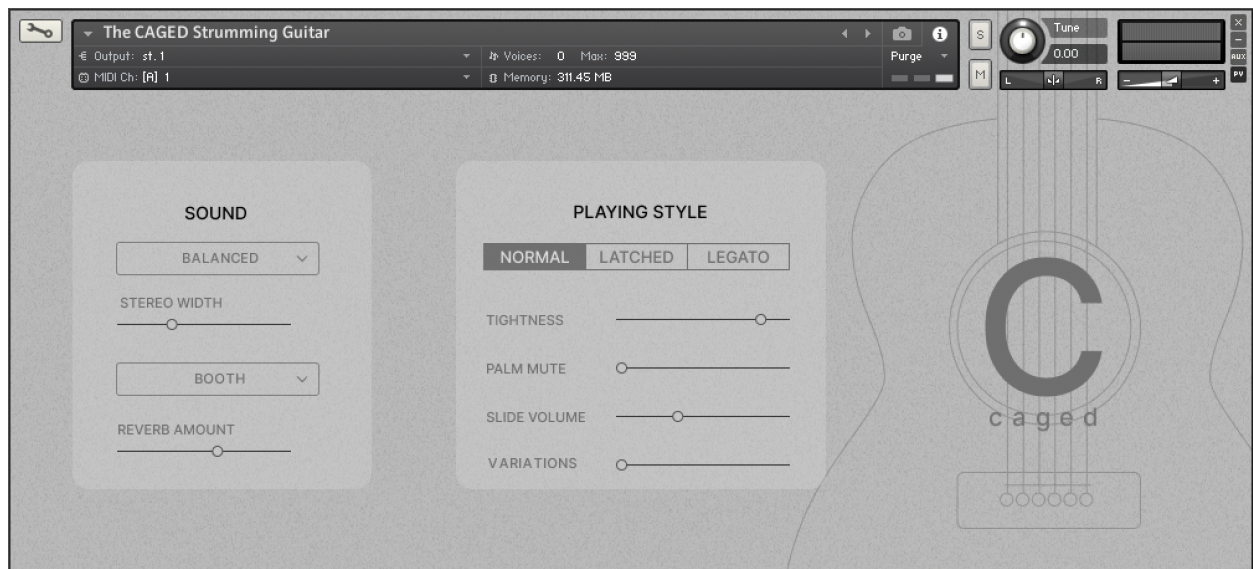


The CAGED Strumming Guitar – User Manual

The CAGED Strumming Guitar is a virtual instrument designed for easy and realistic acoustic strumming. Its unique sampling and programming prioritize playability over complex programming or keyswitches.

Ideal for pop, CCM, folk, and inspirational music where acoustic strumming provides rhythmic background. Not suitable for jazz, hip hop, or as a song's main feature.



SOUND

This section controls the sound characteristics of the instrument.

Impulse Responses: Three different guitar body impulse responses are available, modeling three distinct guitars. There is also the option to turn off all guitar body impulse responses and hear only the direct signal from the piezo pickup.

Stereo Width: This feature combines a stereo effect with active splitting of the lower strings to the left and upper strings to the right, creating an effect similar to double tracking.

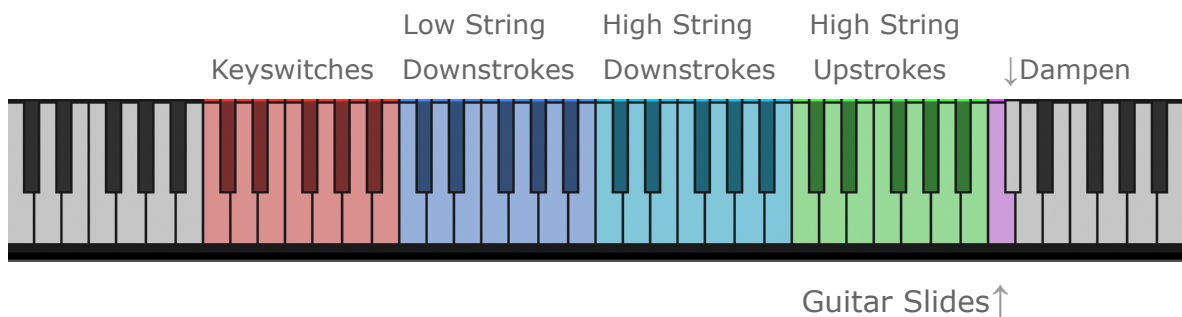
Reverb: Four different convolution reverb types are included, along with the ability to adjust the amount.

PLAYING STYLE

This section controls the playing style and performance aspects of the instrument.

Layout

The instrument's sounds are categorized into three distinct strokes: downstroke of the low strings, downstroke of the upper three strings, and upstroke of the upper three strings.



The Concept

Strummed acoustic guitar provides both rhythmic drive and harmonic texture, often reinforcing the beat with natural dynamics. Rather than sampling isolated notes, this instrument captures authentic strums, sampled in five of the most playable guitar keys: C, A, G, E, and D—all known for their open-string voicings and familiar chord shapes.

Chords on the guitar are somewhat divided into two layers:

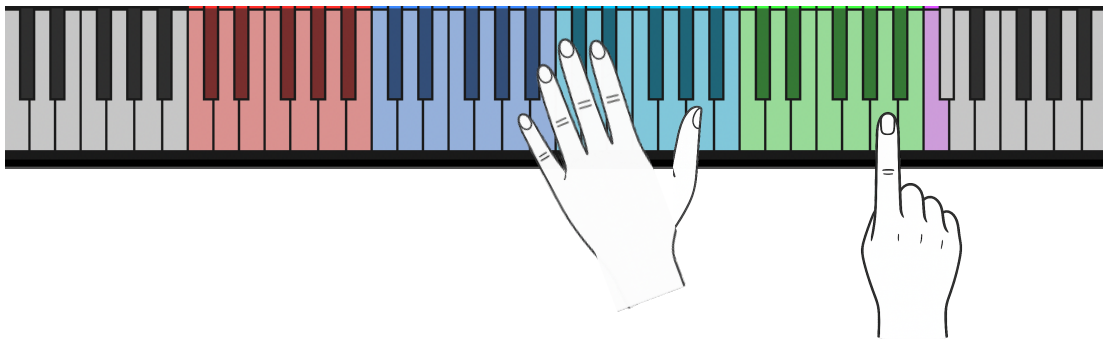
- The *foundation* (lower strings) which provides root and structure.
- The *quality* (upper strings) which adds chord character and color.

In typical strumming, full downstrokes (often on strong beats) combine both layers, while partial up/downstrokes on higher strings support the weaker beats.

This instrument captures that natural performance nuance. The chosen playing mode determines how these low and high strum samples are triggered, giving the user realistic control with no strum pattern programming necessary.

Playing Modes

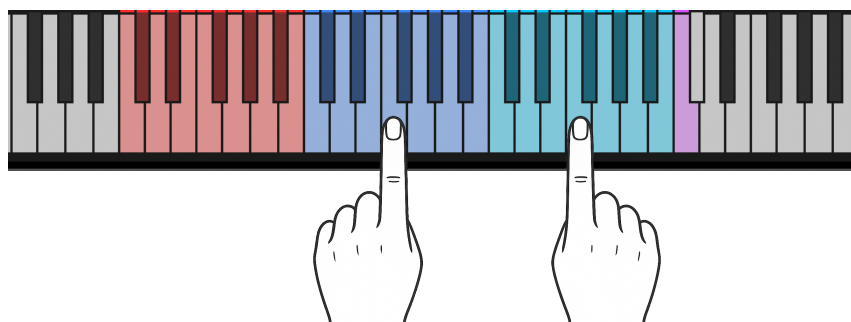
Normal Mode: In this mode, the three different strokes are separated by octave. Optimal playing involves playing octaves with the left hand (pinky in the **blue** key range and thumb in the **turquoise** key range) to create a full downstroke, and using the right hand (**green** range) for upstrokes. This mode is the most versatile and flexible in terms of chord choices, but perhaps trickiest to master.



Latched Mode: This mode utilizes complex scripting, allowing play only within the **blue** and **turquoise** octaves. Striking a note from each octave simultaneously creates a full chord downstroke. Once the chord is established ("latched"), the two octaves control the up and downstrokes of the higher strings, with the right hand becoming the high downstrokes and the left hand becoming the high upstrokes. This latching persists until the root note in the blue range is changed.

Legato Mode: Similar to latched mode, playing octaves create full downstrokes for strong beats. However, when played in a legato (overlapping note) fashion, high string up and down strokes are triggered.

💡 *A helpful tip: playing two notes an octave apart simultaneously creates a full strum, while playing them consecutively results in lighter strokes.*



Other Performance Features

Tightness: This control adjusts the instrument's responsiveness to your playing. Sliding more to the left causes the sample start time to begin earlier, crossfading in the tail of the previously sampled strum.

Palm Mute: This feature activates a muted guitar sound and can be assigned to any Continuous Controller (CC). Assigning this feature to a sustain pedal with continuous CC is useful, leaving both hands free to focus on strumming.

Slide Volume: This controls the loudness of slide sounds, which are triggered by the purple key. The slides are still controlled by velocity as well.

💡 *A helpful tip: Hit the purple guitar slide noise key after every chord change for a more realistic performance.*

Variations: These provide different voicings for chords. When using normal mode, it's best to leave this slider all the way to the left for maximum flexibility in chord choices.

KEYSWITCHES

The guitar was sampled in five keys, C, A, G, E, and D. However, these samples can be pitched to sound in any key, using the red keyswitches. The current key is displayed on the far right in large letters, with smaller letters below indicating the sample set being used. If you select a key not sampled (e.g., A ♭), the closest sampled key (e.g., G) will be selected and pitched accordingly.

You can also manually force a sample set to be used in any key you choose. For example, to play in the key of A ♭ using samples from the key of E, first select A ♭ , then while holding it down, press E.

Finally, the white key C# key (midi 73 or 85), depending on playing mode), serves as a quick mute to stop all strings that are currently ringing.