



SOUNDFINGERS

Le Skank

V1.2

User Guide

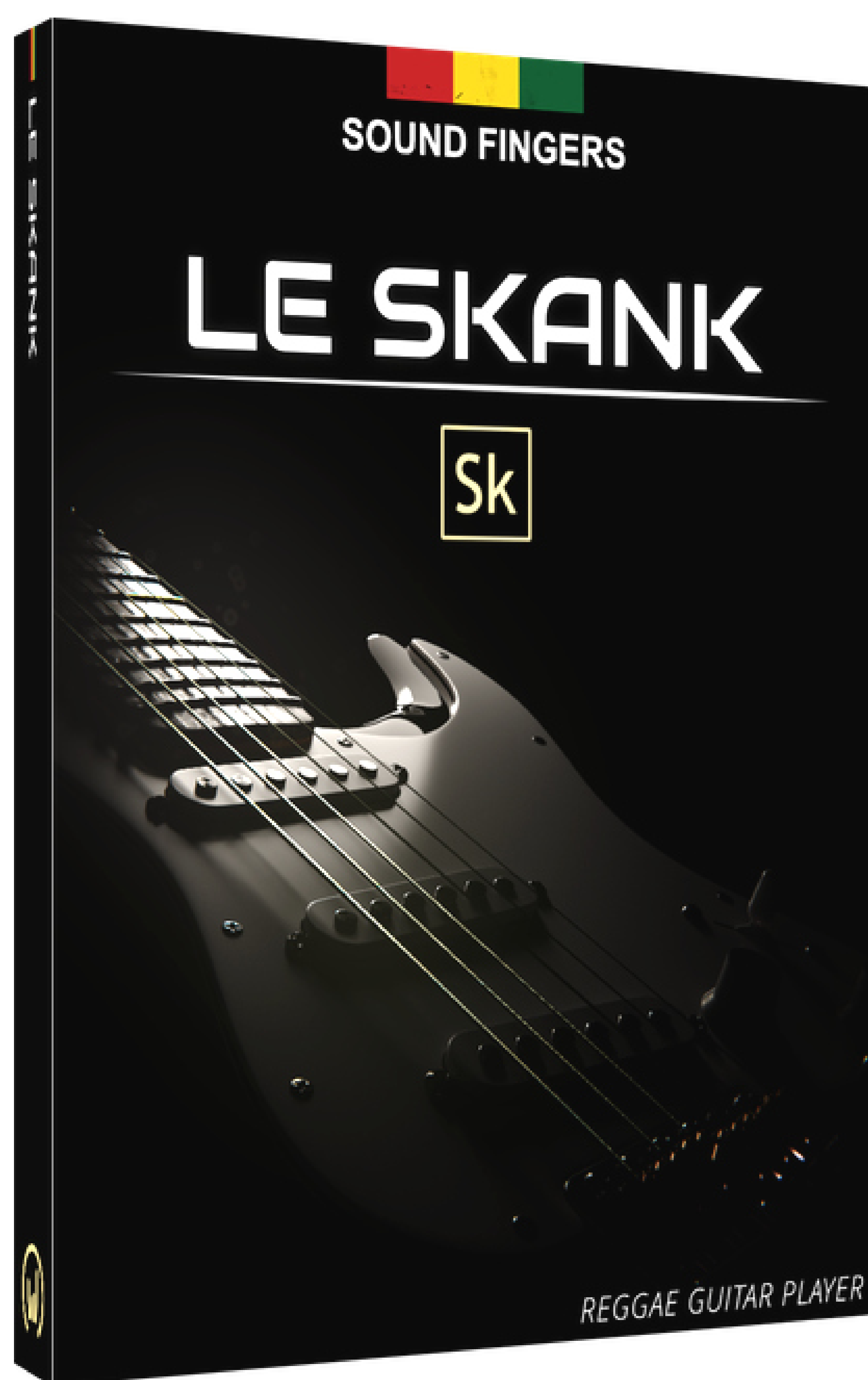


Table of Content

1 - Introduction		
1.1	Welcome	3
1.2	Product Presentation	3
1.3	About SoundFingers	3
2 - Installation		
2.1	Installing the Instrument	4
2.2	Authorize the plugin	4
3 - Overview		6
4 - Details		
4.1	The Guitar Setup	7
4.2	The Chord Player	7
4.3	How the Strumming Works	8
4.4	Keyswitches for Pad Controllers	9
4.5	FX Keyswitches & Functions	9
4.5.1	KS FX Controls	10
4.5.2	Phazer-Send Link Function	11
5 - Changelog		12

Chapter 1 – Introduction

1.1 - Welcome

Thank you for choosing SoundFingers. In order to get the most out of *The Skank* please take the time to read through this manual.

If you have any question or suggestion, please email me at contact@soundfingers.com.
By subscribing to the Newsletter at SoundFingers.com you can stay informed about News and Updates and Upcoming Products.

1.2 - Product Presentation

The Skank is a Reggae / Dub guitar Player. More precisely it's purpose is to give you the ability to get the typical sound of Reggae guitars.

In Reggae Music the rhythm guitar usually plays on the offbeat of the song. The chords usually are dampened after striking so as to create a percussive short sound, which sound can be hard to get with classical virtual guitar instruments.

This is now over, welcome Le Skank.

1.3 -About SoundFingers

A word about me: A few year ago, I started making music and especially Reggae / Dub music. I was so disappointed because I couldn't find a proper guitar skank sound.

Over the years I kept thinking about it, I became a Kontakt scripter, a GUI designer, a (home-made) sound engineer and more recently a web designer, web master, a customer service manager and recently, a dad. It's hard work but I love it.

After having created a few prototypes (eh, more like a lot of prototypes) I finally came with Le Skank : the first reggae guitar player in the world.

Chapter 2 – Installation

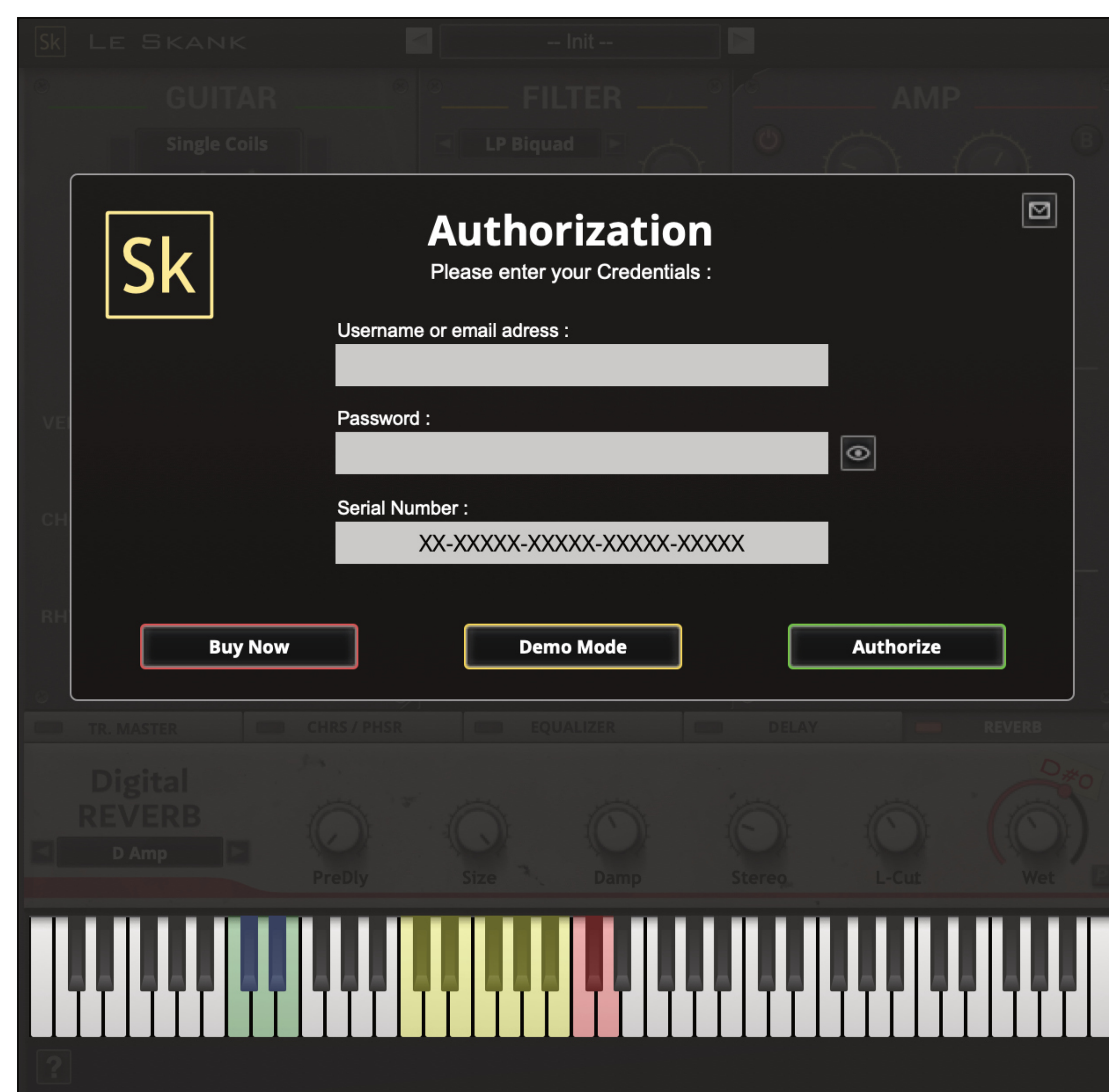
2.1 - Installing the Instrument

- Download Le Skank.zip on Windows // Le Skank.dmg on MacOS.
- Launch the installer and follow the instructions.

Remember that most DAW require the plugins to be installed in the default location in order to be scanned and shown in your DAW's instruments list.

2.2 - Authorize the plugin.

On the first launch you'll be prompted to enter your credentials and serial number to activate the plugin.



On this screen you can :

- Launch Le Skank in DEMO MODE. You'll be able to use the instrument but Saving Presets is disabled and the instrument will stop after 60min.
- Enter your SoundFingers credentials with the serial number provided after your purchase to authorize the plugin.
- Go to SoundFingers contact page.
- Go to Le Skank product page.

Chapter 3 – Overview



The idea behind The Skank is to play it like if you were a real guitarist : you can “control” both hands and you can tweak the gear to get a large palette of sounds.

It consists of several sections, each of which have a specific role :

The Filter Section :

You know what it's about, you have the choice between 10 filters from LP to HP filters, plus an envelope and a LFO.

The AMP & Cab Section :

You get a clean guitar amp with a set of Kontakt's cab, plus you can load your own IR samples.

The Chord Player:

You setup you guitar and strumming style, which ones can be changed with keyswitches.

The FX Rack:

A group of insert/send FX to tweak your sound, plus a bunch of extra options. (Detailed in section 2.4)

The Keyswitches :

Use them to switch between chords, strumming techniques & FX send.

Chapter 4 – Details

4.1 - The Guitar Setup

The type of guitar pickup :



Single coils have a much brighter sound, great clarity and high frequency response but are susceptible to picking up electromagnetic interference noise.



Humbuckers typically have a “thicker” sound, dark, round and warm.

The pickup switch position :



The neck pickup gives out a mellow and “round” tone, with more low frequencies.



The bridge pickup has a sharper tone – more defined and with a bit more high-end frequencies in it.



On many guitars you find a switch position which uses **Both pickups**. You get a mix between the 2 pickups described above.

4.2 - The Chord Player



So basically, the idea is to play the instrument like a real guitarist would play his guitar. With the right hand you can choose between major or minor chords, and with the left hand you strum the guitar.

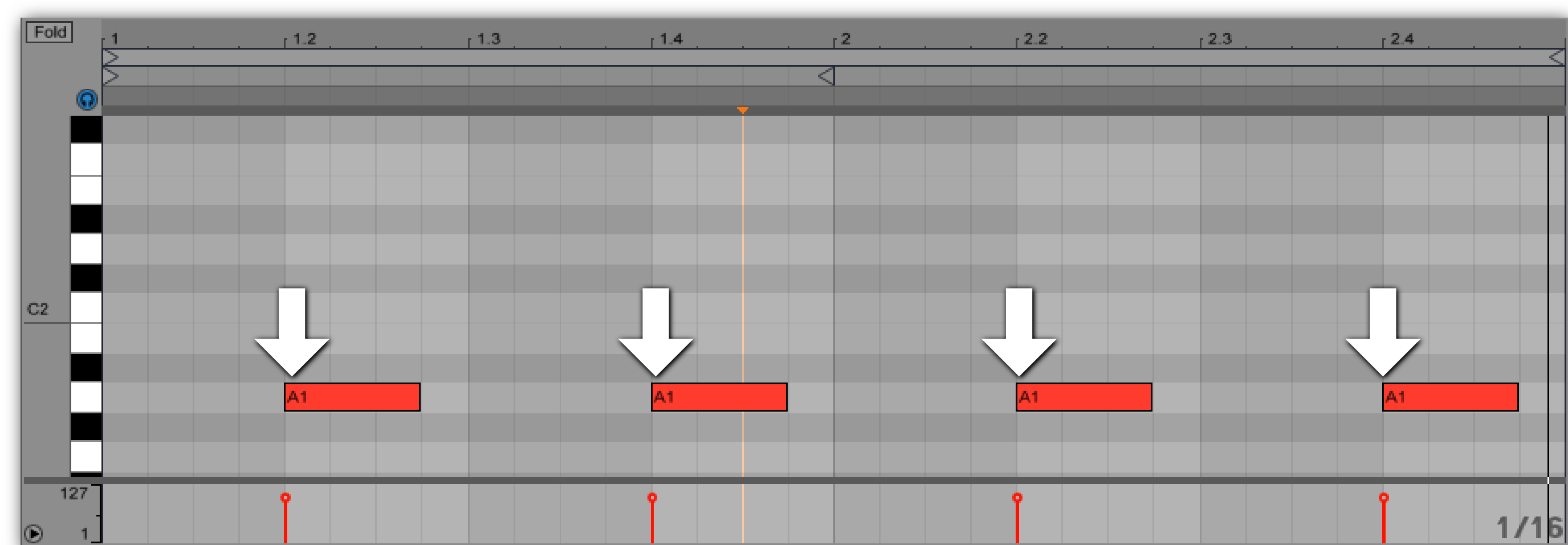
Each button can be selected ahead according to you song : if you want to play mostly major chords, then obviously you’ll pick the MAJ button and switch to minor with the C0 KeySwitch (KS) and vice-versa.

Now for the strumming part you’ll do the same : you can choose **DOWN**, **DOWN-UP** and **INVERT** buttons (D0 & E0 KS).

4.3 - How the strumming works [\(See Video\)](#)

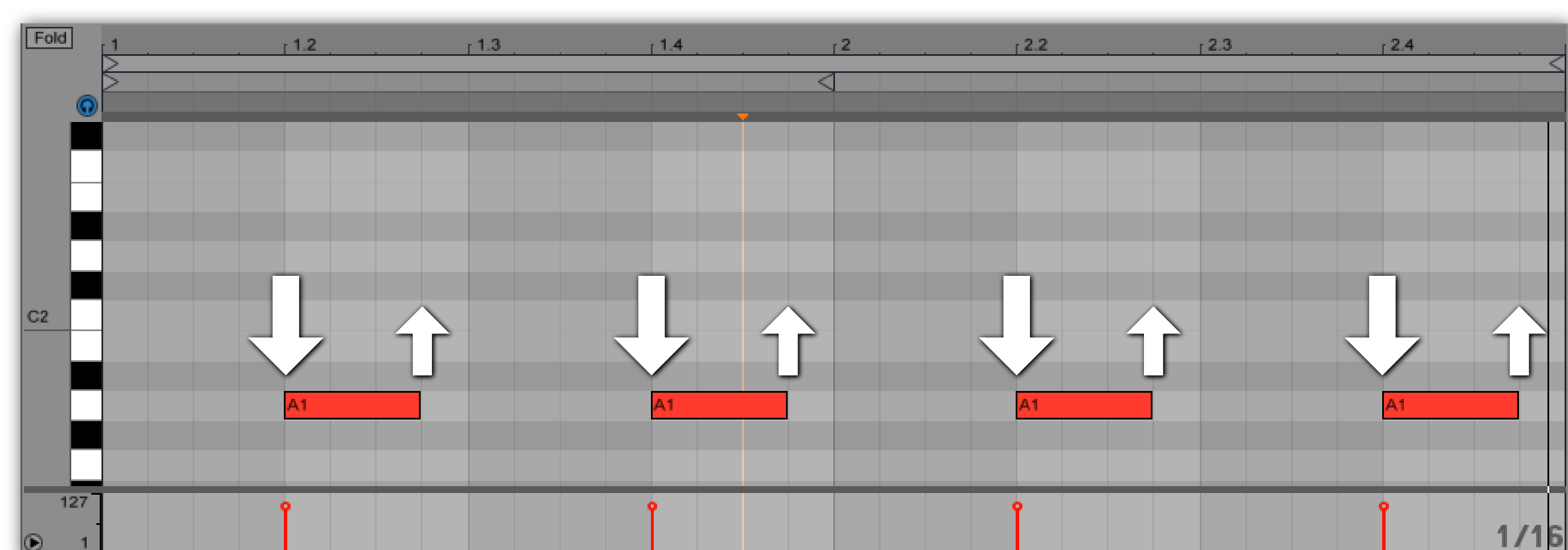
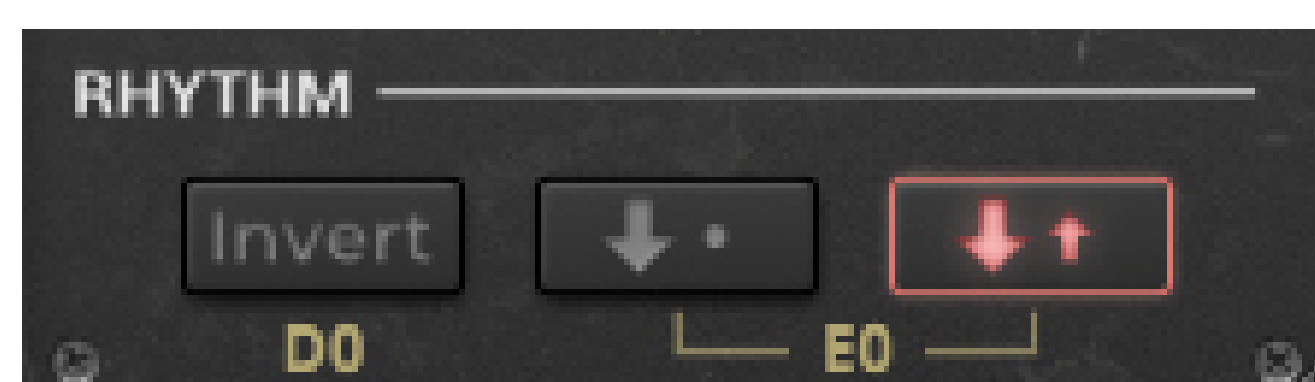
In this configuration you only play a single downstroke (on the guitar). The basic reggae chop :

DOWN



Here you only play a downstroke, followed by an upstroke, and how do you do that ? When you press a key, you play the downstroke, and when you **release** that key, you play the upstroke

DOWN-UP

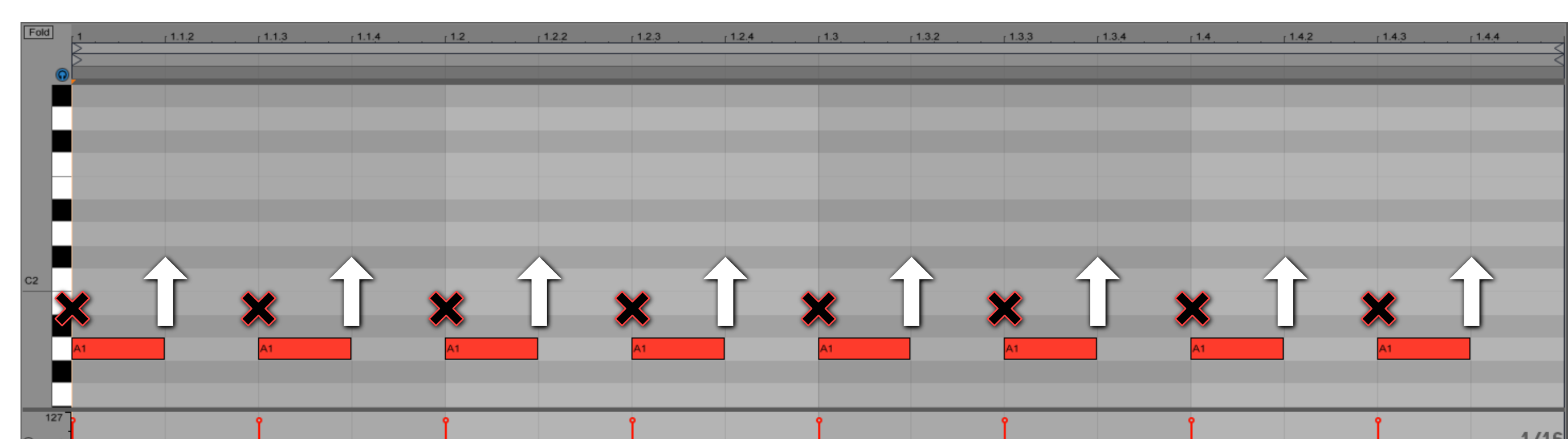
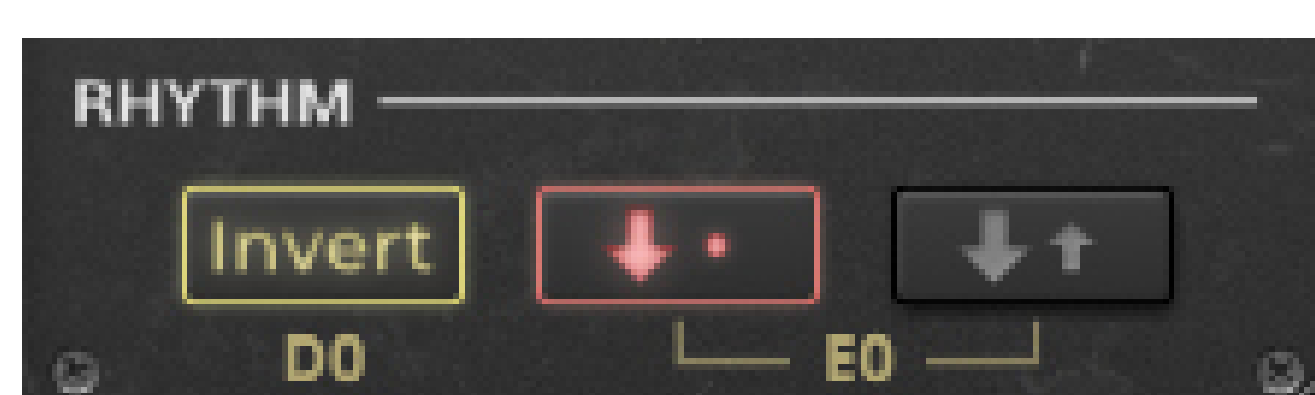


Want to play ska music ? Here you go :

When you press a key, you play nothing, and when you **release** that key, you play the upstroke.

Indeed, usually in ska music the guitar rhythm is only played in upstrokes.

DOWN + INVERT



Here it is, the special UP-DOWN-UP rhythm !

This one work on a group of 2 pressings of a key :

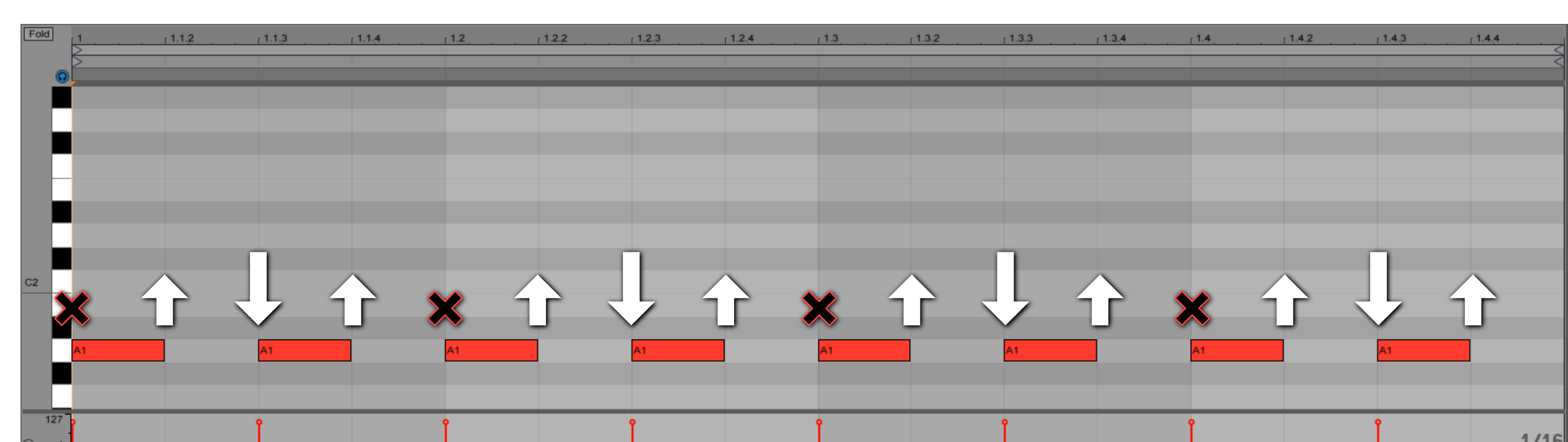
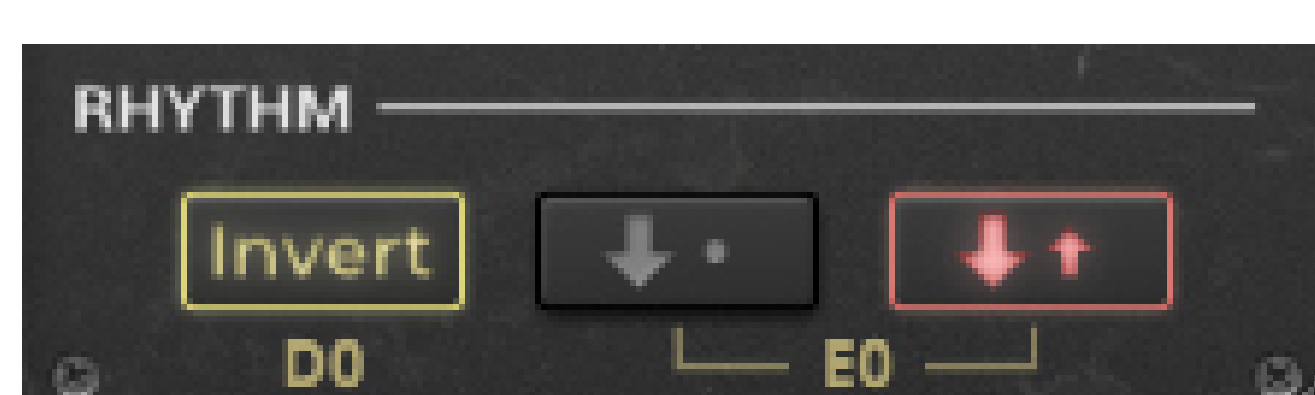
Press a key : nothing. When you release it, you have an upstroke.

Press a key again : a downstroke. When you release it you have an upstroke.

Please note

It's a good practice, when using quick KS changes to set the start of the chord note a little behind the KS note, to avoid weird behavior.

DOWN-UP + INVERT



4.4 - KeySwitches for pad controller [\(See Video\)](#)



For those who use pad controller : you can assign keyswitches to the 4 upper pads of your controller :
Select what you'll need for your song. All regular KS are available.

This way you can play chords with the 12 first pads and still use KS.

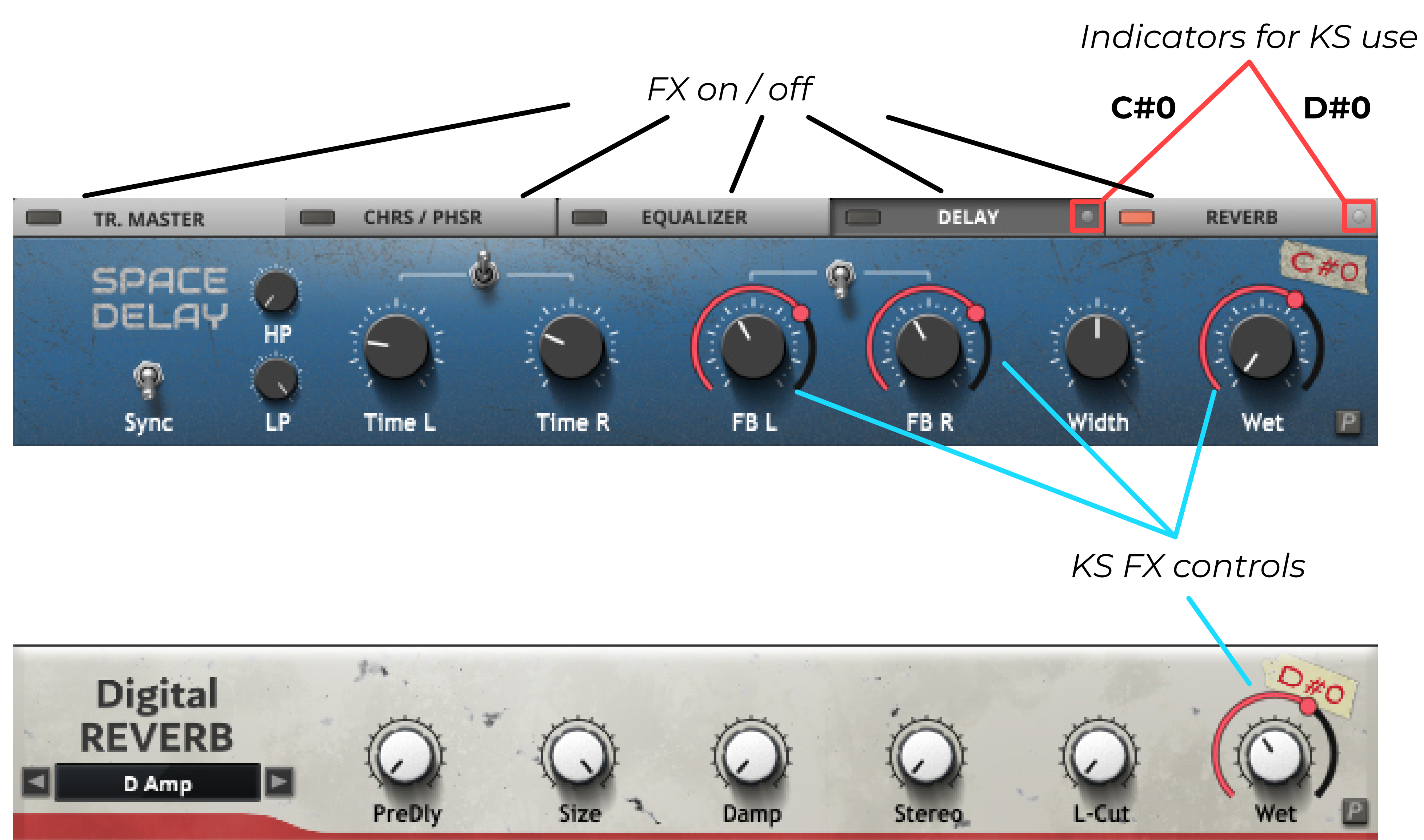


4.5 - FX Keyswitches & Functions [\(See Video\)](#)

The idea is to use KS to activate Delays & Reverb according to customizable controls.
Each usage indicator light itself when pressing the corresponding key (or pad).

Easy right ?

Please note that when you use the DELAYS KS, the following notes are muted to avoid a delay-feedback-mess.



4.5.1 KS FX controls

The red gauges control the FX parameter which are applied when you use the corresponding FX KS :



In this example there is a certain amount of delay feedback applied to the audio signal. When you press the Delay 1 KS, the amount of feedback will be modified and will match the red value.

When you release the Delay 1 KS, the original amount of feedback will again be applied.

Ex:

Set the red gauge to 100% or more and this way, when you press the Delay 1 KS you'll get a typical endless feedback loop. But it will stop and fade out when you'll release the KS.

(As said earlier : no other chords are played as long as you keep the KS pressed).

The idea is the same with all the other « red » parameters.

4.5.2 Phazer-Send Link function

Finally Here is another function that I like : The **Phazer-Send Link** : simply activate the button(s) you want and the PHAZER MIX parameter will be controlled by the corresponding WET parameter:

If the buttons are on, that means that the DELAY WET & REVERB WET knobs will control the PHAZER MIX parameter.

It works with the FX KS too.

Just don't forget to turn the MOD FX on !



Thanks for reading, I hope you'll like it. I know there are always things to improve but I'll keep working hard on this project.

Thank you for your support.

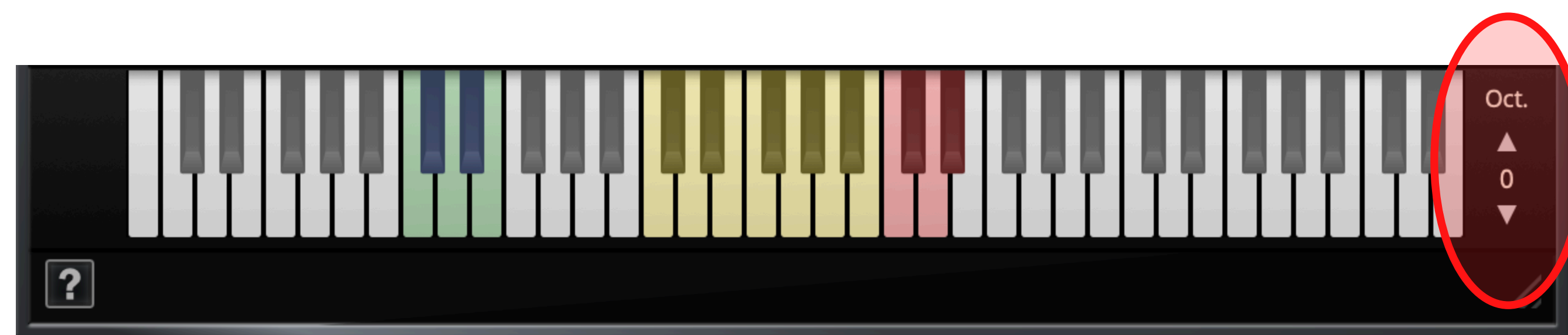
Matt from SoundFingers

Chapter 5 – Changelog

5.1 Octave Shift

v 1.2.2

- Added : You can now change the octave range to play the instrument. From C0 to C4, depending on the keyboard, or MIDI controller you're using.



- Fix : Keyswitches not working in some cases
- Fix : compatibility issues with Logic & FL Studio in some cases
- Fix : several minor bugs

v 1.2.3

- Added : Chord & Rhythm buttons are reset to the original state defined by the user, when stopping the playback in the DAW
- Improved : Amp Sim
- Fix : Velocity controls not working correctly
- Fix : Bug which made Le Skank impossible to play/bounce if the window was closed

v 1.2.5

- Added : AAX plugin support for ProTools
- Added : A menu to select different Guitar Amps.



- Added : The GUI is now resizeable using the right-bottom handle..
- Updated : The incoming velocity response setup. You can now adjust the velocity response of downstrokes and upstrokes separately. You can also define how the velocity modulates the length (hold parameter) of the chord .

