

REALGUITAR



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Quick Info



Patterns and Chords

Basically - the whole idea is that you have two parts to playing guitar: the pattern; the chord.

The pattern is up strokes, down strokes, palm mutes and other articulations - what you do with your right hand and the pick.

The chord is which notes you play, single or chord.

Patterns are stored in a library:

C:\Program Files (x86)\MusicLab\Realxxx\Loops

You enter chords in the song mode.

Creating songs

Drag a pattern from the library in to the song area.

Enter chords

That's it

Reaper

There are lots of ways to use it in Reaper.

You can drag your song over to Reaper - this merges the chords/patterns and creates a midi file. Once in reaper - you can edit it - but you cannot drag it back - it's a one way only. The benefit of this method is that you can see your song in reaper and change it - but you cannot put it back into RealGuitar.

I found it easier just to keep it in RealGuitar - when you play in reaper - it plays it in the virtual instrument - this means you change it. The song is saved with the reaper file. The only downside to this is that you cannot see the progress in reaper - and you have to represent the whole song in RealGuitar - so bar 1 in Real Guitar is bar 1 in Reaper

Custom Patterns



Patterns are stored in a library:

C:\Program Files (x86)\MusicLab\Realxxx\Loops

There is a link in the 'Music' folder - one for each guitar type: RealGuitar; RealLPC; RealStrat.

Creating a new pattern - I find starting with an existing pattern - then modifying it - is easier.

Open reaper, use explorer to navigate to patterns directory and select a pattern.... Drag the file to reaper.

Dbf click the midi notes - it will open up in an editor...

Simply edit as you need, then save as a midi file (SMF Format 0) - and save them in User - you can create your own directories. Make sure you copy to the other Real directories also

Up stroke, downstroke etc are defined in the Stroke Map in the userguide, but here are a few essentials, if you want to have a 'rest' (no guitar) - then just leave a gap: -

```
A#0 : "Slow Upstrum"
A 0 : "Slow Downstrum"
G#0 : "Muted Upstrum"
G 0 : "Muted Downstrum"
F#0 : "Full Upstrum"
F 0 : "Full Downstrum"
E 0 : "Full Downstrum 1 semi-tone lower"
D#0 : "Full Downstrum 2 semi-tones lower"
D 0 : "Full Downstrum 3 semi-tones lower"
C#0 : "1st string"
C 0 : "2nd string"
B 0 : "3rd string"
A#-1: "4th string"
A -1: "Bass I"
G#-1: "Bass II"
G -1: "Muted Top Upstrum"
F#-1: "Muted Top Downstrum"
F -1: "Top Upstrum"
E -1: "Top Downstrum"
D#-1: "Top Downstrum 1 semi-tone lower"
D -1: "Top Downstrum 2 semi-tones lower"
C#-1: "Top Downstrum 3 semi-tones lower"
```

The documentation says that this mapping relates to A#-1 -> C#-2 - but seems like this is 1 octave out!!!

It appears to be A#0 -> C#-1. Not sure why