



Guitar Rig 3



CONTROLLER ASSIGNMENT

MINI TUTORIAL I



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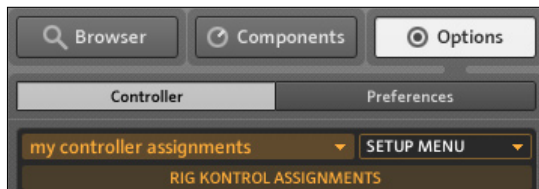
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Welcome to the first of our Mini Tutorials.

In this Mini Tutorial you will learn how to set up controller assignments in GUITAR RIG 3 – an important thing if you want to get the best out of the software!

The Controller Page

All the settings will be made on the Controller Page, which you can access by clicking **OPTIONS**, then **CONTROLLER**. The Sidekick tabs look like this:



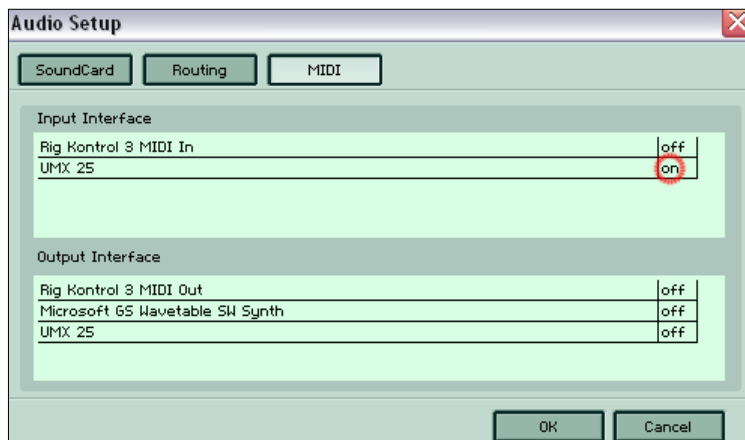
You can save, delete, import and export different setups using the **SETUP MENU** and select them in the left drop-down box, which also always allows you to return to the *Default* configuration.

The table you see below is actually the command centre for nearly all your routing needs. It maps the Virtual Rig Control (visible after pressing F3) to specific controller inputs and the actions they perform.

RIG KONTROL ASSIGNMENTS			
RK Pedal	Sound	Learn	
Real Wah	Pedal		
RK KickDown	Sound	Learn	
Real Wah	On/Off		
RK Switch 1	Sound	Learn	
Not Assigned	Not Assigned		
RK Switch 2	Sound	Learn	
Not Assigned	Not Assigned		
RK Switch 3	Sound	Learn	
Studio Reverb	On/Off		
RK Switch 4	Sound	Learn	
Matched Cabin	On/Off		
RK Switch 5	Global	Learn	
Prev Sound			
RK Switch 6	Global	Learn	
Next Sound			
RK Switch 7	Global	Learn	
Tuner	Silent Mode		

The first section of the Controller Page consists of 12 slots, identified by the name of their standard input when using the RIG KONTROL 3 (RK3). There are 8 switch-
es, the pedal with its kickdown switch and 2 optional external controllers, which

can be connected to the RK3. The Controller Page is optimized for, but in no way limited to using the RK3 hardware. Everything is pre-configured for smooth handling when you plug in the RK3, but it can easily be routed to any other MIDI controller. Just remember to turn it on as an “Input Interface” in the MIDI Settings!



Back on the Controller Page, you can quickly assign each slot to any input of your MIDI controller. Click on the LEARN button and then briefly operate the switch or knob you want to use. You can also assign keyboard commands in the same manner! Note that the selected input will now be equivalent to the RK3 input, so it makes no difference whether you click on the VIRTUAL RIG KONTROL, stomp on the real one or trigger the assigned keyboard or MIDI input.

Moreover, in the second section of the Controller Page you can add slots for more MIDI or keyboard inputs, simply by clicking on ADD ASSIGNMENT and proceeding as explained. By the way: Switching sounds and banks is only possible using the pre-defined RK3 input-slots.

Global and Sound Functions

Every controller input can address either a Global or a Sound function:

- Global functions are completely independent of the active sound. They allow you to switch between sounds or sound banks, and to access settings concerning input, output, metronome, tuner, the tape decks and the loop machine. These changes are permanent and don't need to be saved! If you change a global assignment in the Default preset and exit, your preset will be saved as "My Default". Of course, you can easily save them under a different name by selecting *Save as...* from the Setup Menu and entering the desired name. Sound functions address all the settings concerning your current rack, from turning effects on or off to tweaking the knobs. Each preset comprises a pre-configured set-up of assignments, but you can change or adjust them as you please! Mind that these changes will be gone when you select another sound, unless you save the preset first.

A notable and very handy feature is the possibility to assign a snapshot of all the current SOUND-settings to any input. It allows you to return to this configuration at any time simply by pressing the right button on your controller. Snapshots only save settings for the elements currently present, so calling them doesn't affect elements you add later, nor does it re-install deleted elements.

Both Global and Sound functions are assignable on the Controller Page: First select the type of function, then choose one from the drop-down-menu below the identifying name. Global functions are only available here, because they will usually be changed very rarely. Assigning Sound functions, in contrast, is part of your every-day work when you define new presets and get them ready for action. Therefore, you have two very handy alternatives to get this done on-the-fly, as described in the following.

Option 1: Function to Input



Right-click any button or knob you see in the rack, select *Remote* and choose the desired controller, or select *Learn* and operate the controller directly. This also works when you click on the Virtual Rig Kontrol! When you trigger a MIDI input or some key of the keyboard not yet routed to any input slot, GUITAR RIG will create a new assignment on the Controller Page automatically. When you trigger an input already assigned to one of the slots of the RK, this slot will be changed to the selected function instead.

Option 2: Input to Function



Right-click below any switch or the pedal in the Virtual Rig Kontrol (press F3 to hide or show the Virtual Rig Kontrol) and you'll find the same Sound functions as in the drop-down-menu on the Controller Page. As a start, try to store some snapshots and assign them to the switches that way, and always remember to save the changes you want to preserve with your preset!