Welcome to Sunset Strings! There are lots of features to cover, so let's get started.

Elements
You'll notice 4 labels surrounding the window in the center - Attack, Top Layer, Release, and Bottom Layer. You can activate an element by clicking on its label, which will bring up a Menu bar displaying the name of the currently active articulation. A "Waveform" that represents that articulation will also appear in the Activity Window in the center of the interface.

Clicking a Menu Bar will bring up a list of performance categories and their corresponding articulations for you to choose from. The Top Layer and Bottom Layer menus contain the same lists of articulations, while the Attack and Release menus have their own unique options.
Selecting from the "Repetitions" category will present you with a "Speed" knob next to the menu bar. This determines the frequency in which those articulations are triggered, or "repeated".

The small gear icon "⚙" displays a Volume Trim knob, allowing for fine volume adjustment for each element, but we know you'll think our "out-of-the-box" balances are just *perfect*!

Only one element needs to be activated in order to play the instrument, but note that the release articulations will not trigger without a Top or Bottom layer preceding it.


Activity Window
The Activity Window gives a graphical representation of the articulations you have selected, as well as visual feedback of when each element is triggered and Modwheel activity.

Modwheel
The primary function of the Modwheel is to control the blend between the Top Layer and Bottom Layer. There are 3 options for how this is achieved, selectable from the Modwheel Behavior section:

1. A standard crossfade – The Bottom Layer will fade into the Top Layer as you increase the Modwheel (CC1). In other words, with Modwheel at 0, you will only hear the Bottom Layer. With Modwheel at 127 (the very top) you will only hear the Top Layer. By holding modwheel at 50%, you will hear both layers equally.
2. Only the Top Layer will fade in and out (following the Modwheel), while the Bottom layer stays at a consistent volume. In effect, this is like fading in the Top Layer "over the top" of the Bottom Layer.
3. Equal volume – Both Top and Bottom Layers stay at full volume. This essentially disables any sort of blending between layers.

Note that if you only have one Layer active (either Top or Bottom), then "Layer Blend" is automatically disabled, and the Modwheel will only control Expression (if enabled).
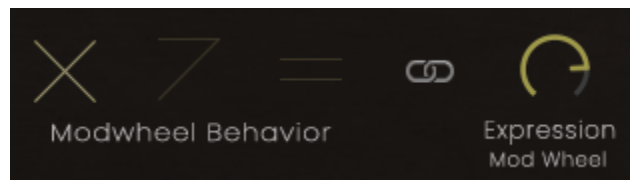
The secondary function of the Modwheel is to control **expression/dynamics**, which is enabled only when the **Link** between Modwheel Behavior and the Expression control is active.
While the Link is active, the Expression knob indicates the dynamic range, or how much the Modwheel will affect dynamics. It does not control the dynamics itself.
For example, if the Expression knob is set to maximum while the Link is active, the dynamic range will extend from niente (silence) up to full volume. That is to say, a full 100% dynamic range.

With the Link deactivated, Expression is controlled by CC11. This allows for independent control over volume and the blending between layers. If desired, you can right-click the Expression knob and assign your own CC to it.

Playing a sound
For each note you play, the elements are triggered from left to right, based on which ones are active.
If you have an Attack element enabled, then the attack will always play first, then seamlessly fade into the Bottom and Top Layers, which will hold until you release the note. The Release element is triggered when you release the note.

This provides a new way of approaching sampled performances, offering greater control over the "Ins and Outs" of a note or chord, as well as coming up with creative and unique combinations of playing techniques.

Lower Controls
At the bottom of the interface, the Basses can be controlled independently to the High strings. The knobs control volume, and you can turn off either section by clicking the respective knob label. You can also choose whether you want the Basses to play an octave lower than the High Strings, or to play in unison.
Clicking the Reverb or Mic signal labels will enable/disable them, and the Mic signals can be routed to different kontakt outputs to allow for mic mixing in your DAW.