



Guitar Rig 3

TEMPO SYNC

MINI TUTORIAL III



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Welcome to the third GUITAR RIG Mini Tutorial!

In this issue from our series of mini-tutorials for Guitar Rig 3, we will take a close look at internal tempo settings and dependencies, and learn how synchronization works.

Tempo in GUITAR RIG 3

You might think that the tempo setting is only important when playing with the click, but if you want to use Guitar Rig 3's various time-based effects and modulation possibilities, synchronization can become a key issue when setting up your rig. Fortunately, synchronizing tempo is very easy in Guitar Rig 3!

There is only one global tempo setting that you can access by either using the **TOOLBAR** or the **METRONOME** module. Changes you make in the **TOOLBAR** will directly affect the **METRONOME** and vice versa, because both reflect the same internal value. In contrast to this, you can adjust the individual tempo parameters present in phaser- or delay-type effects utilizing the effect module's control panel. By default, these settings are independent of the global tempo settings made in the **TOOLBAR** or **METRONOME** module. You can synchronize each module's Speed settings to your general tempo individually, but let us look at some basics before we get to that.

Tempo Modes

Guitar Rig 3 features three tempo-modes: *Free*, *Sound*, and *Sync*. You can choose between them using the drop-down menu in the toolbar, the default setting is *Free*.



- ▶ In *Free* mode, your tempo setting is completely independent and global. The tempo you choose will be the same for every preset, which is useful for trying out different sounds in the same temporal context. Imagine you want to quickly try out a preset with synchronized effects that you originally set up for a song in a completely different tempo.
- ▶ In *Sound* mode, you can store and recall each preset with an individual tempo setting: change the tempo, then press **SAVE**. The *Sound* mode is intended for creating song-specific presets that will be in time immediately when recalled, for example in a live situation. If you want to adjust to the actual tempo your band chose to play the song in, you can easily do so by utilizing the **Tap** function that you can assign to one of your foot controller's buttons. While *Free* and *Sound* mode handle the tempo setting internally, the *Sync* mode is used for synchronizing Guitar Rig 3 with external sources. You will probably want to use this mode when you operate Guitar Rig 3 as a plug-in within a host software. When Guitar Rig 3 is running as a stand-alone application, you can synchronize it to a MIDI clock coming from a source of your choice by selecting the *Sync* mode. In *Sync* mode, the global tempo of Guitar Rig 3 will always be the same

as in your host; therefore, tempo selection and the tap function are unavailable, and the TAP button is deactivated. Of course, the tempo information received from the external source (i.e., your host software or MIDI clock source) also overrides tempo settings stored with your presets. This is the mode you'd probably use when recording a song, as it enables you to nicely blend your guitar track into the tempo of the mix. Using Guitar Rig 3 in *Sync* mode doesn't mean that your effects are automatically synchronized, though!

Effect Speed

By default, every effect is running in *Free* mode, i.e., it is tied to its own, independent tempo information. This tempo setting is stored in your preset alongside all other settings. To change the tempo, turn the according knob, which is either labelled **SPEED**, **RATE** or **TIME**. You will see an absolute value measured in Hertz (Hz) or milliseconds (ms) while doing so.



To synchronize any effect to Guitar Rig 3's global tempo or to an external clock, click its **SYNC** button. Many modules, e.g. the Delay Man shown above, provide advanced tempo sync options. To access these options, click the "Plus" button in the upper-right corner of your module. In some modules, there are two or more speed settings available, each of which has its own **SYNC** button. By the way: Those modifiers that do not have a **SYNC** button are always synchronized.

Synchronizing will change the absolute speed of the effect to one relative to the global tempo as explained above. If you activate **SYNC** and turn the according speed parameter's knob again, you will notice that the effect speed is now measured in note values. The duration of one effect circle is thus set to a certain number of beats of the metronome.

The conclusion is that you simply have to activate all of the **SYNC** buttons in your rack for total synchronicity. For effects-laden presets, it is very useful that you can still adjust the relative speed of each module as explained.