



Inductance Labs STR-8 Lite – Manual

NOTE: This sample instrument requires the FULL version of Kontakt 5. Since this is a DI (direct injection) instrument, you will need a VST amp sim for the amp tones, or you will need to reamp the guitar parts.

STR-8 Lite is a DI guitar sample instrument focused on single-note down-picked rhythm guitar. The guitar that was sampled is a Schecter Hellraiser Devil 8—yes, that 8 stands for 8 strings. The pickups are the stock EMG-808s. This is a metal monster, but it can also produce some very pleasing softer tones. The bridge pickup was sampled for the Lite version.

The idea behind STR-8 is to present an easy-to-use and instrument that still sounds great. In recording and programming this, the one guiding principle was “what would I want in a go-to heavy guitar virtual instrument?” I decided that, although there are many beautifully crafted libraries out there that give users complete control over what note is played at what string, when I'm composing, moving fast, and in the moment, I want good tone, simple controls, and an instrument that loads quickly. This instrument is meant to be a main “workhorse” guitar instrument when you need a guitar patch NOW. Simply load it up, load in your favorite amp sim VST, and you're ready to go. And when the composition is done, STR-8 sounds good enough to remain in the finished composition with minimal tweaking.

Specs:

Requires FULL version of Kontakt 5

24bit, 48kHz samples

Size: 210 MB

INSTALLATION

Unzip and place the instrument in your sample library drive or folder. Open Kontakt, and under the Files tab, navigate to the STR-8 instrument and load.



CONTROLS

Please note, upon loading your instrument, make sure to move the mod wheel to reset the MIDI control signals.

The Lite version has two VELOCITY layers, soft and medium. These are triggered by playing the keyboard softly or more aggressively. Most metal-style playing will use the medium velocity, but I encourage you to experiment with the softer layer.

The MOD WHEEL controls palm mutes and open notes. Mod wheel down is palm mutes, mod wheel at mid position is light palm mutes (the hand is still slightly muting the string), and mod wheel up is open, ringing notes. The display next to MOD WHEEL indicates the current articulation.

“AUDIO MODE” button – Switches the mode from “Single Track” to “Double Tracked.” Note: Double Tracked mode sends two guitar DI signals, panned hard left and right. Check your virtual amp sim to see if it supports a stereo input.

OPEN NOTES Attack – Lengthens or shortens the initial attack of the open notes.

OPEN NOTES Release – Lengthens or shortens the release, or how long the note “rings,” after releasing the open note.

OPEN NOTES Tails – Increases or decreases the volume of the “stop” at the end of the open note. This is the sound of the hand stopping the vibration of the strings. Increasing this makes this a harder slap sound, decreases this reduces this effect.

PALM MUTES Attack – Lengthens or shortens the initial attack of the palm muted notes.

PALM MUTES Release – Lengthens or shortens the release, or how long the note “rings,” after releasing the palm muted note.

PALM MUTES Tails – Increases or decreases the volume of the “stop” at the end of the palm muted note. This is the sound of the hand stopping the vibration of the strings. Increasing this makes this a harder slap sound, decreases this reduces this effect.

Recommendation... In most cases, you'll want a short release and an audible tail on open notes, and a longer release and quieter tails on palm mutes. This will make the “stop” of an open note sound more natural when you release the keyboard (instead of unnaturally cutting off the note), and it will allow the palm mutes to ring out as you remove your finger to play the next note. But feel free to play around and experiment.

Questions or tech support:

rigo@inductancemusic.com

www.facebook.com/InductanceLabs

<https://inductancemusic.com/inductance-labs/>

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