FS Fender Telecaster Electric Guitar Neck Pickup

Direct In Presets List

There are 6 main presets in the first bank and more variations of these in the other banks. The naming of the presets help to tell what the differences are. It is as follows:

\s   -   at the end of the name means it has a long release time (sustained notes).

\r   -   at the end of the name means it has reverb (from the soundfont player).

\c   -   at the end of the name means it has chorus (from the soundfont player).

So if you want the Standard sound from bank 0 but you want it with reverb and a long release you need to look through the banks until you find the bank where all the presets have \s\r at the end of the name. Then select Standard \s\r. Below is a list of the first banks presets, they are all the samples with no high release , reverb or chorus. The others are all variations of the same sounds but with combinations of reverb, chorus and long release times.

0: 0 = Standard

➢ Standard mapping across keyboard (E2-C6).

➢ Four velocity levels of which muted string samples are the lowest velocity.

➢ Pitch bend is 2 semitones.

This is the standard dry guitar sample.

0: 1 = Muted

➢ Just the muted samples with standard mapping across the keyboard (E2-C6).

➢ One velocity level.

➢ Pitch bend is 2 semitones.

This preset is purely muted strings and is good if you only want muted samples as you do not need to worry if you hit the keys too hard. If you want to go from muted to normal then the other presets are good as you get muted when you play lightly (low velocity) and normal when you play a bit harder.

0: 2 = Muted 5ths & Solo

- ➢ This is a split keyboard mapping. Muted 5ths (E2-A3) & solo guitar samples (A#2-C7).
- ➢ 2 velocity levels for muted 5ths & 4 velocity levels for solo guitar samples.
- ➢ Pitch bend is 2 semitones.

This preset is handy for creating tunes with as the left hand can easily play muted 5ths while the right hand can layer a tune over the top. The splits are panned away from each other. This helps to hear both parts more easily.

0 : 3 = Solo & Muted 5ths

Same as preset 0 : 3 except for the splits are at the opposite ends of the keyboard making it easier (more suited) to play faster rhythms with the muted 5ths as they are now on the right hand.

0: 4 = Fake 12 String

- ➢ Layered octaves on each key, with standard mapping across keyboard (E2-C6).
- ➢ Four velocity levels of which muted string samples are the lowest velocity.
- ➢ Pitch bend is 2 semitones.

This is layered octaves (imitating a 12-String guitar). This is a very full sounding preset.

0: 5 = Slap N Slides etc

- ➢ Standard mapping across keyboard (E2-E6).
- ➢ 1 velocity level.
- ➢ Pitch bend is 2 semitones.

This preset is samples of guitar slaps,dampened strings, string slides, harmonics and pick slides etc. This is useful to add some of these in every now and then to make the audio sound more realistic.

Bank 1

The same presets as bank 0 except with a high release. It is shown in the preset name with an \s added to the end. This is useful for sustained notes. You can use the sustain pedal instead but this is set here to make it easy to get longer notes if you have no sustain pedal. The sustain pedal often plays notes for longer than the high release does but the high release makes a nice even tail to all of the long notes.

Bank 2

The same presets as bank 0 except with reverb. It is shown in the preset name with an \r

added to the end. The reverb has to be set on the soundfont player to hear any. The amount of reverb can be set with cc12.

Bank 3

The same presets as bank 0 except with chorus. It is shown in the preset name with an \c added to the end. The chorus has to be set on the soundfont player to hear any. The amount of chorus can be set with cc13.

Bank 4

The same presets as bank 0 except with reverb & chorus. It is shown in the preset name with an \r\c added to the end. The reverb and chorus have to be set on the soundfont player to hear any. The amount of reverb can be set with cc12. The amount of chorus can be set with cc13.

Bank 5

The same presets as bank 0 except with a high release & reverb. It is shown in the preset name with an \s\r added to the end. The reverb has to be set on the soundfont player to hear any. The amount of reverb can be set with cc12.

Bank 6

The same presets as bank 0 except with a high release & chorus. It is shown in the preset name with an \s\c added to the end. The chorus has to be set on the soundfont player to hear any. The amount of chorus can be set with cc13.

Bank 7

The same presets as bank 0 except with a high release, reverb & chorus. It is shown in the preset name with an \s\r\c added to the end. The reverb & chorus have to be set on the soundfont player to hear any. The amount of reverb can be set with cc12. The amount of chorus can be set with cc13.