



Mildon Strummer 3

User's Manual

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First Edition

1. Introduction

Mildon Strummer 3 gives you the ability to strum any soundfont, VSTi, or sample player. Simply load a soundfont or connect a second VSTi like Alchemy or Kontakt, and you're ready to strum.

While many plugins and soundware already have some form of strumming built-in, there are still hundreds of great-sounding guitar VSTi's and soundfonts that don't have this feature, and you might just have one of them. Mildon Strummer 3 offers a more universal solution that can be used for a wide variety of sample-players and virtual instruments.


Mildon Strummer is simply a strumming engine, and it has no built-in sounds. However, there are many free soundfonts out there to get you started. Some of these are listed on the website.

2. Graphic Interface



fig 2.1 Simplified Graphic User Interface (Numbered Clockwise)

3. Loading a Soundfont (.sf2)

1. Click on the Soundfont Loader Button (page 2 > fig 2.1 > no.3) 
2. Browse for your **sf2** file.
3. Select a patch (top bar).

4. Basic Strumming



Strumming Keys (C & D two octaves below Middle C)

In MIDI Numbers, Middle C is 60. Strumming Keys are 36 and 38



Palm Mute / Body Tap

Pressing this would mute all sounds, and play a body tap sound.

You can control the volume using the Palm Mute Control

(see page 2 > fig 2.1 > no.4)

Try it yourself: For starters, press Middle C-E-G and then press the strumming keys alternately. Try experimenting with the stroke speed until you get a more convincing sound. (see page 2 > fig 2.1 > no.8). When you're used to the strumming, add a little Body Tap to the pattern for a nice groove.

5. Chord Detection vs. Freestyle Mode

Mildon Strummer 3 has two playing modes: Chord Detection and Freestyle.

Chord Detection is the default setting. You can toggle Freestyle by flicking the switch (see page 2 > fig 2.1 > no.6)

Chord Detection tries to predict the chord as it would be played on a 6-string guitar.

Freestyle only strums the notes that you press. Freestyle Mode is ideal for playing guitar solos (plucking) or when strumming a nylon-string sound.

6. MIDI-Strum Feature

Mildon Strummer's MIDI-Strum Feature allows you to strum a second VSTi or sample player via MIDI-Out. When this feature is enabled, Mildon Strummer outputs its MIDI data to the host, which you can then use to strum your target VSTi by selecting MS3 as a MIDI input.



This feature depends on the host's capability to re-route outgoing MIDI data from one track to another. Examples of hosts that can do this are [Cubase](#), [Ableton Live](#), [FL Studio](#), [Energy XT](#), [Sonar](#), [Reaper](#), and [Jeskola Buzz](#). Basically all the popular VST hosts have this feature.



Examples of hosts that currently DO NOT have this feature are [Presonus Studio One](#), [Samplitude](#) and [Mixcraft](#). For these hosts you can still use the soundfont strumming feature but not MIDI-Strum.

Setting Up MIDI-Strum Feature (General Instructions)

1. In your host, create 2 MIDI tracks.
2. Load MS3 in [MIDI Track A](#).
3. Load your VSTi (e.g. Kontakt, SampleTank, Alchemy) in [MIDI Track B](#).
Do NOT arm this track for recording. Just enable audition.
4. Set [MIDI Track A](#)'s MIDI input to your controller keyboard or All MIDI Inputs
5. Set [MIDI Track B](#)'s MIDI input to Mildon Strummer 3. Make sure it's not receiving anything from your keyboard, and all incoming MIDI is from Mildon Strummer.
6. In Mildon Strummer, click on the MIDI-Strum Switch (see page 2 > fig 2.1 > no.5)
7. Click on MIDI Track A, and try strumming. If set up correctly, it should behave the same as with soundfonts. Always record on the [Mildon Strummer Track \(A\)](#)

Important: These are general instructions. The sequence and labels may be different for your particular host, but the principle is the same. We just need to set Mildon Strummer as the sole MIDI input for the VSTi that you want to strum. For host-specific instructions, email support@mildonstudios.com or ask in the official forum of your host's developer.

7. Frequently Asked Questions

Should I use a sustain pedal with Mildon Strummer 3?



While previous versions on Mildon Strummer required a sustain pedal to function correctly in certain hosts, it is no longer needed in version 3 and also NOT advised. MS3 internally fires sustain messages, and a sustain pedal can interfere with these messages. Future updates might support sustain pedals.

Are the Body Tap and Fret Noise sounds enabled when using MIDI-Strum?



Yes, these sound effects are enabled when using MIDI-Strum. If your VSTi or sample player has its own nuances and effects (e.g. fret noises, pick sounds, etc.), it is best to mute MS3's sound effects. To do this, simply turn the Palm Mute and Fret Noise knobs all the way to the left. (see page 2 > fig 2.1 > no.4)

Where did the Strum Speed switch go?



The previous version had a key-switch that lets you change the stroke speed while playing. This feature has been depreciated. The corresponding key-switch was replaced with a second Palm Mute / Body Tap key. You can change the strum speed using the GUI by adjusting the Stroke knob. (see page 2 > fig 2.1 > no.8)

I'm in Chord-Detection Mode, but when I press a full chord it doesn't play 6-strings



Try pressing at most 3 keys for each chord. Mildon Strummer requires three notes to be able to detect a chord. If it can't detect anything, it will temporarily go to Freestyle mode, and then return to Chord Detection as soon as it gets three notes. Future updates might support detecting chords from more than three notes.

How do I play chords like m7 and M7?



As a basic rule, if you normally press the keys 1-2-3-4, try pressing keys 1,2, and 4. That's the root note, the middle note, and the last note. For example, to play **Cm**, you need to press **C-Eb-G**. To play **Cm7** you need to press **C-Eb-Bb**.