

# Guitar Chordr

1 to 6 note, 3 midi port Scope® device designed to output midi note chords based on 6-string guitar chord formats.



## Introduction

The Guitar Chordr was built to allow for the setup of 12 chord sets, selectable by sending various midi switching notes (C1 – B1) to the Chordr.

Chords are established by selecting relevant switches for each 'string' on virtual 'frets' on the guitar neck (Nut to Fret 5).

The base set of chords ('Open E Chords' preset) are based on open E structures of guitar chords (E major, E Minor, E 7<sup>th</sup>, etc).

Notes (in the range C2 – C8) sent to the Chordr pitches the chords up or down (Like strapping a CAPO to the guitar neck at different frets).

There is a 'Key Off set' control available for each of the 12 chords in a set. This allows chords to be established in (say, open 'G' or 'C') chordal formats and then offset so they play back from logical/relevant notes. Played notes may be offset in the range -4 to +12 semitones.

## Features

The Guitar Chordr has the following features:

- Ability to setup 12 individual chords in each savable preset;
- Each 'String' in each of the 12 chords may be switched on or off;
- Global Mutes for each 'String' mutes that string for all 12 chords in the set;
- A 'Mute All' button is available for global muting;
- A single note (in the range C2-C8) sent to the Chordr will play the complete chord;
- Midi Notes sent to the Chordr are displayed, complete with their relevant velocities;
- All midi notes (on strings A to High E) are derived from the note played, which is itself associated with the bottom E string;
- Holding down a played note displays the various notes assigned on each string of the fretboard (and on the midi keyboard display). This allows for chord structure checking when setting up a chord in a set;
- There are 3 independent midi outs which can be sent to midi tracks in a sequencer and/or sent to individual Scope® synths. This setup allows different instruments to play various derivations of each chord if desired and was originally set up to allow audio delays to be introduced into instrument routings as midi delays for each note in a chord set were not possible.

**Remember:** A Scope® synth must be set to 6 voices if the synth is to play all the notes of a given chord.

- The virtual guitar fretboard may be viewed as an electric or acoustic neck.

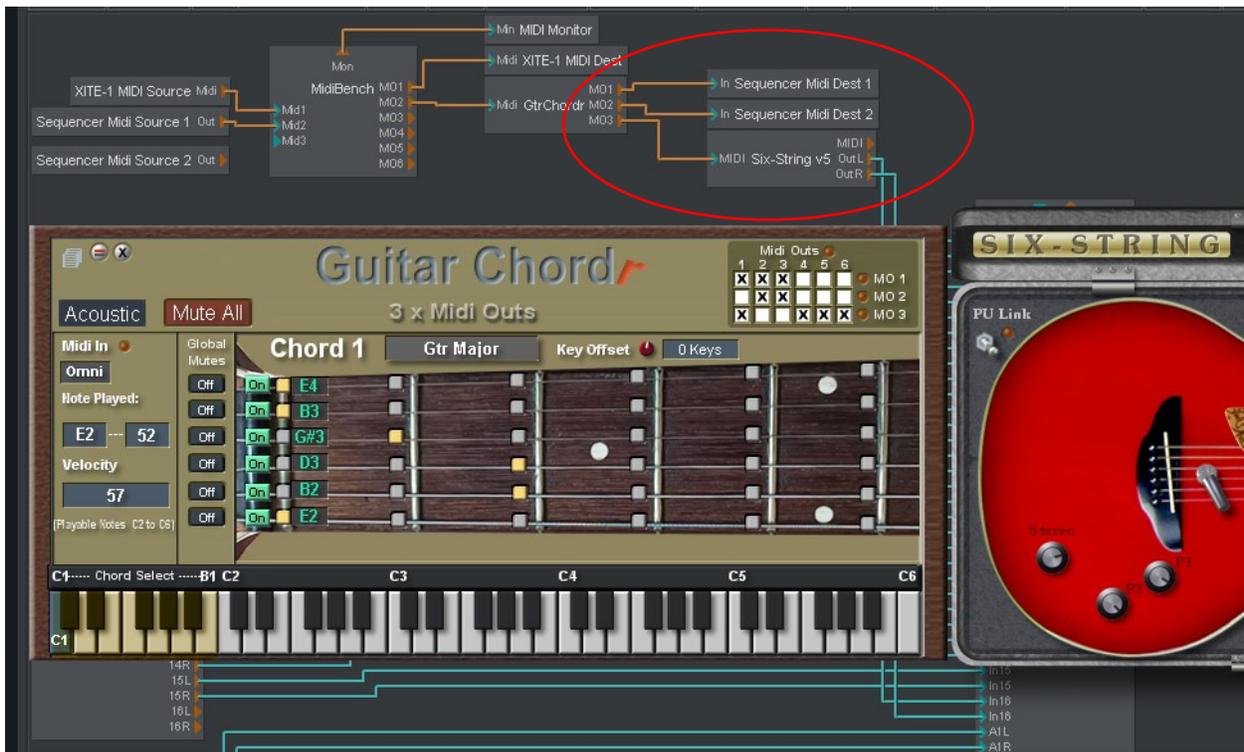


GtrChordr – Electric Guitar



GtrChordr – Acoustic Guitar

The Scope® project shown below is outputting MO1 and MO2 to sequencer destinations and MO3 to a Six String® synth.



GtrChordr – Project View

The GtrChordr shown below is set to play a B7th structured chord (note the offset of +5 semitones).

It is outputting:

- E and A strings to MO1;
- A, D, G, B, E strings to MO2; and
- All strings to MO3, connected to the Six String® synth.



**GtrChordr – Project View Chord 10 - B7th chord Structure (Offset 5 Keys)**

Midi outputs may be recorded into a sequencer and then manipulated to:

- Provide more accurate midi timing (under control of the sequencer);
- Introduce note delays and midi chordal derivations as needed; and
- Save the relevant midi sequence (as played and outputted) from the Chordr.

Hope you find this device useful and enjoyable to play.

Maus

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**Note:** This device is a Sonic Core® Scope® device and will not load (or be playable) in any other digital audio environments.