



## Gu Zheng by YRS

### Instrument Update Guide

To install the new layers please copy the 3 ytil files to your “Engine Root Folder\layers\Gu Zheng\keyswitch” folder where the 3 original keyswitch layers are. Now you can load the new keyswitch layers in your Engine Gu Zheng.

The three new layers provide an enhanced keyswitch mode, that was introduced in Engine 1.0.4, so you will find the original keyswitch layers and the enhanced layers in the Gu Zheng keyswitch directory.

Enhanced Modes are:

**C0:** keyswitch mode: normal

The main articulation will be played: sustain with no vibrato.

**C#0 and D#0:** keyswitch mode: hold

When one of these keys is pressed, the articulation will continue to play until the key is released and then switch back to the main articulation (C0).

**A-1 to A#0 (except C0, C#0 and D#0):** keyswitch mode: next note

When one of these keys is pressed, the articulation will apply only to the next played note and then switch back to the main articulation (C0).

For example:

If you play the following keys in sequence:

C0, D3, F0, D3, D3,

You will hear:

D3 sustain, D3 bend up, D3 sustain.

The additional keyswitch layers allow you to play the Gu Zheng in a very easy and even more authentic way. When playing a sequence most additional articulations only sound one time and are then followed by the main articulation again. With the new “next note keyswitch mode” you will be able to cut your control notes in half and to reproduce the monobend feature (lower string bend up, sounding together with the upper string in unison). Now you can play the Gu Zheng more authentic even if you are not familiar with the real playing technics.