

A P P E X

M O D E R N T R A I L E R G U I T A R

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1. Welcome to APPEX

Discover a new frontier in guitar sound design and composition with the APPEX library. APPEX isn't just another tool - it's a game-changer for composers, offering a vast array of features that allow you to create guitar parts that sound just like a live player - or even push the boundaries beyond what is traditionally considered possible with a guitar.

Imagine having the power to craft intricate riffs, explore a wide range of articulations, and shape your sound with advanced scene design and automation - all in one engine. APPEX's extensive library of effects, chord patterns, and arpeggiation options gives you limitless creative potential. Whether you're looking to produce realistic guitar performances or venture into new sonic territories, APPEX has you covered.

With global presets and the ability to generate new scenes effortlessly, APPEX enables you to compose with unprecedented speed and efficiency. Elevate your music production and expand your creative palette with the unique possibilities APPEX brings to your compositions.

Moreover, it's all about community - Appex is designed so you can share your presets with other users, sparking each other's imagination.

Welcome to a new era of guitar creativity!

Before diving into the features of the Appex Engine, let's clarify a few concepts:

Global Preset

This is our innovation: each Global Preset is a snapshot of all Appex's settings, including up to seven Scenes, along with all the necessary FX chains. This allows you to compose more quickly by selecting the needed compositional elements for your tracks.

You can also experiment and create your own Global Presets by creating or loading new scenes from our extensive collection, modifying effect chains, and using randomization features designed to constantly surprise you with fresh and unexpected solutions.

Note that engine has two types of global presets: Kits and Elements

Each Global Kit contains Scenes - structural elements of the track (Intro, Passive Riff, Buildup etc.). They are organized in a logical progression that matches the development of your composition. Each Global Element-kit contains up to seven separate structural elements, grouped by type - pulses, accents, melodies, and so on.

Scene

As discussed earlier, a Scene is a structural element of a composition. It includes all data related to rhythm, articulations, melody, chords, arpeggios, and other automations.

Scenes are managed in our powerful Designer window, which allows you to configure each Scene independently and in as much detail as you desire.

Note: Scenes do not contain data about effects, or global settings of the Apex Engine.

Keys Layout

The Keys Layout consists of six sections:



1. Scenes Section: Allows you to launch scenes contained in the Global Preset.
2. Playable Section: Enables real-time playing of parts.
3. Articulations Section: Switches articulations while playing in the Playable Section.
4. Stroke Section: Switches between three strumming modes—Down-Up, Down, and Up.
5. Playback Section: Switches the Apex Engine between 3 playback modes:
 - Let It Ring: Strings are not muted, and releases overlap.
 - Mono: Monophonic mode where the previous sample chokes when the next key is pressed.
 - Poly: Allows playing chords, with choke activated when pressing the next chord.
6. Slide Samples: Samples of sliding up and down the guitar neck.

2. Installation and Setup

After purchasing a product, you will receive a serial key (you will find on your email) that will allow you to download it via native access.

1. Installation:

- Locate and launch the "Native Access" program on your computer.
- If you don't have Native Access, you can download it [here](#).

2. Logging into Your Account:

- If you haven't already logged in, enter your credentials to sign in to Native Access.

3. Activating the New Library:

- Click on the "Add a serial" button in the bottom left corner and input your serial number for the "Appex" library.

4. Downloading the Library:

- After successfully activating the serial number, navigate to the "Libraries" section.
- Find "Appex" in the list of libraries.
- Click on the "Download" button next to the library's name. Native Access will start the download process onto your computer.

5. Checking the Installation:

- Once the download is complete, ensure that the "Appex" library is displayed in the list of installed libraries in Native Access and has the "Installed" status.

3.Main Page

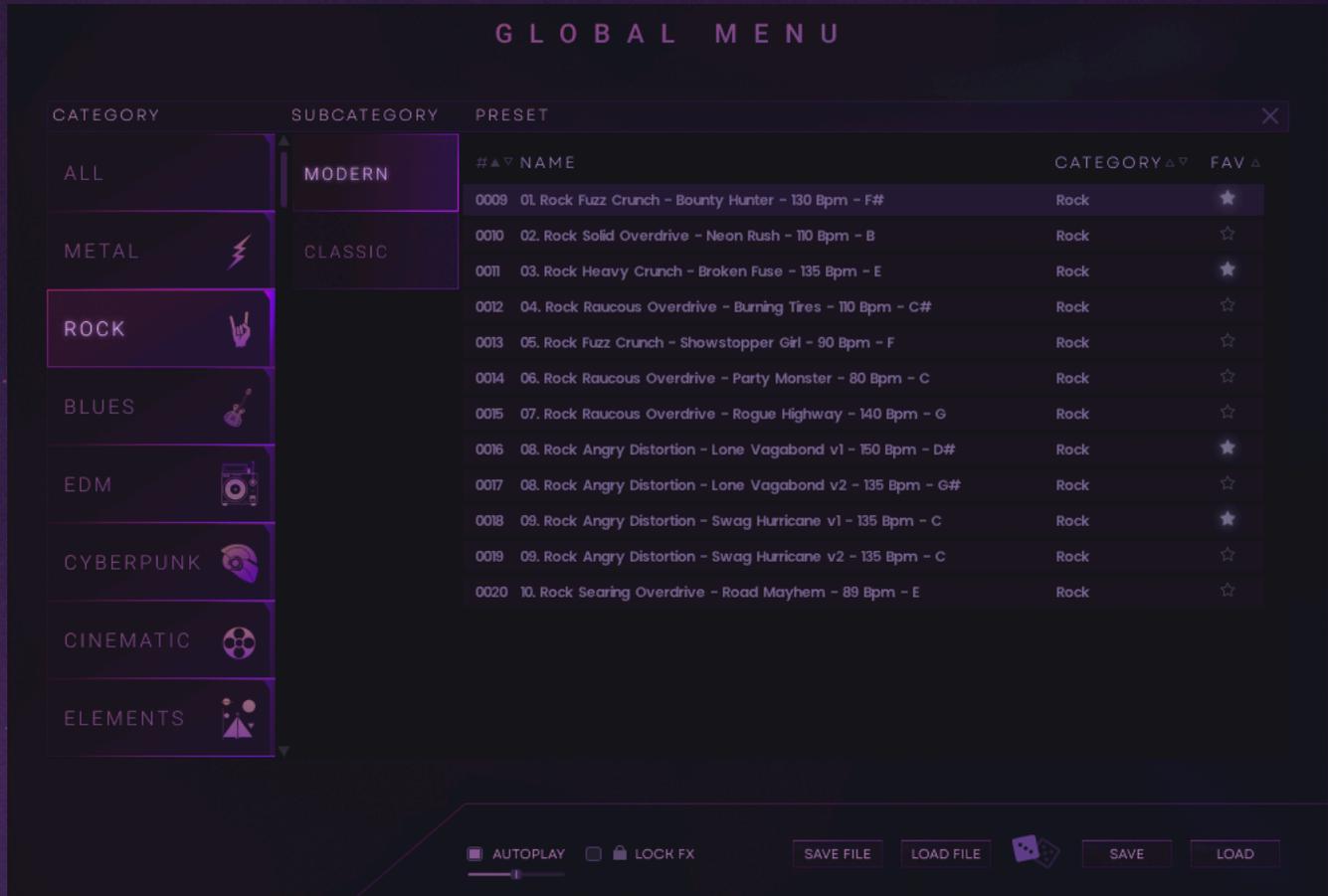


The Main Page allows you to manage the primary elements of the engine, load Global Presets and individual Scenes, control effects, and create unique compositions in just a few clicks.

Main Page Structure:

1. Global Presets Browser Bar
2. Scenes Menu
3. Articulations Menu
4. Playback and Effects Control Menu

1. Global Presets Browser



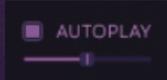
The Global Presets Browser allows you to open the global presets browser or navigate presets straight from the Main Page.

Here you will find ready-made templates for your future compositions, including Scenes with Automations, FX-chains, and Global Settings.

SAVE **LOAD** : Allows you to save or load your Global Preset into the User category.

 : Randomly loads a Global Preset.

SAVE FILE **LOAD FILE** : Options to save/load your Global Preset into any location on your hard drive for later use or sharing.

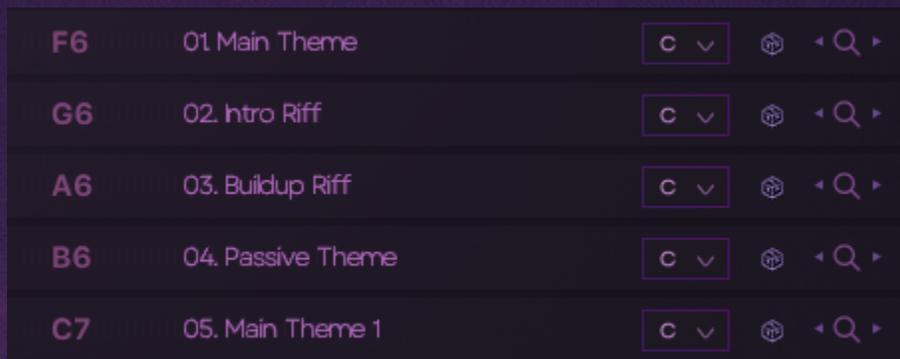


:Automatically plays presets from the menu when selected, providing a quick preview of each preset.



:Lock the current effects chain, allowing you to load new presets while keeping the effects settings unchanged

2. Scenes Menu



The Scenes Menu contains information and controls for structural elements of the composition that make up the selected Global Preset.

Here, you can change the root note of a scene , select a random Scene , open the Key Menu to choose the scene that suits you by pressing , or switch between Scenes.

This way, you can create a unique Global Preset that perfectly matches your composition.

3. Articulations Menu

⇅ B-2	✘	Dead Note
⇅ C-1	◻	Palm Mute
⇅ D-1	■	Palm Mute Short
⇅ E-1	∧	Soft Sustain
⇅ F-1	△	Medium Sustain

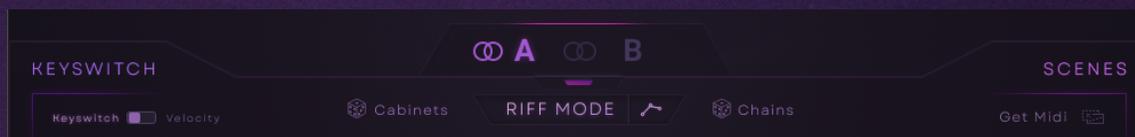
The Articulations Menu displays all available articulations, and keyswitches they are assigned to ⇅ B-2 (in the Keyswitch mode):

-  Dead Note: A percussive, muted sound produced by lightly resting the fingers on the strings without fully pressing them down, resulting in a "thunk" sound rather than a pitched note. This articulation is commonly used for creating rhythmic accents and adding texture to riffs.
-  Palm Mute: A technique where the side of the picking hand lightly rests on the strings near the bridge, dampening the notes to produce a muted, choked sound. It provides a controlled, rhythmic feel and is widely used in genres like rock, metal, and punk.
-  Palm Mute Short: A variation of the standard palm mute, but with a shorter duration and quicker release. This articulation gives a more staccato feel, making it ideal for fast, tight rhythmic patterns and riffs.
-  Soft Sustain: A gently sustained note where the strings are played with less force, resulting in a softer attack and a more mellow tone. This articulation is perfect for delicate passages, ambient textures, and softer musical sections.
-  Medium Sustain: A standard sustained note with a balanced attack and decay. It strikes a balance between softness and aggression, making it versatile for a wide range of musical contexts, from lead lines to chordal work.
-  Hard Sustain: A strongly sustained note with a powerful attack, producing a more aggressive and cutting tone. This articulation is ideal for heavy riffs, solos, and any part of the music where a more pronounced sound is required.
-  Harmonics: A bell-like tone produced by lightly touching the string at specific points (nodes) along the fretboard. Harmonics create a bright, chiming sound that can add color and complexity to a composition, often used for special effects and unique sonic textures.

-  Tapping: A technique where the string is struck directly onto the fretboard with the fingers of the picking hand, creating rapid note sequences. Tapping allows for fast, fluid runs and is a staple in virtuosic guitar solos.
- FX High: High-frequency non-harmonic effect. This articulation adds a distinct, sharp texture to the sound, often used for experimental or atmospheric effects.
-  FX Mid: Mid-frequency non-harmonic effect that focuses on the guitar's central tonal range.
-  FX Low: Low-frequency non-harmonic effects that emphasize the bass and lower midrange of the guitar.

Note: You can change the global key layout on the Settings page in the Keys Layout section.

4. Playback and Effects Control Menu

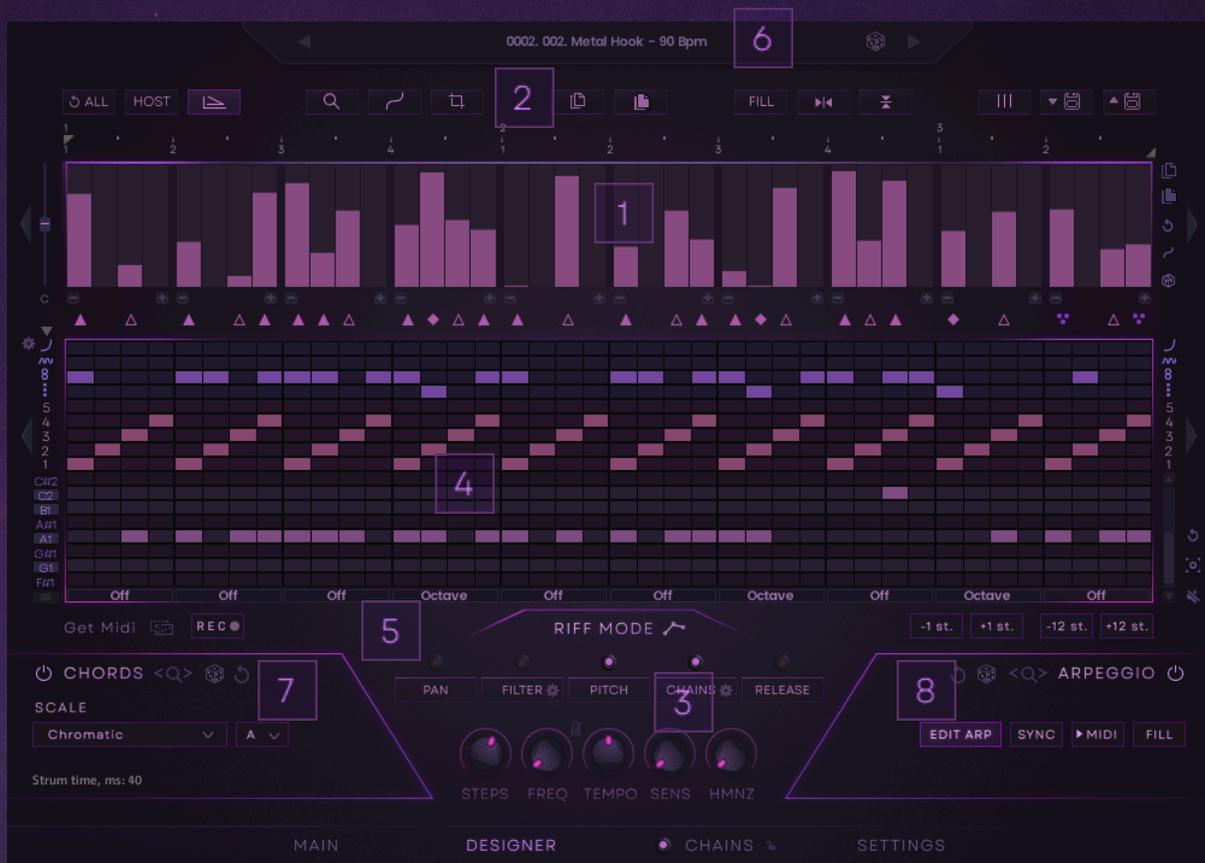


This section allows you to control FX chain settings, activate and deactivate the playback of the Global Preset and Scene automation (refer to the section ...), manage articulations in playable mode, and export MIDI of individual scenes.

-  Chains : Loads random FX-chains A and B from our library of fx-chain presets, allowing you to achieve unique sound results.
-  Cabinets : Loads random cabinets from our extensive library into pre-loaded fx chains, helping you discover new tones and sound nuances.
-  A B : Switches between chains A and B, enables or disables true stereo doubling for guitars in each fx chain, with the option to split the doubling between channels A and B.
-  : Mono Guitar Indicator.
-  : True Stereo Doubling Indicator.
-  RIFF MODE : When turned Off, allows the full use of the playable instrument. When turned On, the engine plays scenes from the loaded Global Preset and/or uses rhythm and scene automations when the playable area of the keyboard is used.
-  : Enables/disables Scene Automations during the playback.
-  Keyswitch Velocity : Switches between Keyswitch and Velocity Articulation controls while using the engine in the playable mode.

- **Get Midi** : Allows you to drag'n'drop Scenes as MIDI-files into your DAW. Simply choose a scene, press Get Midi and drag the  icon onto your timeline.

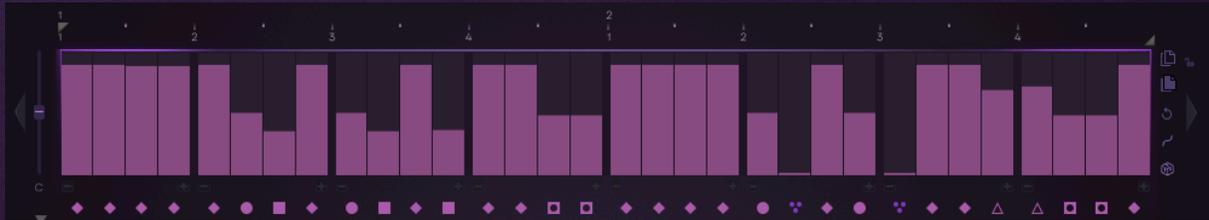
4.Designer Page



Designer is the primary interface for creating and editing custom Scenes within the Appex engine, and consists of five main areas:

1. Step Sequencer Area
2. Miscellaneous Area
3. Step Sequencer controls
4. Piano Roll and Automation Area
5. Automation Tabs
6. Key Menu
7. Chords Area
8. Arpeggio Area

1. Step Sequencer Area



This area is responsible for creating rhythms and assigning articulations within your scene:

Step Grid section: Contains lanes of Steps, Step Dividers, and the Velocity Offset slider:



Note: You can divide each Step into up to eight Step Divisions using the + Step Dividers in the corners of each Step.

Sequence Transport Panel: Allows you to choose a specific playback area of the sequence with Left and Right locators which determine the start and end positions of a scene playback



-  Step Shift: Move steps to the left or right in the selected area.

Note: use [CTRL/CMD on Mac]+LMB combination on the Offset Arrows to move your sequence by step subdivisions.

Note: We Created a number of Hotkeys to help you create your sequences faster and more efficiently:

- [Alt]+LMB (left mouse button) will make changes in every Step of the sequence.
- [CTRL/CMD on Mac]+ LMB will make changes through one Step of the sequence.
- [SHIFT]+LMB will make changes in every fourth Step of the sequence.



: Dynamics Slider: Adjust intensity for each step.

Articulations section

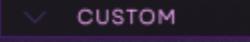


This section allows you to create an articulation sequence for each note within a scene.

Note: To access this mode, you need to select the 'Custom' articulation mode in the Articulation Mode  menu located below the Offset slider.

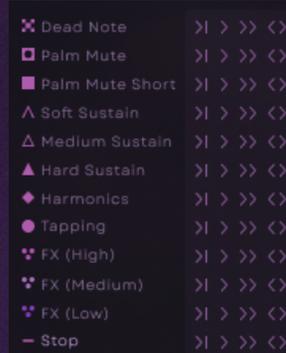


: Controls articulations using Keyswitches

: Allow manual assignment of articulations for each note

: Switch articulations according to the velocity of each step/substep and custom the velocity zones

In addition to selecting an articulation, you have several options for filling this section:



- : Fills the area with the selected articulation until the first mismatch.
- : Fills a single step (including all its divisions) with the selected articulation.
- : Fills the entire Scene with the selected articulation.
- : Replaces all identical articulations within the scene with the selected one.

Articulations Menu: lets you choose how to manage articulations within your scene

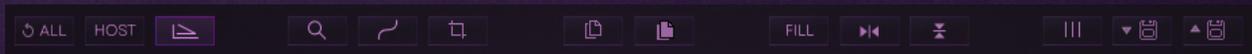
- Default: Articulations are controlled by the player using Keyswitches.
- Custom: Allows you to select articulations for each note within the scene.
- Velocity: Articulations switch according to the velocity of each step/substep.

Note: You can customize the velocity zones by clicking on the  next to the Velocity mode in the Articulations Menu.

On the right side of the Step Sequencer you will find a set of buttons to manipulate MIDI and automations within a Scene:

-  : Allow you to copy and paste tables from the Step Sequencer into the Automation areas and vice versa.
- : Returns automation to default values.
- : Smooths automation values.
- : Fills velocity with randomly generated values.

2. Miscellaneous Area



-  Release Mode: Set note releases to overlap or cut off for cleaner sound.
-  Reset All: Resets all designer parameters to their default settings.
-  Host Sync: Synchronize the designer with the host grid.
-  Zoom: Enlarge the selected area for precise editing of steps and articulations.
-  Crop: Retain the selected area and deletes all other steps
-  Smooth Table: Smooths automation values
-   : Copies/Pastes all parameters of the sequence
-  Fill: Copy the values from the selected area and apply them to the remaining steps.
-  Max Grid: Expands sequencer grid to maximum steps, maintaining rhythm and articulations.
-   : Quick Saves/Loads Designer Settings.
-  Horizontal Flip: Invert the values left to right in the selected area.
-  Vertical Flip: Invert the values in the selected area

3. Step Sequencer controls



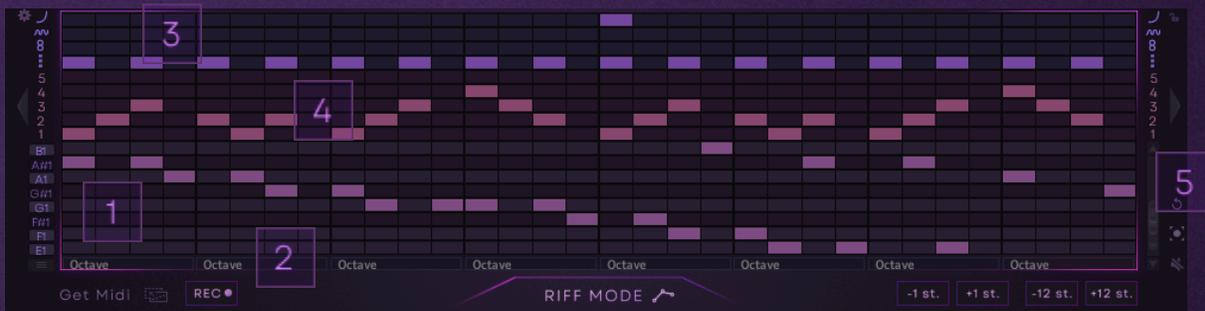
- STEPS: Determines the number of steps in a sequence
- FREQ: Determines the frequency for each step in your sequence

Note: FREQ control works in time divisions or in Hz.

To switch between Sync and Hz mode use  above the FREQ control.

- TEMPO: Determines the speed of your sequence by dividing or multiplying the FREQ parameter
- SENS: Determines the extent to which the Velocity parameter in the step sequencer affects the volume of the played steps.
- HUMNZ: Adds a random offset to each Step (or Step division) start to imitate a live player with imperfections in timing

4. Piano Roll and Automation Area



This area manages events related to notes, chords, additional automation, and arpeggio patterns, and contains four sections:

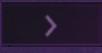
1. Piano-roll section: serves as a visual and interactive grid for sequencing and editing notes.

Note: you can switch between Note and Step views of the Piano-roll by pressing the  button at the bottom left corner of the Piano-roll area

2. Chords section: Allows for a per-step Chord automation to be applied. To open the Chord Selection Menu, press on the 'Off' icon (default setting) at the bottom of the piano roll under the step where you want to apply a chord.



This interface menu is designed to give composers fine-tuned control over the harmonic structure of their music, allowing for quick selection and customization of chords to fit the desired musical context.

- Chords: Allows you to select the specific chord you want to use within your composition.
- Type: Allows you to select the chord type or quality, such as Major, Minor, Diminished, or Augmented. This selection defines the harmonic character of the chord, determining how it will sound in relation to the other chords and melody within the composition.
- Num Notes: specifies the number of notes to include in the chord, ranging from basic triads to more complex extended chords.
- Position: allows you to set the inversion of the chord.
- : Fills the steps with the selected chord until the first chord change.
- : Fills the whole sequence with the same chord.

Note: Chords will affect only the notes selected on the Chord Automation lane 

3. Additional Automations section: provides a space for applying various automation parameters on a per-note basis, such as Slide , Vibrato , Octaver , and Chords . This area is designed for fine-tuning the expression of the sequenced parts, allowing users to create more nuanced and evolving soundscapes.

Note: To control the Length and Curve of the Slide lane use 

4. Arpeggiator section: allows for the creation and manipulation of arpeggiated patterns, where notes of a chord are played in sequence rather than simultaneously. In this section, users can control the order, direction, and rhythm of the arpeggios.

Note: You can shift the Additional Automation section (Slides, Vibrato, Octaver, and Chords) as well



as the Arpeggio section independently using  to the left and right of the Piano-roll area. By default it will shift by the whole Step. Using CTRL/CMD+Left Mouse Button you can shift those lanes by step divisions.

Note: If you don't plan to use the Additional Automation section, you can hide it by pressing  at the top left corner of the Piano Roll and Automation Area.

5. Miscellaneous section:

- : Allows you to audition notes.
- : Focuses Piano-roll on the notes being used.
- : Resets Piano-roll to its defaults.

5. Automation Tabs



These tabs are designed to automate scene parameters such as Pan, Filter, Pitch, FX-chain routing, and Trigger modes.

Note: Automation will only take effect if activated by clicking the  icon next to the selected parameter.

- : Controls the sound's position in the stereo field.
- : Allows you to adjust the cutoff and shape new timbres. Additional settings are available by clicking  on the corresponding tab.



The Filter Automation Settings page is designed to provide fine-tuned control over the filter parameters in your sound design. This section is broken down into different filter types - Low Pass, High Pass, and Other, each with its own selection of models and sets of controls:

- Filter Type Selector: Choose the specific filter model or other available filters.
- Range Start and Range End: Set the range for the frequency band that is allowed to pass.
- Reso: Control the resonance, which emphasizes frequencies around the cutoff point, adding a sharper, more pronounced peak to the filter.
- Res LFO: Defines the range of resonance that the LFO affects.
- LFO Frequency: Adjust the rate of the LFO modulation in Hertz or in sync with your DAW (use **Hz** / **A** switch)
- Sync: Synchronizes the Filter Settings across all seven Scenes

Note: Though you can apply different filters to each scene, we recommend to use the Sync function for a smooth switching between them.

- **PITCH**: Allows to create complex pitch bends.
- **CHAIN** : Manages routing and stereo image of the instrument, allowing you to switch between FX chains.

Pressing  opens an additional menu for an Auto-Arranger:



- Threshold: Determines Velocity threshold from which the Arrange effect will work.
- Arrange: According to the Threshold Slider it will send everything above the threshold to the chain A with doubling, and everything below - to chain A-mono.

Note: Holding Alt and pressing Arrange will send everything below the Threshold to the chain B-mono.

- : Configures automation for sample releases:

Off: Notes' releases overlap (Let it ring).

Classic: Chokes releases on the next active event/note.

Glitch: Chokes releases on the next step, whether active or not. This mode creates a trance-gate effect.

- : Allows the user to export the scene into your DAW as a MIDI file.
- : Allows you to record MIDI into the scene from a DAW.

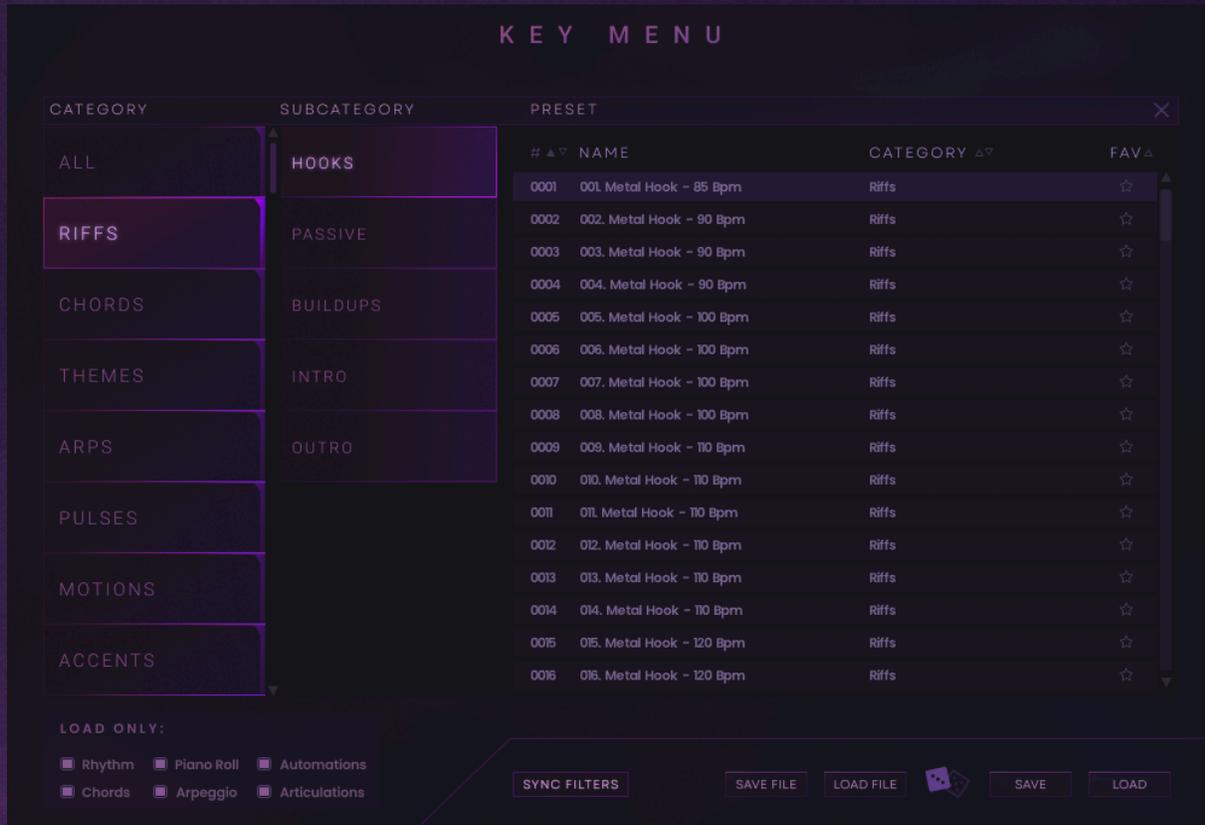
Note: to record MIDI into a selected scene, a keyswitch corresponding to this scene must be pressed.

-  : Transposes a scene +- one semitone.
-  : Transposes a scene +- one octave (12 semitones).

Note: In heptatonic scales, such as Lidyan, Dorian etc, those buttons will change to

  *to represent steps of a scale instead of semitones.*

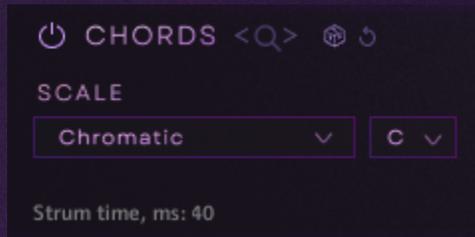
6. Key Menu



This page allows for browsing, selecting, and managing individual scene presets, and includes:

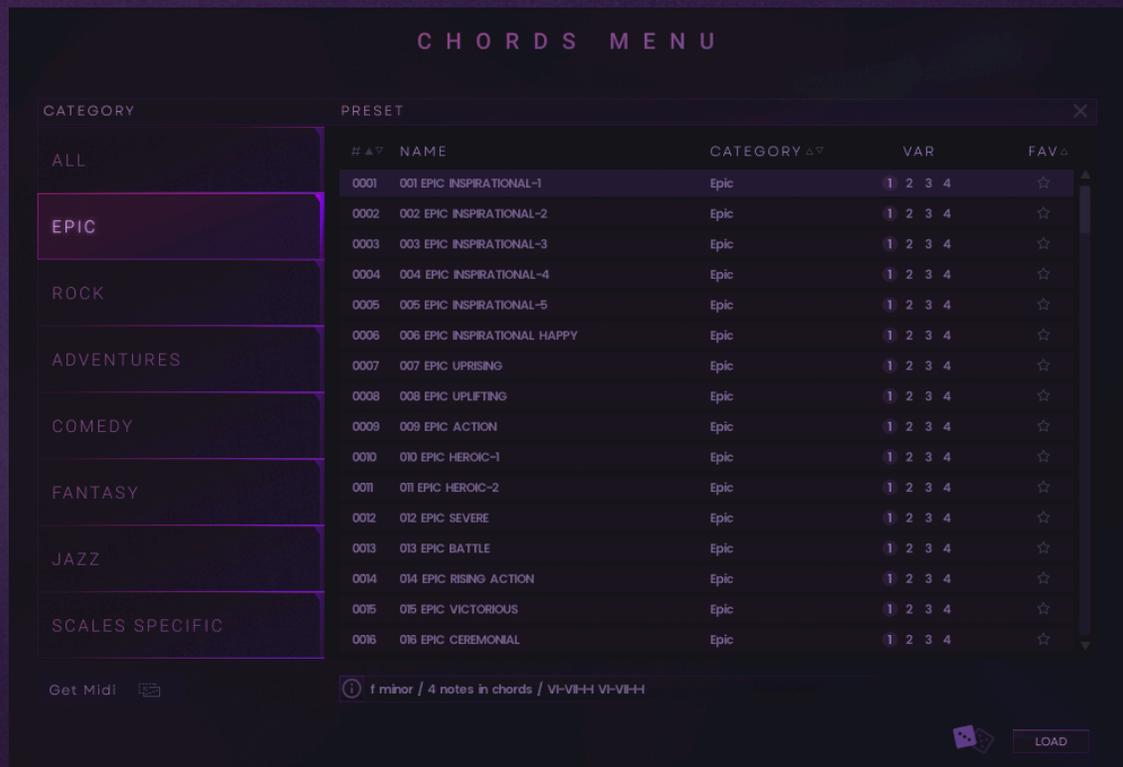
- Category and Subcategory Selection to narrow down your selection within a library of presets.
- Preset List: Displays the available presets with their BPM and other relevant details, organizes presets by category and allows favoriting for quick access.
- Load Only: Selects which elements (Rhythm, Melody, Automation, etc.) to load from a preset.
- **SAVE** : Save custom presets into the User Category.
- **LOAD** : Loads selected preset into the engine.
-  : Randomly selects or presets depending on a category you're in.
- **SYNC FILTERS** : Synchronization the Filter Settings across all seven Scenes.

7. Chords Area



The Chord Controls section is designed to streamline the process of selecting, shaping, and integrating chords into your composition, and contains controls, such as:

- Scale: Chooses a scale for the riff and its root note.
- Strum Time: Adjusts the timing of strummed chords.
- : Randomizes Scale, Root Note, and a chord progression
- : Resets current Chord progression to defaults
- : Allows to switch between presets or opens the Chords Menu



The Chords Menu interface is designed to assist users in selecting chord progressions and variations within the Apex engine:

- Category: Displays all available chord progressions in different genres.
- Preset: Shows a list of chord progressions within the selected category, including the name of the chord progression, category to which the progression belongs, the number of variations available for each progression, and the ability for favoriting presets for quick access.
- Information Panel: Provides additional information on the selected chord progression, such as the key, chord structure, and specific variations.
-  **Get Midi** : Allows the user to export progressions into your DAW as a MIDI file.
-  **LOAD**: Loads selected progression into the engine.
- : Randomly selects progression depending on a category you're in.

8. Arpeggio Area



The Arpeggio Area is dedicated to transforming static chords into dynamic, rhythmically complex patterns, and contains controls such as:

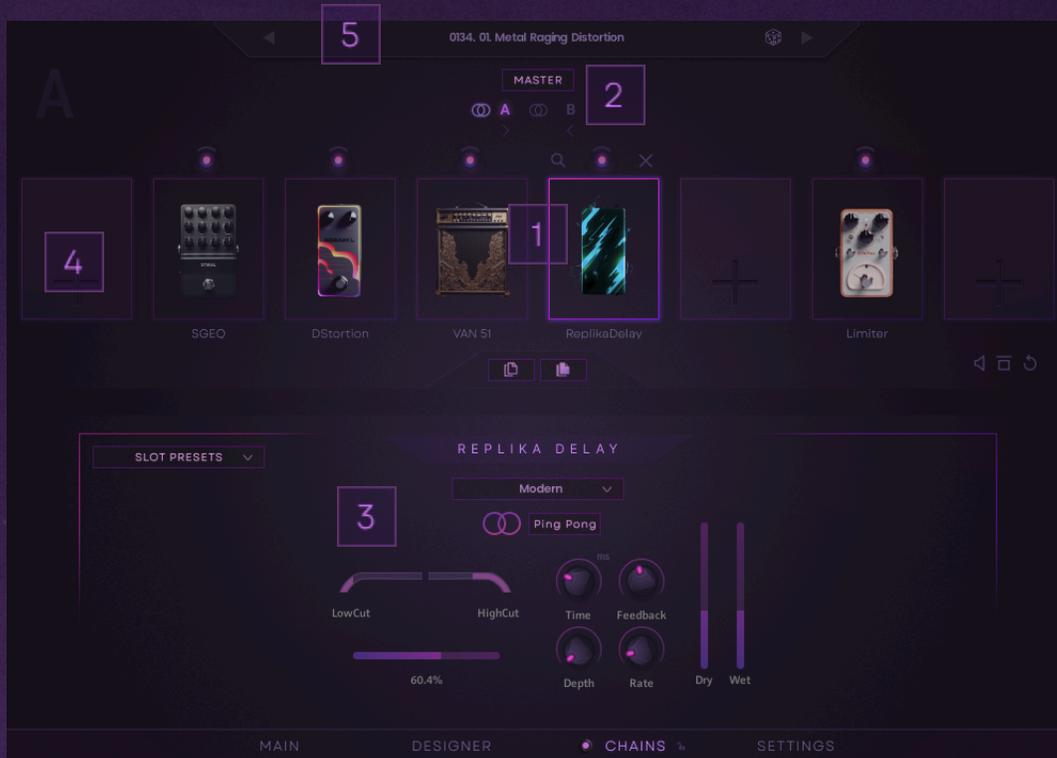
-  **EDIT ARP**: Opens/Closes the Arpeggio section of the Piano-roll.
-  **SYNC**: Mutes notes in the piano-roll that don't have arpeggiator automation.
-  **▶ MIDI**: Prints an arpeggio pattern onto the piano-roll.
-  **FILL**: Copies a chunk of an arpeggio pattern on a whole scene.
- : Randomizes Arpeggio patterns
- : Resets Arpeggio to defaults
-  **<Q>**: Allows to switch between patterns or opens the Arpeggio Menu



The Arpeggio Menu interface allows users to select and configure arpeggio patterns for use within the Appex engine.

- Category Selection: Displays all available arpeggios.
- Subcategory: Lists the available subcategories within the selected category (e.g., specific types of ascending or descending arpeggios).
- Preset: The preset section shows a detailed list of arpeggio patterns, with the following information with the ability to sort by number, category, or favorites.
- Information Panel: Provides additional information on the selected arpeggio pattern, such as motion characteristics and specific notes or chord information.
- Load Rhythm: When checked, this option will load the rhythm associated with the selected arpeggio pattern.
-  : Loads selected pattern into the engine.
-  : Randomly selects a pattern depending on a category you're in.

5. Effects Page



The Effects Page provides an in-depth interface for configuring and fine-tuning the various audio effects applied to the instrument. This page offers detailed controls for each effect, ensuring that users can achieve the exact sound they desire, and contains:

1. Effect Chain Display: Visually represents the order of effects in the signal chain, showing how the sound is processed through each effect in sequence.
 - : Engages/disengages individual effects.
 - : Solos the whole chain.
 - : Bypasses the whole chain.
 - : Resets all parameters for the selected Chain to its default values.

Note: Drag and Drop Reordering: Allows users to change the order of effects by dragging and dropping them within the chain, altering the signal processing flow.

- Effect Chain selector & Doubling: Switches the view between chains A, B, and Master, allowing you to shape them independently.

-  : Lets you copy chain A to B and vice versa.

Note: It also controls the Doubling options for chains A and B the same way we discussed on the Main page.

- Parameter Display: Displays detailed parameters for the selected effect, allowing for real-time adjustments and fine-tuning.
- FX Browser (available by pressing on the empty stomp slot):

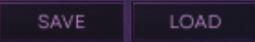


The FX Browser allows you to select individual effects for your FX chains, showcasing an extensive collection of Stomps, cabinets, and amplifiers to give your tracks a unique sound.

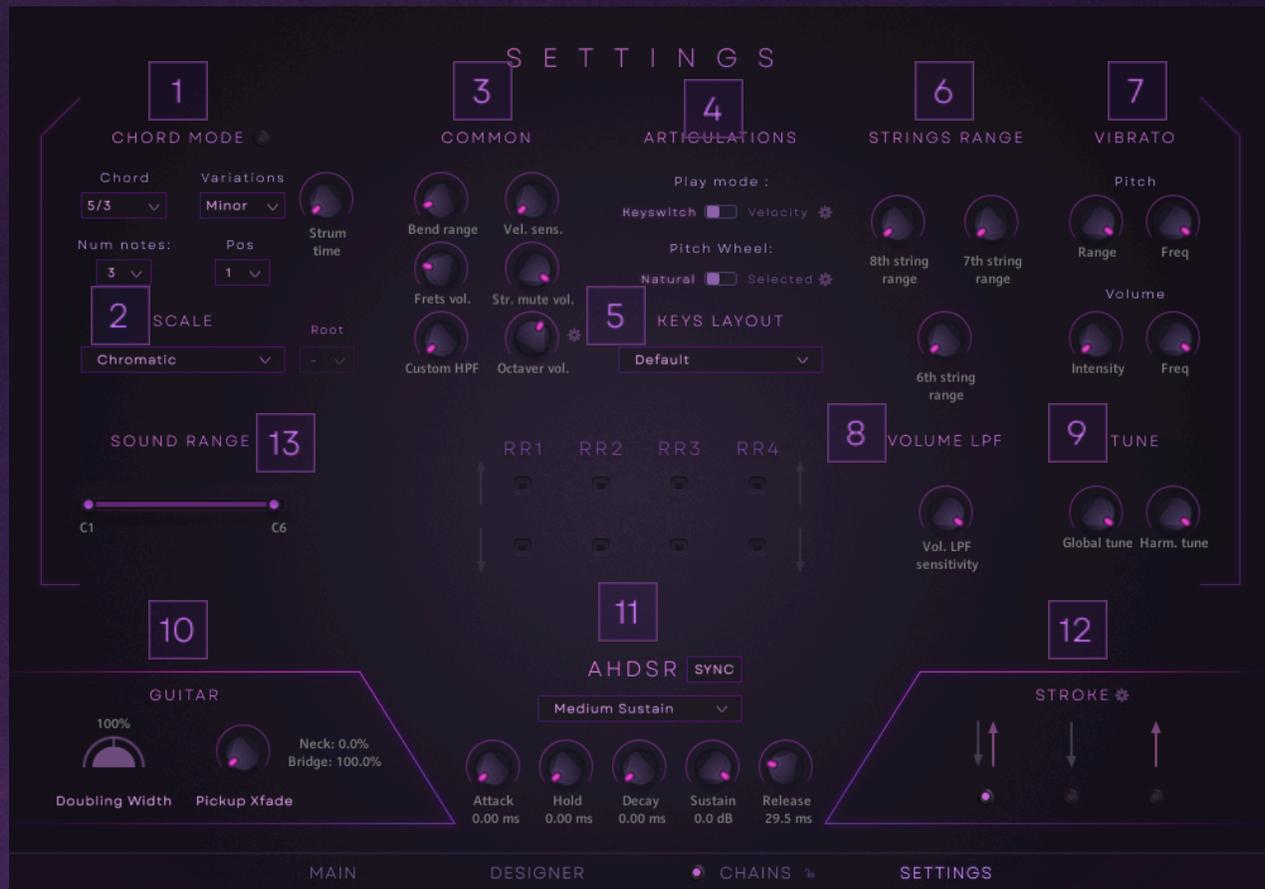
- Effects Menu: Allows to switch or randomize FX-chains, and opens the Effects Menu Browser



The Effect Menu is designed for managing and selecting different effects presets to shape the sound of your guitar or synth. The interface is organized into several categories and subcategories, making it easy to navigate and find the desired sound.

- Main categories and subcategories: Help you to narrow down your selection based on the specific type of effect you're looking for.
- Preset List: Displays the names and sound character of available presets within the selected subcategory, indicates the gain category (Low, Mid, High) of each preset, and allows users to mark presets as favorites for quick access.
-  : Allows you to save or load your current configuration into the User category of the library.
-  : Randomly selects a preset - useful for exploring new sounds.
-  : Options to save/load your current preset into any location on your hard drive for later use or sharing.
-  : You can mark effect chains with different colors, helping you organize them by style. This feature makes it easier to separate and identify your preferred effect chains based on their stylistic characteristics.

6. Settings Page



This page provides control over various global settings, articulation parameters, sound range, vibrato, tuning, and more.

1. Chord Mode:

- Chord Selector: Choose chord types like 5/3, with variations such as Major or Minor.
- Num Notes: Determines the number of notes in the chord.
- Position (Pos): Adjusts the inversion or voicing of the chord.
- Strum time: Adjusts the timing of strummed chords.

2. Scale:

- Scale Selector: Choose between different scales.
- Root Note: Select the root note of the chosen scale.

3. Common Settings:

- Bend Range: Controls the pitch bend range.

- Velocity Sensitivity: Adjusts how responsive the instrument is to different MIDI velocities.
- Frets Volume: Controls the volume of fret noises.
- String Mute: Adjusts the volume or effect of muted strings.
- Custom HPF: A high-pass filter to control lower frequencies (Velocity Sensitive).
- Octaver Volume: Adjusts the volume of the octaver effect.

Note: By pressing  you can open the Octaver menu to define which articulations will be affected by this function.



4. Articulations:

- Play Mode: Switch between Keyswitch and Velocity-based articulation control.

Note: by pressing  next to the Velocity mode you can open the menu to define velocity zones for each articulation and load/save your custom presets:

ARTICULATION VELOCITY RANGES			
ARTICULATION	RANGES	START	END
◇ ✕ DEAD NOTE		25	37
◇ □ PALM MUTE		51	63
◇ ■ PALM MUTE SHORT		38	50
◇ ^ SOFT SUSTAIN		77	85
◇ △ MEDIUM SUSTAIN		86	93
◇ ▲ HARD SUSTAIN		94	105
◇ ◆ HARMONICS		106	118
◇ ● TAPPING		63	76
◇ ⚡ FX HIGH		119	127
◇ ⚡ FX MEDIUM		12	24
◇ ⚡ FX LOW		1	12
◇ - STOP		0	0



- Pitch Wheel Mode: Choose between Natural and Selected for pitch wheel behavior.

Note: Selected mode allows you to choose which articulations will be affected by the pitch wheel. To change the settings for this mode press  next to this mode.



5. Keys Layout: Allows you to switch between three different keyboard layouts, depending on your playing style and needs.



Default layout



Alternative layout



Alternative 2 layout - incredibly useful if you plan to use Global presets only

6. Strings Range (6th to 8th Strings): Adjusts the pitch range for each string.
7. Vibrato
 - Pitch and Frequency Controls: Adjust vibrato pitch and frequency.
 - Volume and Frequency Controls: Adjust vibrato intensity and frequency.
8. Volume LPF: Adjusts the sensitivity of the global low-pass filter (Velocity sensitive).
9. Tuning
 - Global Tune: Adjust overall tuning.
 - Harmonic Tune: Fine-tune harmonics articulation.
10. Guitar Settings
 - Doubling Width: Controls the stereo width of the doubled guitar sound.

- Pickup Xfade: Adjusts the blend between neck and bridge pickups.
11. AHDSR Envelope
 - Attack, Hold, Decay, Sustain, Release Controls: Shape the envelope of each Articulation.
 - Mode (Drop down): Chooses an Articulation to edit.
 - Sync: Allows the editing of all Articulation envelopes at the same time.
 12. Stroke Settings: Control the direction and behavior of strumming.

Note: By pressing  in the Stroke settings you can assign keyswitches for strumming directions and control the delay before resetting to a downstroke after the last string is strummed (reset time).



13. Sound Range: A tool useful to define the most effective sound range for the preset.

7.Keepforest Thanks

Thank you so much for purchasing and supporting our products. We are dedicated to making the most enriching experiences for composers and sound designers and hope you have as much fun using it as we did while creating this product. We value your trust in our company, and we will keep doing our best to meet your service expectations. If you have any questions concerning our products, please feel free to send them to support@keep-forest.com. Again, thank you for your purchase. With much love, Arseni Khodzin CEO of Keepforest LLC