Guitar Rig 5

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Special thanks to the Beta Test Team, who were invaluable not just in tracking down bugs, but in making this a better product.

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NATIVE INSTRUMENTS

Table of Contents

1   Welcome to GUITAR RIG

Thank you for purchasing GUITAR RIG. We hope you enjoy using this product as much as we did creating it!

This Getting Started guide provides you with the essential information needed to use GUITAR RIG and explains how to accomplish fundamental tasks.

The following documents are also available:

- The **Setup Guide** tells you how to install, activate and configure GUITAR RIG on your system.
- If you want to dig deeper into GUITAR RIG and its possibilities, check out the GUITAR RIG **Application Reference**. It explains every function of the platform in greater detail.
- To learn about each and every parameter that controls the amps, distortion pedals and other components for shaping and modulating GUITAR RIG'S sounds, refer to the **Components Reference**.
- If you have obtained GUITAR RIG in a hardware bundle (Mobile/Session/Kontrol), please read the **Hardware Reference** to correctly set up your hardware and software.

All manuals can be accessed through the program menu by selecting *Help > Open Manual*.

You can also visit the community forums at http://www.native-instruments.com/forum where beginners and experienced users exchange knowledge on Native Instruments products every day.

But now let's get going…

1.1   What is GUITAR RIG?

GUITAR RIG is a powerful piece of software that can be used for creating guitar and bass tones, as well as complex effect chains for virtually any musical purpose. It is like a room filled with legendary amplifiers with endless arrays of cabinets, each with different microphones; any effect you desire or wish to create; a loop machine and other amazing tools for crafting sounds at your immediate disposal.

GUITAR RIG comes in four different editions: Factory Selection, LE, Elements Selection, and Pro — differing in the number of included components. But no matter which version of GUITAR RIG you have, you can easily load it up using Powered by GUITAR RIG prod-

ucts, expanding the selection of components for guitarists, producers and DJ's too. Additional GUITAR RIG products will be released regularly in future. Please check the Native Instruments website for the latest products.

1.2 What's New in GUITAR RIG 5?

GUITAR RIG 5 implements many improvements to the software. Here's what's new in comparison to older versions:

- Two new amps have been created for contemporary high gain lead sounds: the **Hot Solo+** and the **Van 51**.
- A new Cabinets component has been created called **Control Room Pro**. This takes the concepts of **Control Room** and the original **Cabinets & Mics** and expands upon both.
- In the Filters section, there is a new **Filterbank**, with which you can create entirely new synth textures with any instrument.
- **Resochord** is a favorite effect borrowed from Native Instruments´ Maschine. It consists of a bank of tuned comb filters which imprint their harmonic content on to any audio signal.
- **Stereo Tune** widens the stereo field of your signal, making tracks come alive.
- Two new Reverb components are on offer: the **Little Reflektor** and **Vintage Verb** selections.
- Last, and certainly not least, is the new **Container**, a rack inside the GUITAR RIG rack. It is perfect to create complex multi-effect-chains with an easy to use control interface, and brings a whole new level of functionality to Guitar Rig setups.
- **Sidechaining** is a whole new function that makes Guitar Rig even more useful for the studio.
- Presets are now saved in separate User and Factory folders. User presets are now saved under *Documents > Native Instruments > Guitar Rig 5 > Sounds*. Factory Presets can not be overwritten but they can be removed from the preset browser.

1.3 KOMPLETE Effects Powered by GUITAR RIG

KOMPLETE Effects powered by GUITAR RIG can be used with all editions of GUITAR RIG, including the free FACTORY SELECTION edition. These products must be activated via the Service Center before use. After activation, new components can be found in the Component Pool under the according product library tab and in the relevant component category.

If you have purchased a KOMPLETE Effects powered by GUITAR RIG product, please acti-
vate GUITAR RIG FACTORY SELECTION before use, unless a higher edition of GUITAR RIG
is already activated on your computer.

For detailed information on KOMPLETE Effects powered by GUITAR RIG components please
refer to the product documentation.

1.4 Safety Considerations

GUITAR RIG in combination with headphones or amplifier-driven speakers can produce
output levels that may cause hearing damage. For your protection, set all volume levels to
a minimum before using GUITAR RIG. Gradually raise the volume controls while music is
playing to set the desired listening level. If you experience any hearing problems or persis-
tent ringing in the ears, consult an audiologist immediately. For information on how to set
the correct volume, please read section ↑4.1.1, Playing the Loaded Preset.

2 Setup

This chapter will shed light on some fundamental aspects of setting up GUITAR RIG for performance and music production.

Once the installation and activation process is complete, you will find the GUITAR RIG directory on your hard drive. It contains the GUITAR RIG application and the documentation resources.

> If you want to know in greater detail what GUITAR RIG has to offer or if you need assistance in understanding a particular feature, please read the Application Reference.

2.1 Activating GUITAR RIG

In order to use GUITAR RIG software without limitations, you need to activate it. When you start GUITAR RIG for the first time, a splash screen will open and provide you with a convenient way to start the Activation procedure: Click the Activate button on the splash screen. This will launch the separate NI Service Center application. During the Activation procedure, the NI Service Center will ask you to enter your GUITAR RIG serial number. If you have downloaded GUITAR RIG from the NATIVE INSTRUMENTS website or bought a KOMPLETE Effects powered by GUITAR RIG product, you should have received this serial number. If you have bought a product that includes GUITAR RIG, the serial number should be printed on a registration card. If you do not have a serial number for GUITAR RIG already, you can request one from the NATIVE INSTRUMENTS website.

> For detailed information about Activation please read the Service Center's Setup Guide, which is installed with Service Center.

2.2 Quick Overview

2.2.1 Operation Modes

Before you start GUITAR RIG for the first time, it's worth explaining that there are two basic modes of operation:

- In **Stand-alone mode** GUITAR RIG will work independently of any other software.
- In **Plug-in mode** GUITAR RIG will run as plug-in of a host application.

Start the application in Stand-alone mode by double-clicking the "Guitar Rig 5" shortcut on your Desktop. Alternatively, you can double-click the program file in the Installation folder.

2.2.2 Viewing Modes

In both Stand-alone and Plug-in modes GUITAR RIG can be used in two different streamlined viewing modes:

- **Standard view**: In Standard view, GUITAR RIG is a laboratory giving you all the options to build and organize your presets. Stack up and combine the countless effect units, prepare live gigs, record tracks or experiment with effect chains to create new sounds.
- **Live view**: In Live view, GUITAR RIG hides all the sound creation tools, but puts the most important performance features into a clear layout — perfect for on-stage use.
- Click the LIVE button on the Global Header, or hit F1 to switch between the Live view and the Standard view. Please take some time to familiarize yourself with the two different views.

Standard View

GUITAR RIG in Standard view

In Standard view, GUITAR RIG is made up of five main areas: The Global Header (**1**) assembles the main input and output controls, as well as the system performance. The Side-Kick (**2**) displays different content, depending on which of the tab buttons (Browser, Components or Options) is activated. The Toolbar (**3**) provides access to all Rack Tools and other frequently used features. The Rack (**4**) holds all components that are processing your

sound — giving a clear overview of the signal flow. Virtual Rig Kontrol (**5**) is a graphical representation of the RIG KONTROL foot controller, indicating which functions are assigned to its buttons and the foot pedal.

Live View

Guitar Rig in Live view

In Live view, GUITAR RIG is made up of five main areas: The Global Header (**1**) consists of the main input and output controls, as well as system performance; the Preset List (**2**) is defined in the Preset Browser; a large Virtual Rig Kontrol (**3**) with all assignments from the Preset; the name of the selected Preset (**4**) with its relevant information; the Metronome, Tuner, and Loop Machine (optional) (**5**).

3 Using GUITAR RIG (Operation Modes)

The following subchapters provide information on using GUITAR RIG as a Stand-alone application, as well as on running it as a Plug-in in a host application.

3.1 Using GUITAR RIG as a Stand-alone Application

As a stand-alone application, GUITAR RIG turns your computer into a ready to use guitar rack all by itself — change components, build presets, practice to backing tracks, record ideas or play gigs without needing anything else.

When you launch the stand-alone version of GUITAR RIG for the first time, you need to select an audio device and enable all MIDI devices you want to use.

> The settings described in this chapter only apply to the stand-alone version of GUITAR RIG. When GUITAR RIG is running as a plug-in, the host software handles all audio and MIDI input and output. Please refer to the documentation of your host software for audio and MIDI configuration details.

3.1.1 Audio and Midi Settings

In order to listen to the sound GUITAR RIG generates, you need to configure your audio hardware device (i.e., your soundcard or external audio interface) for use with GUITAR RIG.

Use Low-Latency Drivers

Whenever possible you should use low-latency drivers while working with GUITAR RIG. GUITAR RIG works with two types of low-latency drivers:

- ASIO
- Core Audio (only on computers running Mac OS X)

These technologies have been developed to ensure an efficient data transfer between software and audio hardware and should provide a latency that is suitable for live play, if not unnoticeable.

> Native Instruments recommend you always use the latest drivers for your audio hardware. Please refer to the manufacturer for more details.

Configuring Audio and MIDI Settings

When you launch the stand-alone version of GUITAR RIG for the first time, the Audio and MIDI Settings dialog should open automatically.

To select or change your audio device at a later stage:

1. Open the *File* menu (in Windows XP/Vista) or the *Guitar Rig 5* menu (in Mac OS X).
2. Go to *Audio and MIDI Settings…* (in Windows XP/Vista) or *Preferences…* (in Mac OS X).
3. Select your audio device and driver from the relevant drop-down menus.
4. Click OK to confirm.

3.1.2   Selecting a MIDI Control Device

If your MIDI device has knobs, faders or other control sources, you can use those to control individual component parameters. GUITAR RIG will automatically detect a MIDI device and receive control messages from it.

The MIDI tab of the Audio and MIDI Settings dialog provides a list of all MIDI inputs and outputs that have been found on your system. These are ports of physical MIDI interfaces connected to your computer, but also any virtual MIDI ports that may be provided by drivers or other applications to facilitate inter-application MIDI usage.

To select or change your MIDI control device:

1. Open the *File* menu (in Windows XP/Vista) or the *Guitar Rig 5* menu (in Mac OS X).
2. Go to *Audio and MIDI Settings…* (in Windows XP/Vista) or *Preferences…* (in Mac OS X).
3. Select the MIDI tab.
4. Select the In tab.
5. Select On in the Status of the MIDI control device you want to use.
6. Click Ok to confirm.

3.1.3   Latency Optimization

Real-time audio processing — like recording a guitar with GUITAR RIG live into your computer — requires an audio device to convert the analog signal into digital data in a very short time. The on-board audio devices of some computers are not always suitable for the task because their drivers are not optimized for fast signal processing. The result is an audible delay from the moment you play a note on your instrument until you hear the output from your speakers. This delay is measured in milliseconds and is called latency.

Large amounts of latency can be difficult to work with. By adjusting the output latency of your audio hardware you can control how quickly the audio signal generated by GUITAR RIG becomes audible after you have played your instrument. The minimum amount of latency that can be achieved without inducing crackles and other noises depends on how much CPU power is available for audio processing. On a modern computer that has been set up correctly, there should be no perceptible delay. Older computers may require a more relaxed latency setting. The way the latency is adjusted from within GUITAR RIG differs depending on the operating system you are using.

Windows

1. Click the ASIO Config button in the Audio and MIDI Settings… dialog to open your audio hardware's control panel.
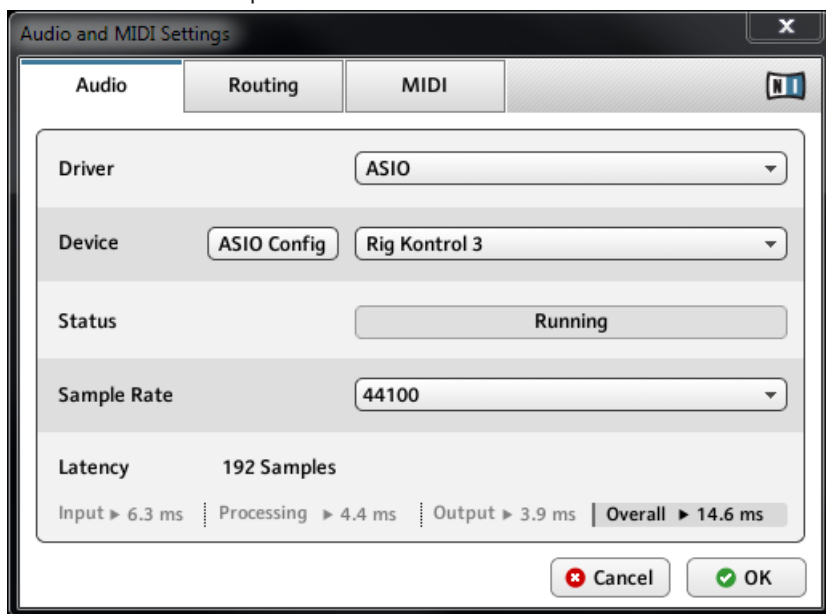
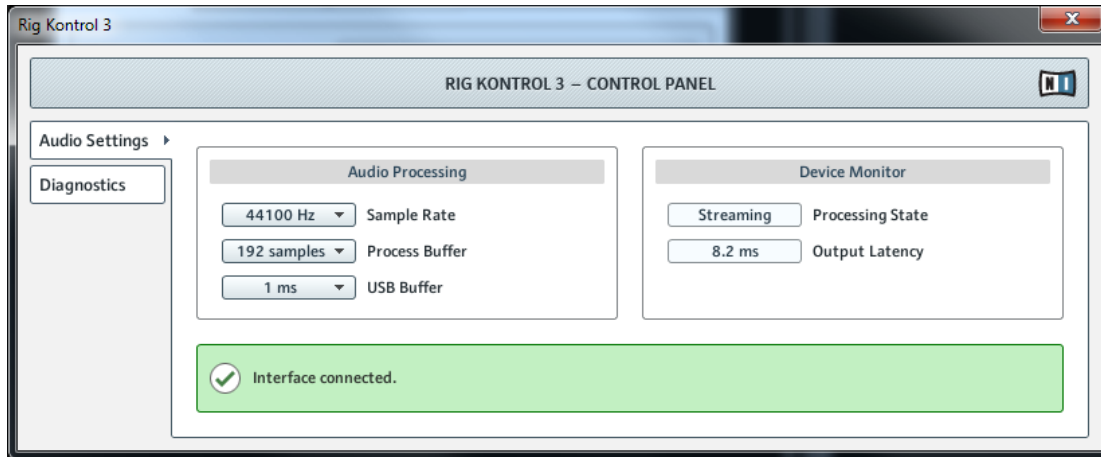2. In the control panel belonging to your audio hardware, select an output latency of about 10 ms or 192 samples. This should work well on most computer systems.

Mac OS X

1. Move the Latency slider at the bottom of the Audio and MIDI Settings… dialog and start with a value of about 192 samples.
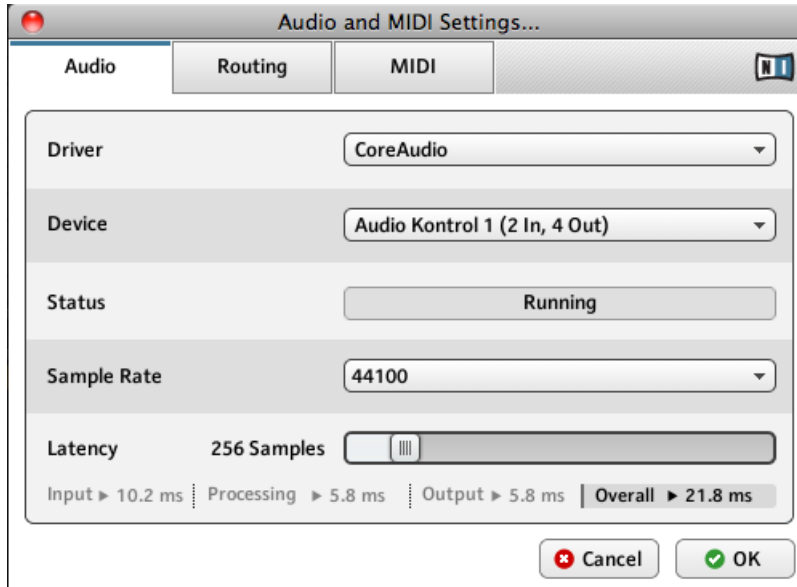
2. To confirm the settings you have made, click OK.

⚠️ When adjusting the output latency settings for both PC and Mac, a minimum audio buffer size will achieve lower latency, but is dependant on CPU power and the quality of the audio driver you have installed. An audio buffer size that is too low may tax your CPU and provide undesirable audible results. Some trial and error may be required before the right value is found for your computer. Please adjust the output latency accordingly.

3.2 Using GUITAR RIG as a Plug-in

The plug-in version of GUITAR RIG allows you to use it as a virtual instrument inside your DAW (Digital Audio Workstation) such as GarageBand, Cubase, Logic, Pro Tools, Live, and Sonar etc. It can work as an insert and as an FX plug-in. As a plug-in, you can run multiple instances of GUITAR RIG side-by-side along with your other sound generators and effect plug-ins, trigger them with the data of MIDI tracks from within your DAW, and directly feed their audio output into the signal flow of your virtual mixer. Depending on your oper-

ating system and choices upon installation, GUITAR RIG provides VST, Audio Units, and RTAS plug-in formats. Refer to the documentation of your DAW to find out which of these formats is the right one in your case.

> When GUITAR RIG is running as a plug-in, the host software handles all audio and MIDI input and output. Please refer to the documentation of your host software for audio and MIDI configuration details.

4 Tutorial

In this chapter, you'll find tutorials on working with presets, Components, and building a Rack.

4.1 Working with Rack Presets

The left-hand side of GUITAR RIG is dedicated to the SideKick. This is your main environment for finding sounds, as it displays all GUITAR RIG presets and components installed on your system.

Finding and loading Rack presets

The top left side of the Browser (**1**) shows the available Attributes, while the bottom left-hand side of GUITAR RIG holds the Search Results List (**2**). The Search Results list is automatically updated to display only those presets that match all selected Attributes. In order to find a sound you have in mind, click all Attributes that describe this sound. Alternatively, enter the name or characteristic of a preset into the search engine to quickly find what you are looking for. The Search Results List will become shorter as you refine your search criteria.

► To load a Rack Preset from the Search Results List, simply double-click on the name of the Preset.

4.1.1   Playing the Loaded Preset

Setting the Input and Output Meter

Setting the Correct Volume

After loading a Rack Preset, you are almost ready to play your Instrument but first, for your protection, set all volume fader levels to a minimum. Input Meter IN (**1**) shows the amplitude of the incoming signal and features an integrated volume fader that controls the input level. This fader should be adjusted so that the Input Meter gets close to, but never hits, the red zone that indicates overload. If no sound is audible, watch the Output Meter OUT (**3**). This shows the amplitude of the software's output and features an integrated volume fader that controls the output level. It should be adjusted so that the limiter is never triggered, indicated by the Output Meter hitting the red zone.

If the Output Meter does not show any activity, you might need to check GUITAR RIG'S Audio and MIDI Settings (if you are using GUITAR RIG as a stand-alone application) or your host software's Audio setup (if you are using GUITAR RIG as a plug-in).

The Gate button (**2**) operates a basic noise Gate, killing hiss when you are not playing. Turn it on and off by clicking the button; adjust the threshold to your actual residual noise level with the knob on the right. When double-clicking the threshold knob, a learn function to automatically set the optimum threshold is activated. Do not play your instrument for some seconds: GUITAR RIG analyzes your signal and sets the threshold just above any residual noise.

You are now ready to use GUITAR RIG! Please try out different presets and familiarize yourself with different components. When you are feeling confident, try tweaking the components to find your personal sound.

> As you play it is good practice to tune your guitar, especially if you are going to record. GUITAR RIG comes with is own comprehensive built-in Tuner. Please refer to the Tuner chapter for more information**.**

4.1.2   Tweaking the Loaded Preset

All sound tweaking in GUITAR RIG is done in the Rack: tweak a Preset by changing the individual parameters of the components to suit your needs; or discover new sounds and combinations by changing components and building a completely new rack. Feel free to experiment, as any changes you make will not automatically be saved. If you like what you hear and want your changes to be permanent, click Save As in the Toolbar.

> Please refer to the Component Reference for a detailed guide to each components parameters.

4.2   Changing Components

The audio signal runs through the chain of rack modules from top to bottom, except if you are using special tools that create parallel processing paths, like the Split. See the Components Reference for details on these tools.

4.2.1   Drag and Drop

Drag components from the pool and drop them in the rack.

- You can add components to the Rack by dragging them from the Component Pool and dropping them into any position you want. The faint yellow line indicates where the component will be placed after releasing the mouse button.
- Dropping a component from the pool directly on to a component in the rack will replace it.
- Rearranging rack modules works with drag and drop — just click on some empty area of the component and drag while holding the mouse-button. A faint orange line indicates where the component will go when you drop it by releasing the mouse-button.
- You can also add a component pre-configured to produce a particular sound, by dragging a Component Preset into the Rack.
- You can remove Components from the rack by highlighting them and pressing [Del] (Windows) or [Backspace] (Mac OS). Dragging and dropping the highlighted Component anywhere outside of the rack also works. A third option is to choose Delete Selected from the context menu, after right-clicking the component (control-click keyboard command).
- Rack Tools (Tuner etc.) have a fixed position and cannot be moved or deleted, but they can be hidden using the Toolbar.

4.2.2   Hot Swapping Components
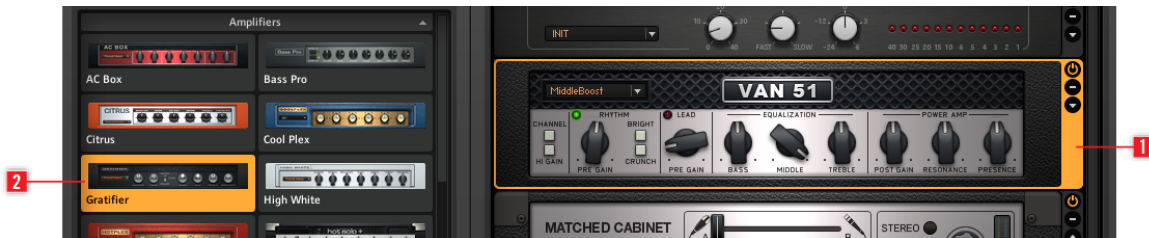
Hot swapping Components

- When you click on the empty space (not on any knob or switch) of any rack module it is highlighted by an orange frame (**1**) meaning it is selected.
- Highlighted rack modules will be replaced if you double-click on an item in the Component Pool (**2**). If no rack module is highlighted, double-clicking will add the component to the end of the rack.

4.2.3   The Rack Module Column

All modules in the rack feature a small column on the right:

Rack Column

- The On/Off button (**1**) allows for true bypassing of the module — no CPU power is consumed when it is turned off.
- The Minus button (**2**) minimizes the module's display.
- The triangular arrow (**3**) toggles its expert panel, if available.

4.3 Building a Rack From Scratch

4.3.1 Overview

The first time you start GUITAR RIG, the Rack will be empty. You will hear a dry, amplified guitar sound when you play: perfect time to try out the various components. On future starts, the software will always retain the Rack's last state.

- Click on X in the Toolbar to empty the Rack.
- Click the small Arrow button (to the left of the Preset name) in the Toolbar, or Press F2, to reveal the Sidekick. For an overview of the Toolbar see section ↑5.1.3, Toolbar and Rack.

The Components Pool with an empty Rack

The Components Pool

The redesigned Components Pool offers improved possibilities to find effects not only by category but also by the KOMPLETE Effects powered by GUITAR RIG product to which they belong.

▪ Open the Component Pool by clicking Components in the SideKick.

The Components Pool contains two more tabs. These tabs streamline components into two views:

- Categories
- Products
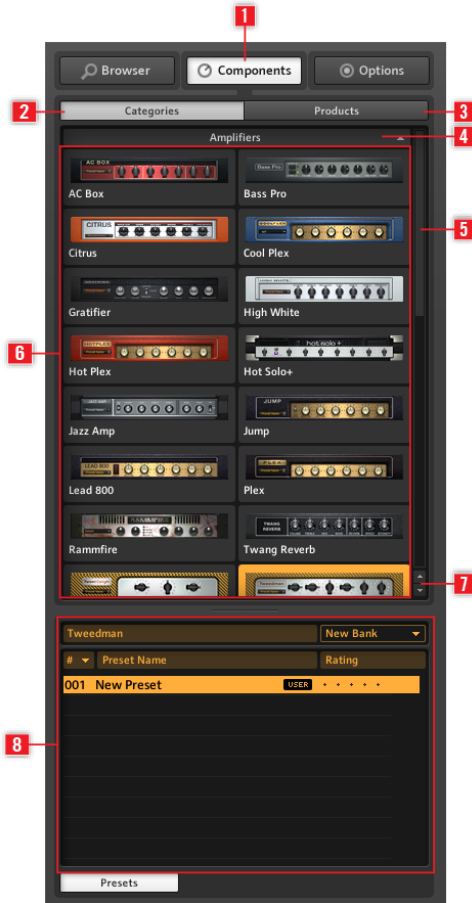
The Components Pool available in the Sidekick

Components (**1**) displays the Components Pool. Categories (**2**) displays all component categories in alphabetical order. Products (**3**) provides access to all installed GUITAR RIG and KOMPLETE Effects powered by GUITAR RIG products. Category tabs (**4**) reveal/hide com-

ponents belonging to the chosen category. The scroll bar (**5**) allows you to scroll the list of categories. The component list (**6**) displays an alphabetical list of installed components based on each category. The Category Arrow Buttons (**7**) allow quick access to each category. The Component Preset List (**8**) displays all the presets for a selected component when the Presets button is lit.

Categories (2)

This view contains all components and their presets, ordered alphabetically into categories. Click a category label to reveal its list of components. The list of available components will vary with each edition of GUITAR RIG and if any KOMPLETE Effects powered by GUITAR RIG products are installed.

- AMPLIFIERS: Guitar and bass amps
- CABINETS: Matched cabinets, Cabinets & Mics, Control Room, and Control Room Pro
- DELAY / ECHO: Delays and echo units
- DISTORTION: Distortion, overdrive and fuzz pedals
- DYNAMICS: Compressors, limiters and gates
- EQUALIZER: Shelving, parametric, graphic, and custom EQ
- FILTERS: Filters and wah-wah pedals
- MODIFIERS: Assignable parameter modifiers
- MODULATION: Time and pitch-based modulation effects
- PITCH: Pitch-based effects and synthesizers
- REVERB: Various high quality reverbs
- SPECIAL FX: Various specialist effects
- TOOLS: Loop, Master FX, Container and tools for parallel signal processing

When you select a component by clicking on it, it is highlighted, and a list of all available Component Presets is shown below. (Click the Presets button if the list is not immediately apparent). Learn more about Component Presets in section ↑5.4, Presets.

Products (3)

This view is streamlined to help you locate components on a product-by-product basis. The Products view contains an alphabetical list of all installed component products. This includes the component products installed with your edition of GUITAR RIG and any additional KOMPLETE Effects powered by GUITAR RIG you have purchased.

Category Arrow Buttons

Below the scroll bar in the Components Pool are two small arrow buttons to help you quickly navigate from one category to another. These buttons will eliminate the need for excessive scrolling and help you move between categories when building a rack or looking for a particular component.

To view additional information on a particular component, please refer to the Component Reference.

To open the Component Reference from Guitar Rig:

1. Open the *Help* menu.
2. Go to *Open Manual…*.
3. Select *Component Reference* from the drop-down menu.

4.3.2   Setting Up an Amp

A common start for designing sounds with GUITAR RIG is adding an amp to the Rack. If you want to create a guitar sound, try the Jump amplifier:

1. Click on the Amplifier category in the Components Pool to reveal the list of amplifiers.
2. Drag the Jump amplifier icon into the Rack.

The amp and a Matched Cabinet will simultaneously be added to the Rack. If you play now, you will hear the famous British amp sound. All the knobs and switches you see are actually controlling the amp's sound just like a real amp. Clicking with the mouse flips the switches, clicking and dragging the mouse up and down (while holding the mouse button down) turns the knobs. If you want to check out some amp settings prepared by our sound designers, try the component presets to configure Jump.

Loading a Component Preset

- Click the triangular arrow of the Component Preset box (**1**) to reveal the component preset list.
- Click one of the Component Presets (**2**) listed in the drop-down menu. Alternatively, load presets from the component pool's integrated preset browser.

4.3.3 Basics of Rack-Building

Before you tweak the amp, add distortion modules, modulating effects or try out whatever you please, there are a few basic principles to know:

- The audio signal runs through the chain of rack modules from top to bottom except if you are using special tools that create parallel processing paths (like the Split).
- You can add components to the Rack by dragging them from the Components Pool and dropping them into any position you want. You can also add the component pre-configured to a particular sound by dragging a component preset into the Rack.

- Highlighted rack modules will be replaced if you double-click on another component (or component Preset) in the Components Pool. If no rack module is highlighted, double-clicking will add the component to the end of the rack.
- You can remove components from the rack by selecting them and pressing DEL or by dragging and dropping them anywhere outside of the rack.
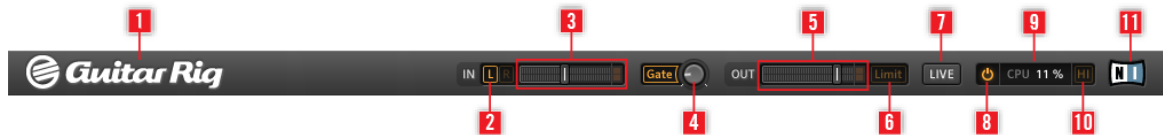
5   User Interface Reference

Learn about the areas and elements of the user interface in this section.

5.1   User Interface (Overview)

Learn about the areas and elements of the user interface in this section.

5.1.1   Global Header

The Global Header holds the most important controls. It is always visible in GUITAR RIG.

Global Header

This element might not seem that interesting at first glance but understanding the Global Header is crucial for working with GUITAR RIG.

- IN and OUT are the input and output meters, featuring an integrated volume fader to control input and output amplification.
- The L/R buttons (**2**) control the input routing. When using a single guitar, deactivate the right channel (by clicking on R once) to route the mono signal to both inputs (**3**).
- The Gate button (**4**) controls a basic noise gate, killing the hiss while you are not playing. Turn it on and off by clicking the button; adjust the threshold with the knob. Double-click the knob to activate a learn function — do not play for some seconds, and the threshold will be set automatically.
- Output Meter OUT (**5**) shows the amplitude of the software's output and features an integrated volume fader that controls the output level.
- The Limit button (**6**) activates the Limiter to prevent the output level from reaching harmful volume peaks. When lit the effect is on.
- The LIVE button (**7**) or F1 will switch between Live View and Standard View.
- Clicking on the Power button (**8**) completely bypasses the sound processing of GUITAR RIG, changing the CPU display to "BYP."
- The CPU load (**9**) represents the current load on your computer's processor and is constantly measured; it should not go above 70% to avoid clicks and interruptions.

▪ If it is necessary to save some CPU power without limiting the number of components, you can deactivate High Quality Mode by clicking on the HI button (**10**). High Quality Mode means that the current sample rate is doubled using oversampling, resulting in a higher "resolution" of the sound.

▪ The GUITAR RIG Logo (**1**) and the NI logo (**11**) open the About Screen that displays the version number and edition of your GUITAR RIG installation.

5.1.2   Main Area

Beneath the Global Header there is the Main Area. It offers two different basic viewing modes:

▪ **Standard view**
▪ **Live view**

Standard View

In Standard view, GUITAR RIG is a laboratory giving you all the options to build and organize your components. Stack up and combine the countless effect units, prepare live gigs, record tracks or experiment with effect chains to shape unheard of sounds.

Click the Live button, or hit F1 to switch between the Live View and the Standard View. The Live view hides all the sound creation tools, but puts the most important performance features into a clear layout — perfect for on-stage use.

Live View

5.1.3   Toolbar and Rack

Go to Standard view by clicking the Live button again. In Standard view, the Rack is on the right hand side of the screen. Note the Toolbar on top of it:
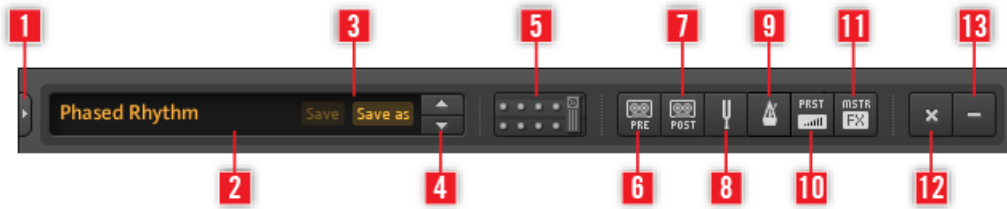
Toolbar

This is your one-stop-shop to access the Virtual Rig Kontrol, the Rack Tools and some handy features.

- Click the Arrow button (**1**) or press F2 to reveal the Sidekick. The Sidekick displays different content, depending on which of the tab buttons (Browser, Components or Options) is activated.
- The currently active preset (**2**) is displayed here.
- Use the Save and Save as buttons (**3**) to make changes to a preset permanent. Save will overwrite the existing preset. Save as creates a new preset with the current settings.
- Step through the current Preset List by clicking on the Up/Down arrows (**4**).
- Toggle the Virtual Rig Kontrol (**5**) or press F3 to show/hide it. The Virtual Rig Kontrol is the graphical representation of the Rig Kontrol foot controller.
- Click the Rack Tools to show/hide them in the rack: Tapedeck Pre (**6**), Tapedeck Post (**7**), Tuner (**8**), Metronome (**9**), PRST (**10**) (Preset Volume), MSTR FX (**11**) (Master FX section).
- Click x (cross) (**12**) to empty the rack of all components.
- Clicking - (minus) (**13**) to minimize all rack modules. It then turns into a + (plus), allowing you to restore the previous view.

The Rack itself holds all components processing your sound giving a clear overview of the signal flow. It is the heart of GUITAR RIG's functionality. Go to Chapter ↑5.4, Presets to learn how to fill it with your content of choice!

5.1.4 Virtual Rig Kontrol

On bottom of the Rack, there is the Virtual Rig Kontrol. Click the Rig Kontrol icon in the toolbar or press F3 to show/hide it. The Virtual Rig Kontrol is the graphical representation of the Rig Kontrol foot controller. It conveniently shows which functions are assigned to the Rig Kontrol's buttons and foot pedal. Even if you are not using the physical Rig Kon-

trol, you can assign any external controller to the Virtual Rig Kontrol to benefit from its graphical representation, especially in Live view. Refer to the Application Reference for details.

Virtual Rig Kontrol

5.1.5   SideKick

The SideKick is a multifunctional area that displays different content depending on which of the tab buttons (Browser, Components or Options) is activated. It is not necessary at all times and can be hidden by clicking the arrow button to the right of the tab buttons or by pressing F2.

The SideKick in its three viewing modes

Click on Browser (**1**) to open the Preset Browser in the SideKick. You can organize your presets and perform a text or tag-based search to easily find your presets.

Click on Components (**2**) to open the Components Pool. It contains all available components along with their presets. You can simply drag components from here and drop them into the Rack. Refer to the Components Reference for detailed information on each component.

Click on Options (**3**) to open the Options Menu. It serves to configure external controller assignments, preferences such as the window height and other details. Refer to the Application Reference for more details.

5.2 The Rack Tools

5.2.1 Tapedeck Pre and Post
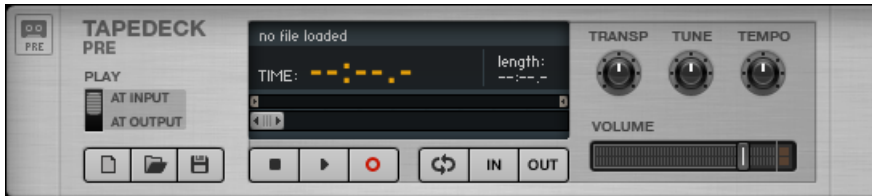
Tapedeck Rack Tool

Both tapedecks, Pre and Post, work similarly; yet due to their fixed position as first (Pre) and last (Post) component in the Rack, they perform different functions.

- Tapedeck Pre is for playing back and recording audio at the beginning of Guitar Rig's signal chain (except when Play At Output is activated). It will record the dry, unprocessed signal and send it through all modules currently in the Rack.
- Tapedeck Post is for playing back and recording audio at the end of Guitar Rig's signal chain. The processed signal will be recorded just as you hear it at the output.
- Use Tapedeck Post if you want to export your Guitar Rig recording to another program.
- When Sync is activated, Tapedeck Post starts and stops simultaneously with Tapedeck Pre.
- To save a recorded file, click on the save button represented by a disk icon in the bottom left hand. Then select a name and location.
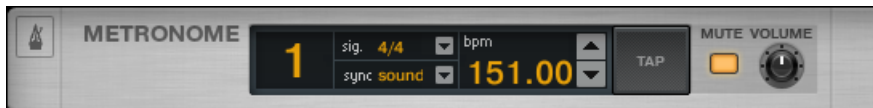
5.2.2 Tuner

Tuner Rack Tool

The Tuner not only helps you to keep in tune, it also offers some standard tunings you can select from the dropdown menu on the upper left hand side.

- The CENT / STROBE buttons allow switching between two alternative display modes.
- The MUTE button mutes the input signal and is especially convenient when using the tuner live.

5.2.3 Metronome

Metronome Rack Tool

The Metronome is for keeping time, and also serves as the master clock for all synchronized rack modules, such as modulation and delay effects.

- You can dial in any tempo between 20 and 400 beats per minute. Click the bpm display and drag up or down to change its value, or double-click it to enter a numerical value straight away.
- Another way to set the tempo is to click on the TAP button repeatedly. The Metronome will determine your average speed and set the BPM control accordingly.
- You can choose different time signatures using the dropdown menu in the Signal display.
- The sync setting defines if the Metronome obtains its tempo setting from any other source. The three available sync settings from the drop-down menu are:

◦ *Ext*: The Metronome is synchronized to an external tempo via MIDI in Stand-alone mode, or synced to the host application in Plugin mode.
◦ *Sound*: The current tempo is saved and loaded with the Rack Preset.
◦ *Free*: The Metronome can run freely at the tempo you set.

5.2.4   Preset Volume

Preset Volume Rack Tool

Many of GUITAR RIG's components are highly sensitive to the level of input signal and volume setting — similar to the way an amp is overdriven. This is commonly used for the sake of sound design, resulting in significant volume differences between presets. Thus, you might want to adjust the overall volume of your Rack to achieve the same output level for different presets. This is exactly what the Preset Volume does: simply adjust the fader after you have found the sound you were looking for — its position is automatically saved with your preset.

▪ Use the Learn button to automatically set the optimum Preset Volume: After clicking on it, play loudly for a short while until the volume is automatically adjusted.

5.2.5   Master FX

Master FX Rack Tool with Twin Delay and Octaverb loaded

Whether you want to let a long delay ring over your change of presets, add a global EQ to all of your presets, or just stick to your FX chain while changing amp presets: Master FX is what you need.

The Master FX holds effects to be used over the entire mix; it remains unchanged when adding new components elsewhere within the Rack. Using this section should feel very natural if you look at it as a Rack inside the Rack:

- ▪ Add components from the Components Pool or the Rack with Drag & Drop. The orange line indicating the destination must be below the Master FX header. A grey border now surrounds components within the Master FX.
- ▪ Delete, move or quickly replace components as you're used to.
- ▪ Use Component Presets to configure your Master FX chain using tried and tested examples.
- ▪ Click on the x (cross) to empty the whole Master FX section.
- ▪ Click on the arrow to minimize the Master FX section.

5.3 Controlling Parameters with the Rig Kontrol

If you are using GUITAR RIG Kontrol, controlling GUITAR RIG with the included Rig Kontrol foot pedal is simple. For details on controller assignments and how to use other controllers, please consult the Application Reference. Make sure that your Rig Kontrol is connected via USB 2.0 and activate the Virtual Rig Kontrol by clicking the CONNECT button in the Rig Kontrol Toolbar.

- On the Virtual Rig Kontrol, each button is headed with an LED indicating its status (on/off). The LED bar left of the foot pedal shows the degree to which it is pressed down. The buttons, as well as the foot pedal, can also be operated with the mouse.
- The labels below the buttons and to the left of the foot pedal precisely show which function is currently assigned. Drag and drop the labels to control functions such as play/record or on/off.
- The buttons of the Rig Kontrol are best suited for controlling on/off switches of rack modules and the likes, whereas the pedal is perfect for variable parameters like the wah-wah, sliders, or volume.

5.4 Presets

The tag-based Preset Browser and a powerful search function make navigating and managing presets easy. Component Presets allow for a modular approach to preset building.

At this point, it is important to understand the two different kinds of presets in GUITAR RIG:

Rack Presets

Rack Presets allow you to store and recall complete Rack setups and organize them in a convenient way. GUITAR RIG ships with a huge amount of Rack Presets of any style, and you can easily create your own.

Component Presets

A Component Preset contains all settings for a single component, e.g. the knob positions of an amp. After highlighting one of the items in the Components Pool, all its available presets are shown in a list below.

5.4.1   The Preset Browser

In the SideKick, click on the Browser button to open the Preset Browser.

Preset Browser

- Three columns with Preset Attributes (also referred to as tags) define which presets are shown in the Preset List below.
- If no tag is highlighted (orange), all available presets are shown.

- A text-based search bar sits on top of the Preset List, providing a quick way to find a particular preset in the current list by name.
- You can sort the Preset List by List Number, Name and Rating.
- The Rating is very helpful for keeping order in your growing archive: Give each preset a quality rating by clicking on one of the 5 dots in the line of its name.
- The buttons on the bottom of the SideKick allow for saving presets, and for switching to the Info page of a preset.

Saving Rack Presets

- Pressing the Save button will make any changes to the currently loaded preset permanent.
- Pressing the Save As… button will open the Save Page to create a new preset. It will automatically be tagged with the currently highlighted Preset Attributes.
- You can still change these, as well as entering additional information for the preset, before confirming by clicking on Save.
- Any changes to factory presets will be saved in the new separate user Sounds folder. The name can be changed or will automatically be saved with a sequential number after the original name.

Using Tags on Three Levels

The tags in the Preset Attributes list are hierarchic, detailing a category or description from left to right. This is useful when searching for presets. Each tag of the first and second level can contain sub-tags that allow you to further narrow down what you are looking for. For example, the tag "Guitar Styles" (1st column) could contain a "Rock" tag (2nd column). The tag "Rock" could contain "80s Punk Heroes" (3rd column) — among others.

You can create and relate tags to bring your presets into the structure that fits your needs best. As each preset can appear under multiple tags of different levels, you have a lot of organizational power at hand.

5.4.2   How to Create Tags

Let us create an exemplary three-level tag for presets you may want to use on stage with your band. The levels could read something like this: "My Presets – The Band – Live":

- Create a new tag. Right-click in the first column, select Create a new tag (or simply double-click on an empty field). Type in a text label ("My Presets") and press Enter.
- Click on the newly created tag to select it — it must be highlighted. Double-click into the middle column and create a new tag ("The Band"). This is your first sub-tag.
- Creating a sub-tag on the third level works exactly the same way, just highlight "The Band" and create a new tag called "Live" in the right-most column.

Preset Attributes

Tagging Presets

Adding tags to presets works with drag and drop: Just click on one of the presets in the Preset list and drag it onto one of the tags in the left column of the Preset Browser.

Tagging Presets

The preset will now be listed both under the tag that was activated before you dragged it, and under the new tag. To delete a tag, just delete the preset from the according list — no worries, the preset itself is not deleted by this action!

5.4.3 Using Component Presets

GUITAR RIG comes with plenty of factory presets for components. They are a timesaving alternative to adjusting sound manually for each component. After selecting an item of the Component Pool, a list of all available Component Presets is displayed in the lower part of the SideKick.
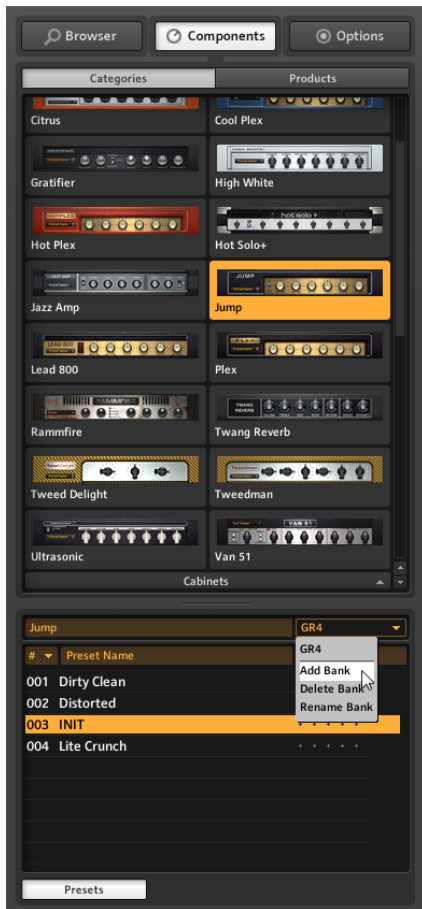

Using Component Presets

Double-clicking the Component Preset in the list has the same effect as double-clicking the basic component in the Component Browser:

- If no rack module is highlighted, the component will be added to the end of the rack with the stored settings.
- If a different component is highlighted, it will be replaced with the new, adjusted component.
- If the same component is highlighted in the rack, its settings will be updated with the component preset. This is useful if you quickly want to check out different settings of a component in the context of your current rack.
- You can even drag and drop a Component Preset anywhere into the Rack!

5.4.4   Creating Component Presets

Saving Presets

Once you have found a "perfect setting" for a component, you can save your own Component Preset. The Bank function will allow you to customize a set of presets for each component.

1.   First select your component in the Component Pool.
2.   Use the pull down window in the Presets section to Add Bank.

3. Create a title for your new Bank.

4. Use the pull down window in the component and choose *SaveAs*.
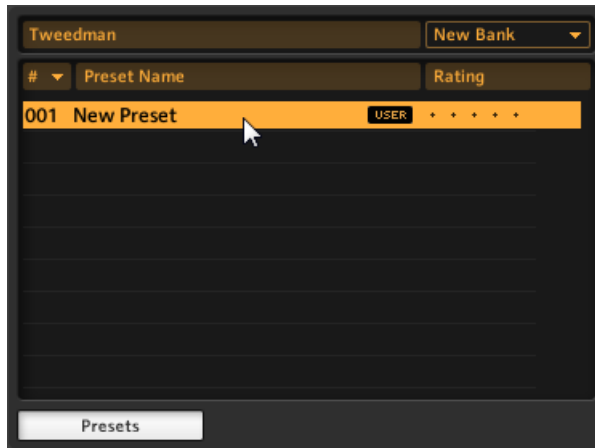
5. Give a name to your preset in the SideKick window and it will always be available for this component in your personal Bank. More Banks can be created for saving different styles of presets within a Component.

6 What's Next?

Congratulations, you now know about the most important functions of GUITAR RIG. For further steps in exploring the software, we recommend both reference manuals, depending on your individual learning goal:

- The **Application Reference** deepens the aspects touched in this short introduction and should leave no question unanswered. It is the place to go if you want to learn how to control the software via MIDI (section 8.1), how to fully exploit the Preset Browser (section 3.1), but also how to realize overdub recordings using the Tapedecks (section 5), and much more!
- The **Components Reference** introduces all of GUITAR RIG'S components, explaining all their parameters and the way they treat the sound. This is your next stop if you want to quickly build your own Racks, exactly understanding what each module can do for you.

Regardless where you go from here, have fun and success using GUITAR RIG — make it your tool for perfect custom tone.