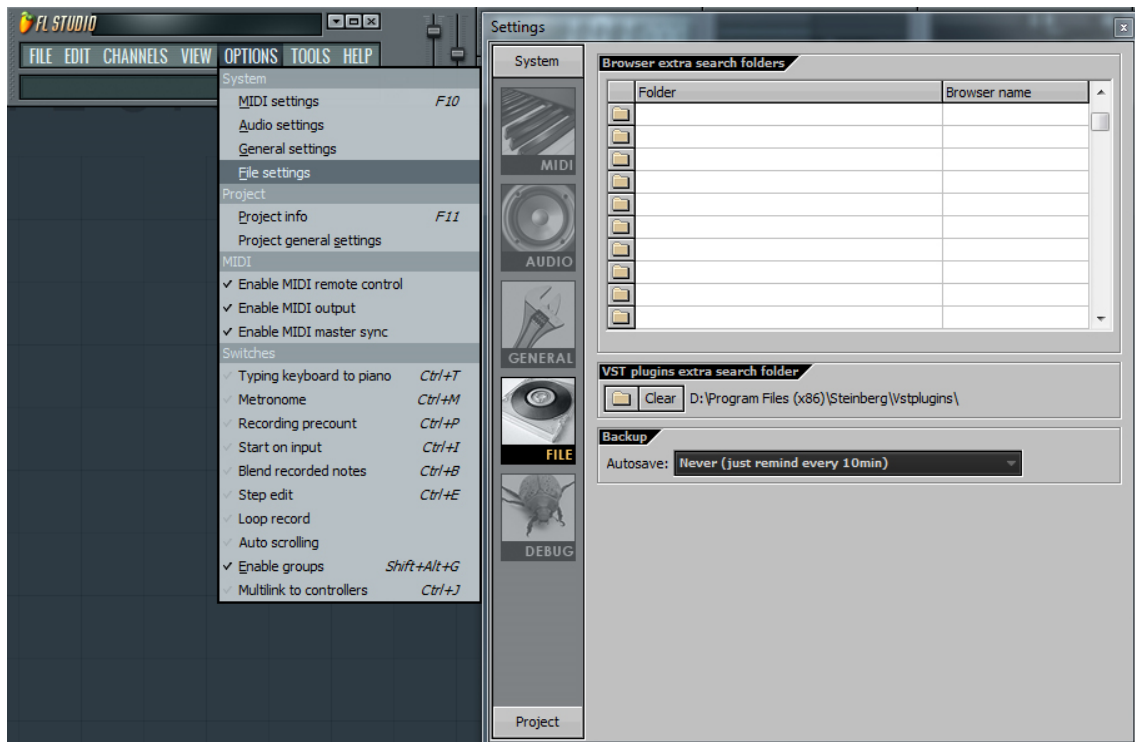
The AU format does not send and receive MIDI data "out of the box,".

So in order to patch the Guitarist MIDI output to other synths the easiest way is to use the **MIDI File drag and drop** function in Guitarist!



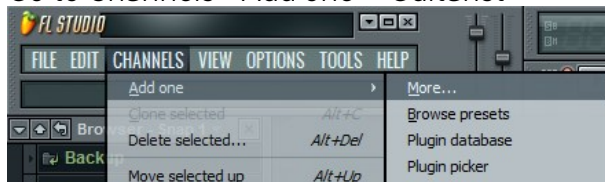
FL Studio

Please go to Options -> File Settings and select the folder your VST plugin is installed to or double check that you install the Guitarist.dll/Guitarist.vst3 (Win) or Guitarist.vst/Guitarist.vst3 (macOS) file is present in the VST folder FL Studio is using.

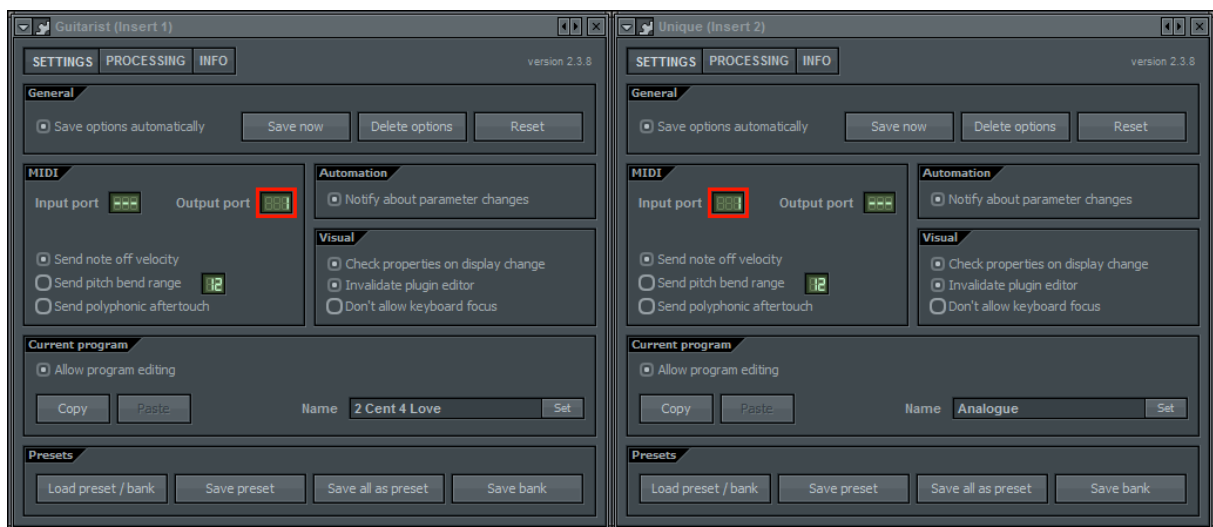


[BACK](#)
[TO TABLE OF CONTENT](#)

Go to Channels->Add one-> Guitarist

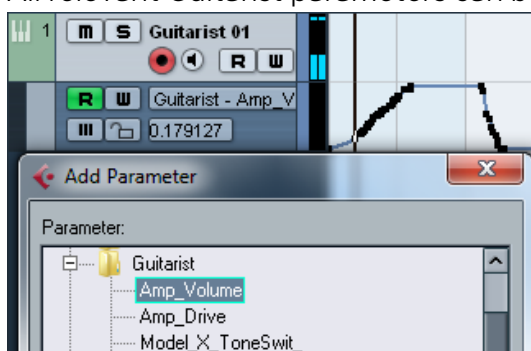


In order to route the MIDI output of Guitarist to other virtual instruments choose the synth you want to control in a further Channel.
Then set up Guitarist as MIDI input in the Channel for your synth (here Unique).

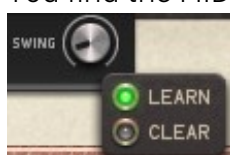


MIDI remote

All relevant Guitarist parameters can be controlled via Host Automation.



All relevant Guitarist controls can be remoted via MIDI controllers.
You find the MIDI Learn function when you right click a control.



[BACK TO TABLE OF CONTENT](#)

Troubleshooting

The product produces no sound? Here's the solutions:

Check the Pattern Page and guitar:

1. Are steps drawn in the Trigger Sequencer?
2. Are steps drawn in the Active Sequencer?
3. Are all Strings active on the guitar?
4. Are all fingers showing note names?

Then check the Settings Page:

Is the serial number shown as valid?

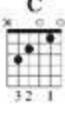
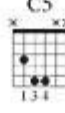
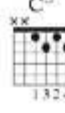
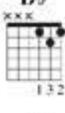
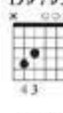
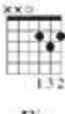
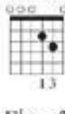
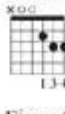
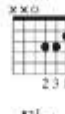
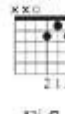
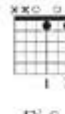
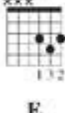
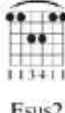
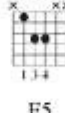
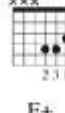
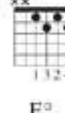
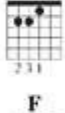
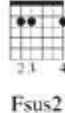
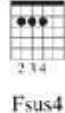
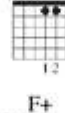
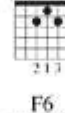
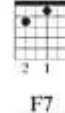
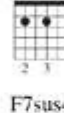
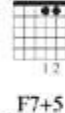
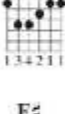
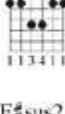
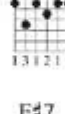
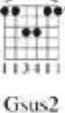
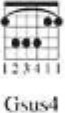
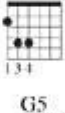
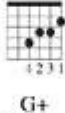
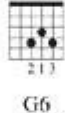
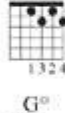
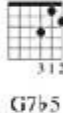
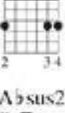
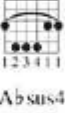
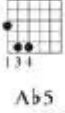
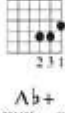
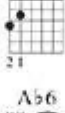
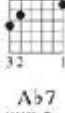
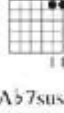
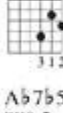
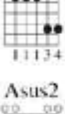
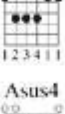
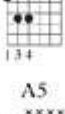
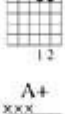
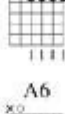
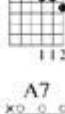
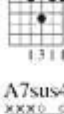
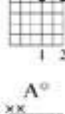
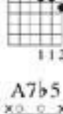
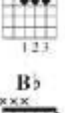
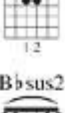
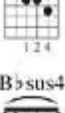
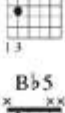
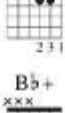
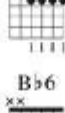
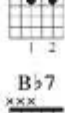
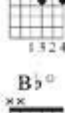
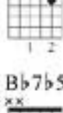
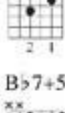
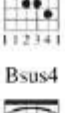
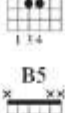
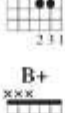
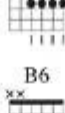
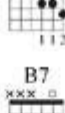
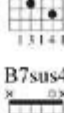
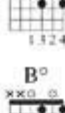
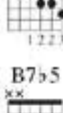
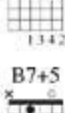
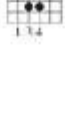
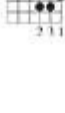
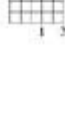
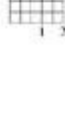
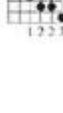
If not, just type in the right one here or reinstall the product.

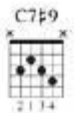
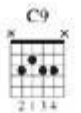
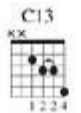
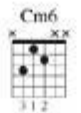
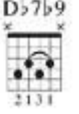
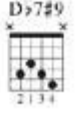
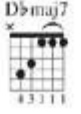
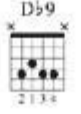
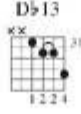
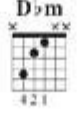
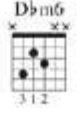
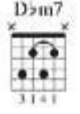
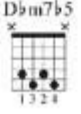
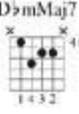
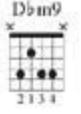
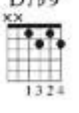
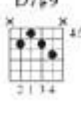
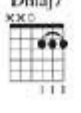
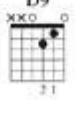
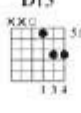
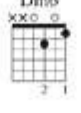
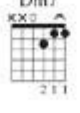
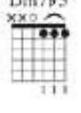
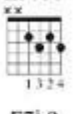
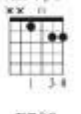
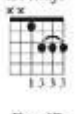
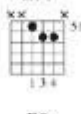
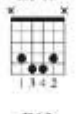
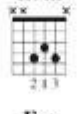
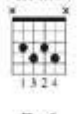
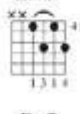
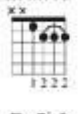
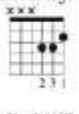
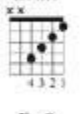
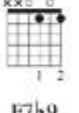
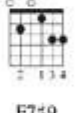
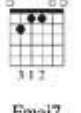
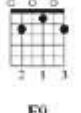
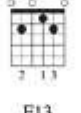
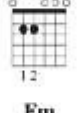
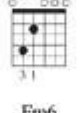
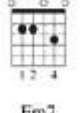
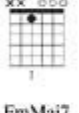
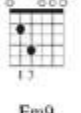
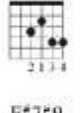
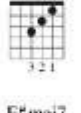
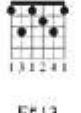
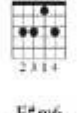
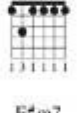
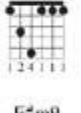
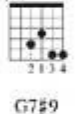
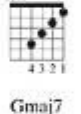
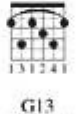
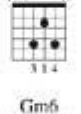
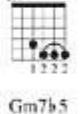
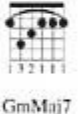
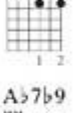
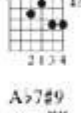
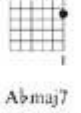
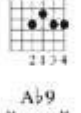
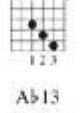
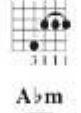
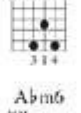
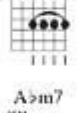
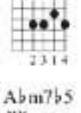
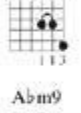
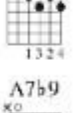
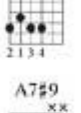
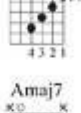
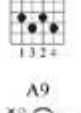
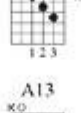
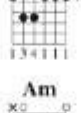
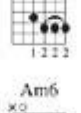
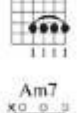
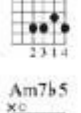
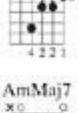
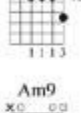
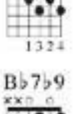
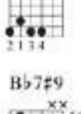
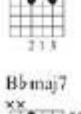
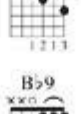
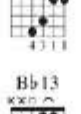
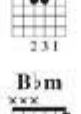
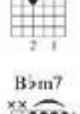
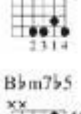
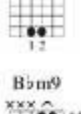
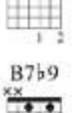
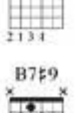
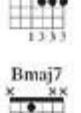
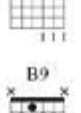
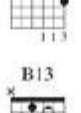
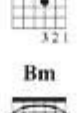
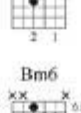
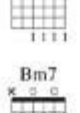
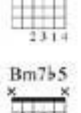
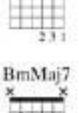
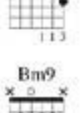
Is a guitar loaded? If not, click into the "Guitar" menu to load a guitar.

[BACK](#)
[TO TABLE OF CONTENT](#)

Chord List

In the following chord list you find lots of chords for experimenting and learning.

C	 3 2 1	 1 1 3 4 1 1	 3 4 1 1	 1 3 4	 3 2 1 1	 4 3 2 1	 3 2 4 1	 2 3 4 1	 1 3 2 4	 1 2 1 4	 1 2 1 1
C#/D♭	 1 3 2	 1 1 3 4 1 1	 1 1 2 3 4 1	 1 3	 4 2 3 1	 4 3 2 1	 3 2 4 1	 2 3 4 1	 1 3 2 4	 4 3	 1 2 1 1
D	 1 3 2	 1 3	 1 3 4	 1 3 4	 2 3 1	 1 2	 2 1 3	 2 1 3	 1 2	 1 1 2	 3 1 2
D#/E♭	 1 3 2	 1 1 3 4 1 1	 1 1 2 3 4 1	 1 3 4	 2 3 1	 1 2	 2 1 3	 2 1 4	 1 3 2 4	 1 2 3 4	 3 1 2
E	 2 3 1	 2 3 4	 2 3 4	 1	 1 2	 2 1 3	 2 1	 2 3	 1 3 2 4	 1 2 3 4	 1 2
F	 1 3 4 2 1 1	 1 1 3 4 1 1	 1 2 3 4 1 1	 1 3 4	 4 2 3 1	 2 1 3	 1 3 1 2 1 1	 1 3 1 4 1 1	 1 2	 2 1	 1 3 4 2
F#/G♭	 1 3 4 2 1 1	 1 1 3 4 1 1	 1 2 3 4 1 1	 1 3 4	 4 2 3 1	 2 1 3	 1 3 1 2 1 1	 1 3 1 4 1 1	 1 3 2 4	 3 1 2	 1 3 4 2
G	 2 1 3	 2 3 4	 1 2 3 4 1 1	 1 3 4	 2 3 1	 2 1	 3 2 1	 1 1	 1 3 2 4	 3 1 2	 1 3 4 2
G#/A♭	 1 3 4 2 1 1	 1 1 1 3 4	 1 2 3 4 1 1	 1 3 4	 1 2	 1 1 1 1	 1 1 2	 1 3 1 1	 1 2	 1 1 2	 1 3 4 2
A	 1 2 3	 1 2	 1 2 4	 1 3	 2 3 1	 1 1 1 1	 1 2	 3	 1 3 2 4	 1 2	 2 1
A#/B♭	 3 4 1	 1 1 3 4 1 1	 1 1 2 3 4 1	 1 3 4	 2 3 1	 1 1 1 1	 1 1 2	 1 3 1 4 1	 1 3 2 4	 1 2 2 3	 1 3 4 2
B	 3 4 1	 1 1 3 4 1 1	 1 1 2 3 4 1	 1 3 4	 2 3 1	 1 1 1 1	 1 3	 2 3 4	 1 2	 1 2 2 3	 2 1 3 4

C											
C#/Db											
D											
D#/Eb											
E											
F											
F#/Gb											
G											
G#/Ab											
A											
A#/Bb											
B											

[BACK](#)
[TO TABLE OF CONTENT](#)

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[BACK](#)
[TO TABLE OF CONTENT](#)