



Strategy User Guide

Welcome to Acousticsamples

Thank you for using the Strategy library. We hope you enjoy playing the instrument and wish it supports your musical ideas or even better: inspire new ones.

In this User Guide we will provide you with an overview of how to use the Strategy library.

If you have any questions, feel free to email us at:
samples@acousticsamples.com

or use the contact form on our website
www.acousticsamples.net

The Strategy library, produced by
Acousticsamples



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Requirements and Installation



Interface and Parameters

The Strategy library is based on a Fender® Stratocaster® electric guitar.

This guitar has been used by countless musicians for over 60 years and is still one of the most sought after guitar instruments.

It features 3 single coil pickups (bridge, middle and neck) that give it a very unique and tweakable tone. We were able to sample all three pickups separately and give access not only to the 5 positions available on the real instrument, but you can also control each volume separately and even mix the 3.

It comes with a set of 10 very realistic effects and 8 different amps modelled after most of the best guitar amps on which you can choose exactly how you set the microphones, providing you with all the necessary tools to shape its sound exactly like you want.

It features our powerful strum engine, pattern maker and song builder available in our other guitar libraries like the Sunbird or the GD-6, making the Strategy library the perfect tool to create accompaniments or solos.

We sampled it very deeply, all frets of all strings with upstrokes, downstrokes, round robins, releases, staccatos, mutes, palm mutes, hand blocks, slides, hammer ons, pull offs, retriggers, fret noises and other articulations. All of this detail allows us to reproduce the real playing of a guitar player, and easily.

There are basically 4 modes, the solo mode that allows to play melodies, the chord mode that helps playing strums or picking, the patterns mode that does all of the strumming or picking for you and the MIDI mode that allows you to use your preferred midi guitar controller.



Strumming machine

The Strategy can strum, in various ways, up, down, muted, in legato and allows finger picking. Everything is modeled after meticulously analyzing thousands of real chords played by guitarist. Every aspect of the strumming engine can be tweaked to achieve the sound you want.

The **chord recognition engine** helps converting any chord you play on your keyboard to a real guitar voicing. Recognizing a chord is made through a database of thousands of standard chords, and you can edit every chord or even add new ones.

The **chord hammers** feature lets you play left hand hammer ons and pull offs while strumming or picking.

The triggers are set from C4 to C5 (and can be moved across the keyboard using the **triggers octave** value).

- C4 is the strum down,
- C#4 is the strum down muted,
- D4 is the strum up,
- D#4 is the strum up muted,
- E4, F4, G4, A4, B4 and C5 (the white keys) are for the 6 different strings,
- F#4 triggers the chord but shifted from the **Chord Glide** value,
- G#4 stops the chord and play a hand mute sample,
- A#4 stops the chord and plays slide down samples,

A small chord panel displays the chord that you are playing as well as the octave it is in. Right under it, you have access to a **voicing** menu that contains all of the possible voicings of that chord on a guitar, and you can select one for each octave.

In this panel, you can edit the chord you are currently playing, so just click on the edit button, then change the chord and hit apply to override that chord voicing, or press insert to add that chord to the list of available vicings for that chord.

You can even export and load a chord configuration using the export and load buttons. The chord configuration will also contain the information present in the chord builder if you used it.

The **Chord Mode** can be set in two positions,

- The **Guitar mode** that separates the notes selection from the triggers. So pressing a chord with the left hand with only make the soft sounds that your left hand would make on a real guitar and you need to trigger the chords or the single strings with the right hand.
- The **Piano mode** will trigger the chords as soon as you press a chord, the upstrokes and downstrokes are automatic depending on the position in the current bar. Repeating a chord can be done by releasing and replaying any of the notes contained in the chord. It can be more intuitive, but does not allow for as much detail and realism when you play the chords.

The **UP/DOWN Trigger** controls if the automatic strum up and down is engaged. If set to manual, C4 is the strum down and D4 is the strum up. If set to Auto, C4 acts as a strum up or down depending on the position in the current bar.

The **Let Ring** controls wether the chord stops when you release your right hand. This can be handy for fast/complex chord progressions.

The **Mixed Mode** is as its name implies a mix of the solo mode and the chord mode. If you play chords a regular melody with one note at a time or two as a legato, it will play single notes or hammers and slides as selected in the solo mode If you play 3 notes or more or play two notes simultaneously, the chord mode is engaged and it will strum that chord just like in the piano mode.

The **Accent**, **Strum Speed** and **Strum Center** are all linked to the chord simulation. We extracted the data from hundreds of real guitar strums and allow you to control these parameters.

- **Accent** controls how hard it is to trigger all of the 6 strings with velocity, the **min string amount** defines

the minimum number of strings that are played in a strum at the lowest velocity.

- **Strum Speed** controls the overall time needed to strum all 6 strings.
- **Strum Center** is basically your right hand vertical position over the strings, if it is at the top (position 1), then you will hear more of the first and second string and if you are at the bottom (position 6), you will hear more of the last two strings.

The **Clean Play** controls how dirty and precise you want the playing to be, if set at 6, the engine will always use clean samples, but if at 1, it will mostly use samples of "not pressed well" notes that contain fret noises.

The **Chord Hammers** is probably what makes the library the most realistic. It allows you to go from one chord to another and play the hammer ons and pull offs between them.

The **Capo** simulates a real capo, you can choose to make it **transpose** the chords or not, transposing can be useful if you want to play chords high on the neck.

The **Transpose** is related to the Capo function. And it will decide if the Capo actually transposes the chord or not. For example an E chord with the Capo at fret one will sound like an F chord without the transpose function, if you enable it, the E chord will stay an E chord, but the engine will look for an alternate position to play it starting from the capo.

The **Auto Voicing** feature enables the different guitar chord positions depending on the octave in which it is played. You can disable it if you play on a small controller or just want to play the first position.

When you play a chord on your keyboard, our engine will recognize it and display its name and the current voicing on the small panel above the neck on the interface. You can assign any voicing to it using the voicing menu. If the voicing you want is not in the list, you can choose to **edit** it which will show a few options. You are then able to change every fret for every string manually, once you have made your changes, you can select:

- **apply** to override the current selected voicing,
- **insert** to add this new voicing to the list of voicings for that chord,
- **Export** to export the current voicings list,
- **Load** a previously saved voicings list.

Once you're done, just click on **edit** again and you can start using this new chord. Remember that you need to keep that chord pressed while you make the changes.

Realistic patterns

The patterns mode is very similar to the chord mode, the chord recognition engine works the same way, but this time the triggers are not simple strums anymore, they are a set of patterns that you can loop, adapt to the tempo or the metrics, change the velocity in real time using a controller, sync to your



host, add groove to.

You can choose from a large selection of patterns or create your own using the pattern maker and assign them to each trigger key to create a full song in a few clicks.

You can assign 13 different patterns of your choice to 13 different notes. Clicking on one of the keys on the interface will launch the pattern, triggering another one will stop the first one and start the new one. You can also trigger the patterns from the keyboard using the notes from C4 to C5. By default releasing the keys will stop the pattern. The velocity at which you press the key will determine the velocity of the whole pattern.

The **Parameters** can change a few aspects of the current pattern.

- **Let Ring** determines if the "off" events contained in the pattern will be played or not,
- **Length** controls the length of the pattern, it can be anything from 1 to the length of the pattern and can be adapted the metrics of your song (even odd numbers),
- **Speed** you can play the pattern at different speeds, half or double speed for example,
- **Link** makes the let ring, length and speed values of the patterns global for all patterns or only for the selected pattern. If it is on, then changing the let ring will affect all of the patterns, and when it is off, only the currently selected one,
- **Average Vel** is the center velocity of the pattern, it starts at the velocity of the trigger you played, but can also be modulated over time using a midi controller. By default, we use the modulation wheel to control it,
- **Deviation** is the difference between the lowest and the highest velocity of the MIDI events composing the pattern, it can also be modulated in real time,
- **Shuffle** adds groove to the pattern, we created a complex algorithm to allow for shuffle without quantizing, so you keep the realism and are still able to add some groove,
- **Latch** determines if releasing a key will stop the pattern or not, when turned on, pressing a key will launch the pattern and you will need to press it again to stop it,
- **Bar Sync** will sync your playing to the bars, meaning that whenever you play a key, the pattern will not start until the next bar starts, this is useful only when working in a sequencer,

You can now delete any pattern from the list by clicking on **Edit pattern list** which will open a small window in which you will be able to select any pattern and delete it.

Pattern Maker



Creating realistic guitar patterns has never been easier. You can create strumming, picking, or finger picking patterns in seconds and even make them of an infinite size.

We even made the sharing of these patterns easy, just save them and send them to other users, the database can only grow!

The Pattern Maker is an improved step sequencer made especially for guitar strumming. Each fret represents a quarter note and you can either add a whole chord or just a single string (if the **link** icon is unselected). If multiple events are in the same step, they will be strummed following our strum engine parameters.

You can control a few aspects of the pattern you create.

- The **velocity** of each event can be changed by selecting an event and dragging the mouse over it, if you set the velocity to 0, the event will be removed,
- The **up and down** arrows at the top control the way you strum the chord (up or down),
- You can **mute** a string completely by clicking on the speaker icon at the left of the sequencer,
- You can play a **muted chord** by pressing the mute button on each step, The Stop buttons allows you to release a chord at the end of each step,
- The **Strum Speed** controls the speed of the strumming of the pattern,
- The **Shuffle** and **Humanize** knobs are general parameters and control the same thing as the ones present on the patterns panel,

You can create as many pattern pages as you want, giving you access to many variations by just pressing one key. Of course you can **copy** the content of one page and **paste** it on another to make slight variations, **reset** a page or the whole pattern. The size of the patterns is virtually infinite.

You can also **import the factory presets** and modify them as you want, **save** your patterns to your HD, **load** them and preview or **add them to the pattern list**. Once you click the "Add to pattern" button, the pattern you created will appear at the bottom of the patterns list in the pattern panel and you will be able to use it on one of the 13 keys.

FX section

The most popular FX associated with a strat guitar are available, Chorus, Phaser, Flanger, Wah



(manual and automatic), Tremolo, Delay, Rotary speaker, Tube saturation, tone stack, spring reverb, and a set of 8 known amps with different mic settings.

You have everything you need to tweak the sound to your preferences and we included some presets to get you started.



Song Builder

The song builder panel is the feature that will let you compose songs extremely quickly. Sometimes playing a series of chords can be complicated, especially if you are not an advanced keyboardist. The song builder allows you to decide which chord will be triggered when selecting only one note. For example pressing only the C will be recognized as a C Major. You can repeat the operation for the whole 12 notes of the octave and this way construct your songs and play them easily.

We included a selection of presets to give song ideas, chord progressions, modes or chord types.

Combine this with the patterns and pressing two keys at the same time is enough to play a song.

The **song builder** is available in chord mode or in patterns mode.

You can use **set all chords** using the first menu, it will set the same chord to all of the 12 notes.

The **song presets** are a set of predefined songs with the right chord progressions, you can change the root if needed and the progression is detailed under song info.

The **mode presets** is a list of most music modes and their corresponding chord progressions, you can change the root of needed.

You can also do this manually, on the keys, you can change the type of each chord along with its root. So it makes it easy to play songs that have different chords for the same root note.

When selecting one of the presets, some keys will appear in red and the corresponding chord will be a "5th". This means that there is no "valid" chord for this note in the selected song or scale. You can of course set each chord manually by clicking on them and selecting its kind, even starting from a preset.



Solo mode, automatic hand position

The solo mode is very simple, and is suited to play melodies. It uses a smart hand position system that decides for you where a real guitarist would put his hand and which string he would play. A piano only has one middle C for example, but a guitar offers a few different options and our script will decide it for you. You can of course deactivate it and use only the first hand position if you want.

The Strategy features our powerful legato engine that will automatically trigger legato, hammer ons, pull offs, or slides and the legato distance will define the maximum interval in which the legato will apply.

You also have access to key switches to play palm mutes, harmonics (flageolets) or even percussion sounds and control the legato engine.

The **legato mode** controls which sample will be triggered when you play legato notes on your keyboard, for example press C2 and then C#2 without depressing C2.

- **Hammer** , hammer on and pull-off samples will be triggered.
- **Slide** will trigger slide up and slide down samples.
- **Legato** will trigger regular sustain samples but will still stop the first played note.
- **Off** deactivates the legato function.

The **legato distance** controls the interval in which the legato function is active.

The **slide speed** is active only when the **Slide** legato mode is selected and controls the speed of the slide.

The **string selection** enables the automatic string and fret selection or constrains the hand to the first position or the position of your choice.

Here is a list of the keyswitches.

- **F0** will enable the **Palm mutes** when you press it and disable it when it is depressed. You can also toggle between palm and regular notes by pressing F#5.
- **F#0** enabled the Slide legato mode.
- **G0** enabled the simple legato legato mode.
- **G#0** completely disables the legato mode.
- **A0** plays fret noises.
- **A#0** plays a right hand hit on the strings.
- **B0** to D1 play the percussions sounds.
- **D#1** enables the harmonics (flageolets) sounds, if you press it and play, it will trigger only harmonics and release them when you release the D#1 note.



Preferences / Pickup mixing

The 3 pickups (neck middle and bridge) were recorded separately allowing you to use the built in 5 positions switch or to even use them all at the same time with different volumes.

On top of this, you can use the **doubling** feature that allow you to play two guitars at the same time.

For each playing mode, you can decide if you want to play with a pick or with fingers.

In the preferences panel, every aspect of the library can be tweaked, the release, fret and pre-notes volumes, as well as the midi response of your keyboard.

The Preferences panel / Pickups mixing panel can be opened by clicking at the bottom of the interface, in there you have access to all of the different parameters of the library.

The **Release vol** controls the volume of the release samples,

The **Fret noise vol** controls the volume of the automatically generated fret noises, they happen when the left hand moves in solo mode and when you change chord in the chord mode,

The **Pre Notes Vol** controls the volume of the soft noises your left hand makes when selecting a chord in chord/Guitar mode,

The **Retrigger Vol** controls the volume of the noise made by the pick when you play on a string that was already ringing,

The **Dynamics** controls the volume of the lowest velocity,

The **Velocity Curve** controls the volume response of the library to velocity,

The **Midi Sensitivity** is some kind of a midi remapper, and it controls how hard you need to press a key for it to trigger a certain velocity,

You can use the palm mutes instead of the sustain notes using the **Palm for sustain** button. And you can also play regular sustains but replace the mutes by palm mutes using the **palm for mutes** button.

The **Bend range** controls the maximum number of semitones allowed for the pitch bend.

The **Vib speed** controls the speed of the automatic vibrato controlled by the modulation wheel.

The **doubling** feature allows you to play two guitars at once, which is useful in modern rock music, you also have control over the **delay** between the two and on how much **pan** you want to apply to them.

You can choose which playing style (**picking** or **finger picking**) will be used for every trigger mode.

The Palm Length controls how long the palm mutes last,

You can load / unload / enable / disable / and change the volume of each pickup.



MIDI guitar

If you own a MIDI guitar and want to expand its sound capabilities, then the MIDI mode is for you, all you need to do is select the 7 different MIDI channels your guitar outputs and you are ready to play.

The **MIDI guitar** mode allows you to play the Strategy using a midi guitar controller, all you need to do is select the 6 midi channels. You maybe have to use the **set patch as omni** to allow the plugin to respond to all midi channels.

Features

10.61Gb uncompressed, 1.97Gb compressed in lossless flac format, around 17300 samples.

Strumming engine (features chord recognition and a smart strumming technique to produce guitar-like chords) and complete control of all its parameters.

68 realistic patterns for easy strumming, picking and advanced playing styles.

Integrated song builder to create songs within minutes and very easily.

Integrated pattern builder to automatically strum your chords.

Legato script to play natural hammer ons, pull offs and slides.

Natural automatic hand placement simulation.

53 different samples per fret and all 21 fret sampled for each string.

Multi velocity Hammer on, pull off, slides up, slides down, mutes, palm mutes, pre notes.

Control over the three single coil pickup volumes (bridge, middle and neck).

Advanced bend and vibrato control.

Advanced UVI scripting giving you access to a simple yet powerful interface and advanced features.

and more...

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