



# D'Pinga2 Guira

Version 1.0

User's Manual

# Table of Contents

Introduction .....	3
Programs.....	3
Monophonic Groups.....	4
Parameters .....	4
Global Parameters .....	4
Transitions Settings.....	4
Stroke Control (“Vol”).....	5
Envelope .....	5
Midi Key Mapping.....	6
Contact.....	7
Copyright and Disclaimer.....	7
Copyright.....	7
Disclaimer.....	7

# Introduction

This document is a very brief introduction to the PulpoAudio D'Pinga2 Guira instrument. It covers the description of the instruments parameters and a description of the sound/midi key mapping.



Figure 1: D'Pinga2 Guira User Interface

Please refer also to the manual of the Tentacle Player for a documentation of further possibilities and features of the Tentacle Player. It is available at <https://www.pulpoaudio.com>

## Programs

For the D'Pinga2 Guira instrument, 2 physical Guiras have been recorded, each one un-muted and muted with a sponge in its body.

Four programs are available:

- Guira 1 (physical Guira 1, muted with a sponge)
- Guira 2 (physical Guira 1, un-muted)
- Guira 3 (physical Guira 2, muted with a sponge)
- Guira 4 (physical Guira 2, un-muted)

All programs share the same midi key mapping.

All strokes (respectively notes) are based on **6 velocity layers** and a **4x round-robin**.

# Monophonic Groups

Due to the nature of the real instrument, the entire virtual instrument is a monophonic group. This means that only one sound (respectively only one note) will be reproduced at a time. Notes that are hit while a previous note is still playing are going to cut the previous note according to the Transitions Settings.

## Parameters

### *Global Parameters*

#### **VSens**

Velocity Sensitivity ranges from 0 (no sensitivity at all) to 1.0 (full sensitivity) and then further to 2.0 (extended, exponential sensitivity). As the samples of this instrument are not processed (low velocity samples have a lower volume by nature), velocity sensitivity can be left at 0.0.

#### **TuneSt**

Detune the entire instrument by this amount of semitones (-24 to +24)

#### **TuneCt**

Fine detune the entire instrument by this amount of semitones (-0.5 to +0.5)

#### **Pan**

Move the entire instrument in panorama as the value indicates (Left -100% to 100% Right)

#### **Vol**

Raise or lower the instrument volume by this amount of dB (-infinite to +24dB)

### *Transitions Settings*

All sounds (respectively notes) in a monophonic group will be reproduced in a monophonic manner. Notes that are hit while a previous note is still playing are going to cut the previous note according to the these settings.

#### **Release**

Amount of seconds (0 to 20) that we give the prior note to fade out (if its set to 0 then the cut may sound a bit harsh). Use small values in order to simulate a percussion instrument's model (0.1 to 0.2 seconds).

#### **Offset**

Amount of seconds (0 to 20) that the new note will skip from the beginning (we could skip the attack portion, e.g.).

#### **Attack**

Amount of seconds (0 to 20) that we give the new note to fade in (we could soften the attack this way). Use small values in order to simulate a percussion instrument's model (0.1 to 0.2 seconds).

## ***Stroke Control (“Vol”)***

All of the notes of this instrument are grouped in stroke types. For the Guira these are:

- Tips – all tip strokes (midi keys 67 to 71)
- Downs – all down strokes (midi keys 72,74,76,78)
- Ups – all up strokes (midi keys 73,75,77,79)
- Swishes – all swish strokes (midi keys 80,81,82)
- Turns – all turn strokes (midi keys 83,84,85)

(Please refer to the midi mapping table in this document for a graphical representation.)

Using these gain controls you can control the volume of stroke types relatively to each other.

## ***Envelope***

Global envelope settings give us the possibility to modify the envelope that is applied to each single note.

### **Attack**

Amount of seconds (0 to 20) that we give a sound to fade in (we could soften the attack this way).

### **Hold**

Amount of seconds (0 to 20) that we hold the level at 0.0dB after attack.

### **Decay**

Amount of seconds (0 to 20) that the decay (to sustain level) will take.

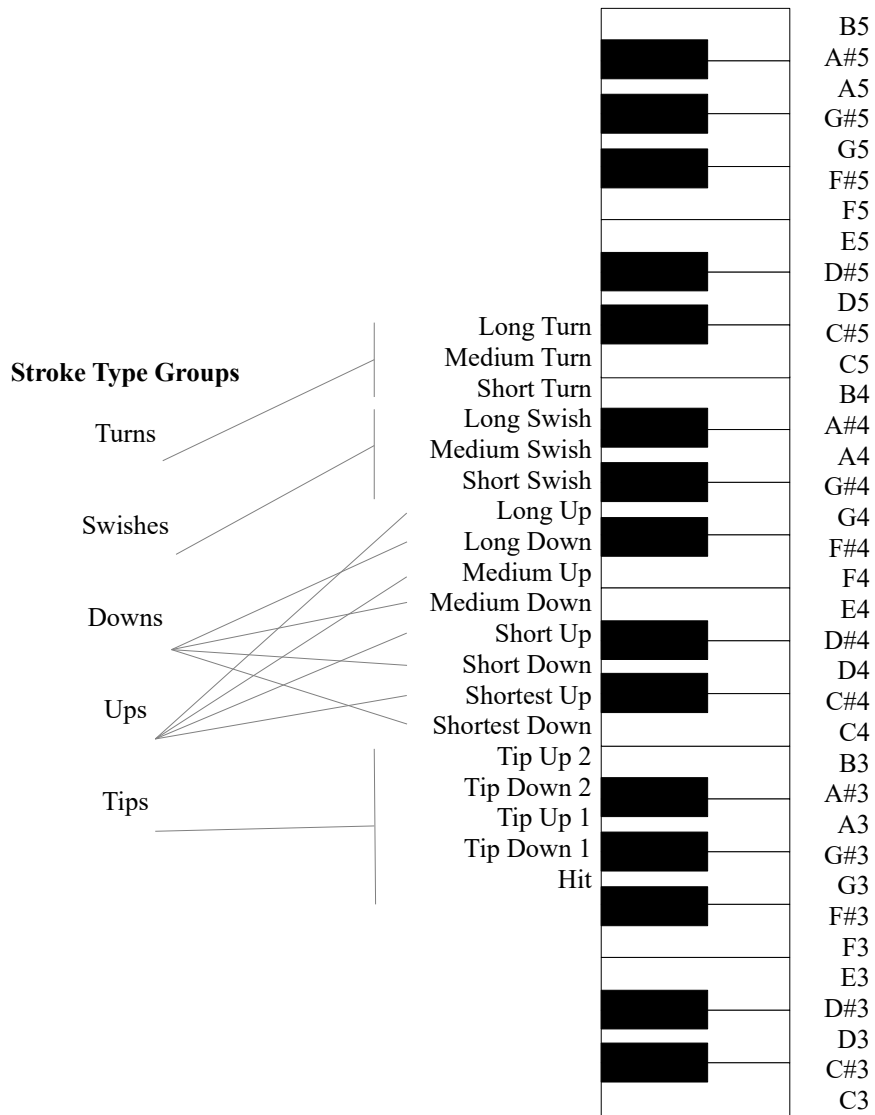
### **Sustain**

Level in dB that the sustain portion will be played at

### **Release**

Amount of seconds (0 to 20) that we give the sound to fade out when the key is released.

# Midi Key Mapping



## **Contact**

Find us in the web: <http://www.pulpoaudio.com>

For support contact us by e-mail: [pulpo@pulpoaudio.com](mailto:pulpo@pulpoaudio.com)

## **Copyright and Disclaimer**

### ***Copyright***

Published by Rudi Leitner (PulpoAudio).

This publication is copyrighted. No part of it may be reproduced, stored in retrieval systems or transmitted in any form (electronic, mechanical, microcopying, photocopying, recording or otherwise) without the prior written permission of the copyright owner. Address enquiries by e-mail to PulpoAudio: [pulpo@pulpoaudio.com](mailto:pulpo@pulpoaudio.com)

### ***Disclaimer***

The information in this document have been carefully checked for accuracy by PulpoAudio and are presumed to be reliable. The content of this manual is subject to change without notice.

Inconsistencies due to changes in the documented instrument (for example due to new or improved features in new versions) may occur, therefore this manual should be used as a guide only.

This manual is published and distributed on the basis that the publisher is not responsible for any actions taken by users on the basis of information contained in this document, nor for any error, gap or deficit in this manual.

PulpoAudio expressly disclaims any liability and responsibility to any person in respect of claims, losses, damage or any other matter. At this it is of no importance if the accusation arises direct or consequential, out of the use or in relation to the use of this document or the documented virtual instrument.

It is PulpoAudio's goal to supply an accurate and reliable documentation. If you discover deficits in this manual, please contact PulpoAudio by e-mail: [pulpo@pulpoaudio.com](mailto:pulpo@pulpoaudio.com).