



Full Featured Guitar Suite

by
AcmeBarGig

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1) Head Selection Control

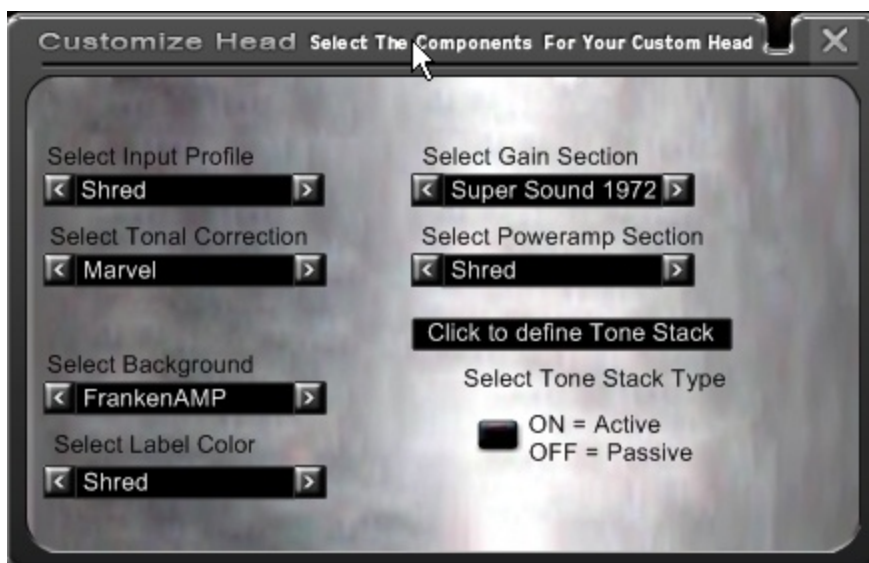


The head selection control consists of 3 arrows. Left Right and Down. The left arrow will move back one head in the list of available amplifier heads, whereas the Right arrow will move forward or advance one in the available heads list.

The Down arrow opens the Dialog shown to the left. This is the descriptive head dialog and shows a small image of a head and gives a brief description. This dialog will become very important as SHRED progresses and heads are added. The upgrade version of Shred available from AcmeBarGig in early 2010 for 20 dollars US Funds, will come with 25 heads. So the Descriptive Dialog will simply help you to choose the right head.

To select a head from the Descriptive Dialog simply click the head graphic.

2)Customize Head Option

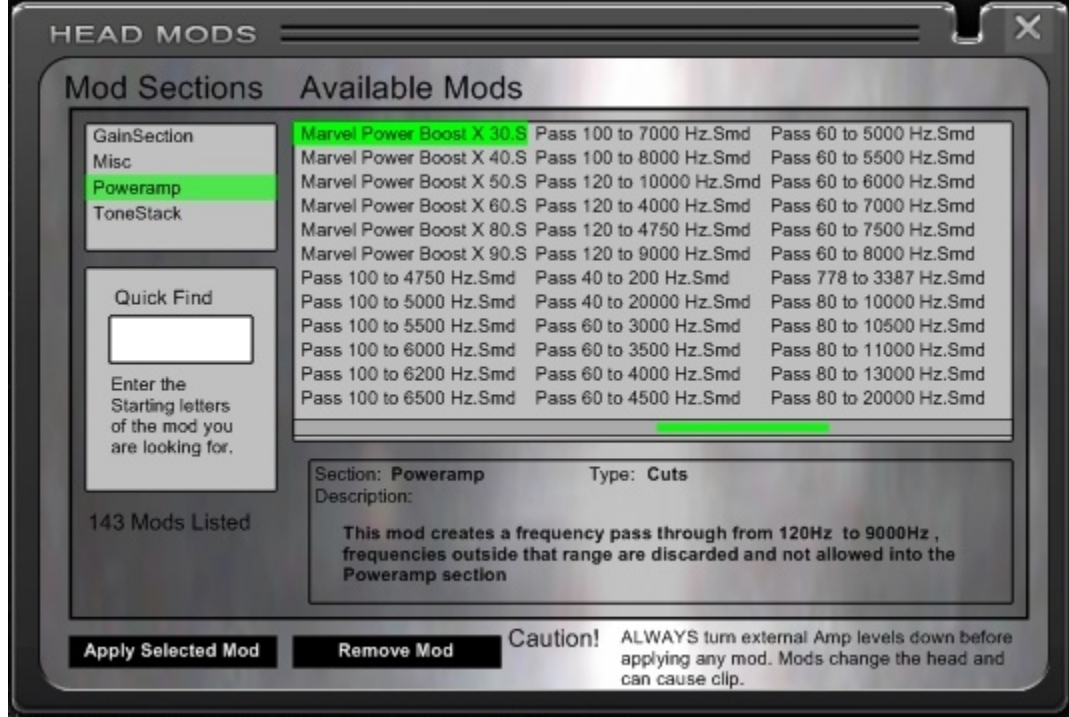


This dialog is shown when you select Customize head. It allows you to interchange virtually all aspects of all heads. Apart from selecting different Gain Sections, Tone stacks, and Power amps, you can also Select the Input profile and the Tonal correction method. Every head in the real world, and in SHRED operates a little differently where Input and Output are concerned. The Input Profile is a set of Filters that allow the signal coming into the Gain section to be formatted. Whereas the Tonal Correction operates on the output of the head. Heavily distorted digital amp sims have a variety of issues that their real world counterparts may not have as much of such as rumble, and fizz (a white

noise type of sound). Tonal correction makes a few assumptions, It assumes that if say for example you are using the Shred head, which is a higher gain type of head, well, there probably is going to be Fizz, so Tonal Correction aids in removing some of that fizz. However, that's not to say you're stuck with Tonal Correction, you can also mix Tonal correction with the original Signal. Say for example you find the Tonal correction of the Shred Head a little too Harsh, It removes too much, well you can simply mix in some of the original signal by using the Tonal Correction knob on the Cabinets.

3) Head Mod Options

In the real world, you can change things in your Head to better suit your needs, well you can in SHRED too! When you click on Head mods the following dialog appears



Head mods are predefined snippets that change the characteristics of your head internally. Mods include things such as adding a notch filters, boosting the gain into the power amp so you get more power amp distortion and even turning the power amp into a solid state amp. (This particular mod is great for cleans) The best part is that these are external files, and, we plan on providing regular free updates of them.

4) Redshift Pickup Replacer



For those of you familiar with Redshift, you'll notice this version is more compact and has a couple different controls. Rather than Volume controls for Wet and Dry, in keeping with the "simple to use theme", we condensed that into one mix knob. Now you can mix your wet and dry signals with one knob. We've added another cool twist, we have made Redshift into an Overdrive box, but be careful, it will drive the heads like crazy.

5) Preset Dialog

Clicking this switch brings up the Presets dialog shown here.



What are Presets?

Presets are a way of saving settings that you have made. You can then call them back at any time. This will save you from having to make adjustments every time you are looking for a sound change

In SHRED Presets are destructive, meaning you do not have to click a save button for your changes to be saved, as soon as you make a change it is automatically saved.

Internal and External Presets...

Presets that are known as internal, are presets that appear in the Presets Dialog without having to load them. External Presets are Presets that are saved as external files. You can save and load External preset files by clicking on the Preset Files drop down menu located at the top right corner of the Presets dialog box, next to the "X" Close control. Selecting Save or Load Preset from the Preset Files drop down menu will Open a standard Windows File Open/ File Save dialog box. Simply fill in the file name is you are saving, or select a file if loading. These are standard Windows Dialog boxes. It is therefore assumed that you are already familiar with them. The SHRED Suite has 2 types of external Files, ABG is now supporting banks of presets as well as individual presets. In the past you were limited by the number of presets on your screen, or you were forced to save single presets to disk. Now you can save all the presets on the screen at once, and load all the presets from a different bank file at once.

Changing the name of a Preset.

Located above the preset display grid(Black square that lists the presets) you will see the name of the selected preset displayed in Green. Simply single click this name and it will allow you to enter a new name. When you have finished entering a name, simply press enter.

About Preset names and saving them externally.

A preset name stays with it independent of what external filename is given. So, if you have a preset named for example “Bob’s Distorto King” and you save that to an external preset file of “Heavy Gain.Shd” Then when that preset is loaded back into Shred, it will not be displayed as “Heavy Gain”, It will be displayed as “Bob’s Distorto King”. So, make sure that the internal Preset name is what you want before saving externally.

Loading external Presets

If you select Load Preset from the Preset Files drop down menu. As was said before a Standard windows Dialog appears and allows you to select a file to load. But...Where does that file load to? It overwrites the currently selected Preset without warning. So, if you have the first preset selected, like above illustration, does, then you decide to load an external preset, the “Marvel Shred” preset will be overwritten

6) AcmeBarGig web link

Clicking this will take you to the AcmeBarGig Website.

7) & 9) Head Control Drive Area



The Head control drive area is used to control the drive or gain amount through different sections of the Head. In order to make SHRED flexible, above and beyond a standard amplifier simulation model, you will need to have access to areas that would not actually be available on the real world heads. Take for example a well known British amp that has modern and classic versions usually used for Rock and Heavy metal. These gold front plate heads never allowed you access to a second Gain section in the Power amp. SHRED does. So using the Power amp drive knob, one can set the drive level of the power amp. This is especially important for obtaining classic gold plated tones...as well as Vintage American type tonality as well. The Gain Knob functions like a standard Gain knob and the Level knob functions as a standard level knob. Turning the gain knob Clockwise increases distortion, turning it counter clockwise decreases it.

So to recap, Power amp drive knob sets the amount of drive in the power amp, the Gain knob sets the amount of Gain in the Gain section of the Head and level sets the amount of volume coming out after the gain section.

8) Head Tone Controls



The Head tone controls adjust the amount of Bass, Midrange, and Treble. The presence knob is for Higher frequencies above what the Treble control is capable of controlling. Some heads such as the Honken do not make use of a Presence control, instead Honken has a Notch Filter Cut Control.

10) Head Master Volume



The master volume controls the amount of signal sent to the Cabinets from the head.

11) Head Power Switch

The power switch on the head allows you to turn the head on or off. There may be an occasion where you may want to use only the effects, or the Cabinet/Room modeler. If you turn the Head Power Switch off then the signal is routed through without being processed by the selected head.

CAUTION:

Before turning a head off or on make sure your volume levels on your equipment is turned down. Shred does a lot of processing and usually uses a low input signal, This means that when you bypass the head, the low input signal is not be processed and there goes to full input volume levels.

12) Effects and Status Indicators

The effect Status indicators show you the status of any given effect, without having the effect dialog open. On the left you see a Green LED. When these are lit, the effect is on, You can also use these LED's to turn effects off or on. Directly beside the Effect LED's is a Magnifier. This indicates what effect dialog is open for editing. Clicking on a magnifier opens an effect, you can then make changes to its settings.

Shred Suite comes with 6 built in Stereo out Rack effects.

Shiver Tremolo - DIG Stereo Delay - Noise Gate - Mountain Reverb - OD Treble Master - Naus Filter

13) Effect ON OFF Switch

This switch appears roughly in the same place on all effect dialogs. It is used to enable or disable an effect. You may also use the effect Green LED for the same purposes.

14) Cabinet Selection, Room mix and Pan Control

These controls allows you to select which particular Cabinet you are going to use, its position in relation to the microphone and its position within the room.

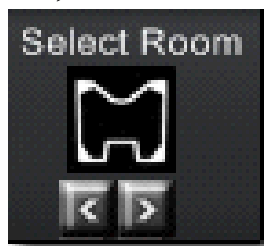


You can slide the microphone close or far from the Cabinet, which is a left or right movement of the mouse. The distance represents a mixture of Room sound to Cabinet sound. When the microphone is closest to the Cabinet you get all Cabinet sound, Likewise when the Microphone is furthest away from the Cabinet you get all Room sound. Try experimenting until you find the mix of room and cabinet that's suites you best. You may also move the Cabinet from left to right within the selected room as well.

SHRED suite cabinets

| Name | Creator |
|-----------------------------|---------------|
| 1X10 A Jens On Axis | Nic Beamso |
| 1X10 A Jens Off Axis | Nic Beamso |
| 1X10 B Jens On Axis | Nic Beamso |
| 1X10 B Jens Off Axis | Nic Beamso |
| 2x12 Celeste Off Axis | Nic Beamso |
| 2x12 Celeste On Axis | Nic Beamso |
| 4x10 A Jens Off Axis | Nic Beamso |
| 4X10 A Jens On Axis | Nic Beamso |
| 4X10 B Jens Off Axis | Nic Beamso |
| 4X10 B Jens On Axis | Nic Beamso |
| 4X12 Modern British On Axis | Nic Beamso |
| 4X12 Modern American A | Ryan Harvey |
| 4X12 Modern American B | Ryan Harvey |
| 4X12 Modern American C | Ryan Harvey |
| 4X12 Modern American D | Ryan Harvey |
| 4X12 Plexi Off Axis | Nic Beamso |
| 4X12 Plexi On Axis | Nic Beamso |
| 4X12 Pickasso Xenomorph A | Todd Melowitz |
| 4X12 Pickasso Xenomorph B | Todd Melowitz |

15) Room Selection Control



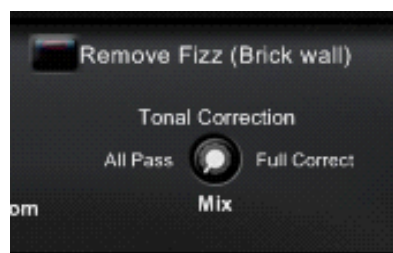
The Room selection Control allows you to choose one of 14 room shapes. You change Rooms by pressing the left or right buttons located directly under the room shape image.



Room Adjustment Dialog Control makes visible dialog that allows you to select various properties of a room. All rooms are assumed to be 10 ft. but the overall width and length can be adjusted as can the Flooring Material and the Wall coverings.

16) Brick Wall Fizz removal and Tonal Correction Control

Before we go any further, let's make sure we all know what Fizz refers to. Fizz is a terminology sometimes used to describe a noise that you can sometimes get. It sounds like white noise or sort of like a hiss but a lot more Invasive to your sound. Fizz is particularly annoying because although you may be changing chords, Fizz remains constant no matter what chord you are on. It is possible to get this using a real Guitar amp, but it's usually most prevalent in Computer Guitar Amps used at High gain. All Computer Guitar amp models get Fizz in varying degrees at High Gain. One of the techniques employed to remove Fizz is to apply a Low pass filter to your guitar. The Brick Wall Fizz removal control will apply a Low pass filter thus removing Fizz.



The Tonal Correction Control Knob provides a mix for Dry signal coming directly from The Cabinets and Room and various Tonal processing that SHRED performs. Each head has its own characteristics, Such as Fizz amount, Rumble,

Attack, etc. Shred takes care of and adjusts itself automatically based on the selected head and its settings, to some degree the live sound as well aids Shred in its decision making.. It will attempt to remove rumble and Fizz, as well as read the Attack Characteristics and make other adjustments based on how hard the user is playing. What the Tonal Correction control allows you to do is mix the sound generated by these automatic adjustments, with the sound before them. For example, Say you have enabled the Brick Wall Fizz Removal Control, but you find that it is too drastic on your tone...It drops too many High Frequencies, you could use the Tonal Correction control to mix back in some of the unchanged Audio signal.

17) Cabinet/Room bypass Control

This allows you to bypass the Cabinet and room simulation. This is handy if for example you want to use one of the heads but do not want to use SHRED's Internal Cabinets.

18) Main Output knob

The Main Output Knob controls the overall output from the plugin.

19) About Dialog Control

The About dialog button displays the about Dialog which contains information about Shred and its creators as well as Copyright notification and credits for developers who also contributed to Shred.

20) Language control

The SHRED suite can be set to display the tool tips in a variety of languages. You can access the language control from here.

21) Main Input Level

SHRED's overall input level will need to be adjusted to suit your specific hardware. One notable difference between SHRED and a lot of other Computer Guitar amp software is its requirement of a relatively low Input level. If you are having a tough time trying to get Clean sounds, then your input level is too high. Simply click the **Main Input level** Control located at the bottom right of the SHRED Interface. This will bring up the following dialog.



The Main Input Level can be set in either by using the Auto-Learn button, or manually by using the level knob. To set the level using the Learn function, click the blue button to the left and play in your normal style for a few moments. While the Learn function analyzes your input level, SHRED will all mute output. The Main Input Level adjustment also allows for flexibility beyond its simple intention of input level adjustment as you may use the manual adjust to 'drive' your signal before the gain stage of the amps. Whether you use early driving or not, you could think of this adjustment as a very clean power amp. For this we have provided a Tube power amp.

If you have the **Use Tube** Switch enabled, then the signal is passed though a Tube based power amp before coming into SHRED, If it is disabled, then it is a simple Input level. This tube input option was provided after we had done some research and found that a lot of users were adding tube warmers to warm the signal before going into their Computer amps. You may find it useful you may not, we at ABG have not found it entirely useful, yet some of our users swear by it... You be the judge the option is there.

