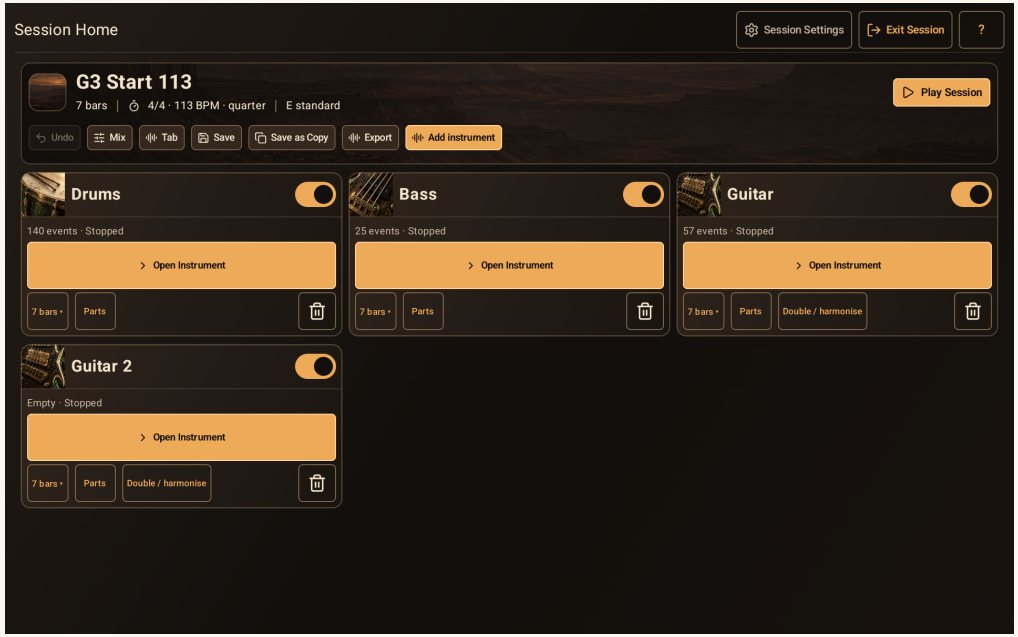
Play the chords

Record two chord passes at 113 BPM, then tidy their timing and sustain.

Chord guitar / Play at the final tempo



Start with G three Start one thirteen. Our drums, bass and riff are ready, and Guitar two is empty. This is the played alternative to the Tab lesson. We will record the E and A chords in separate takes at one hundred and thirteen beats per minute. If the pace feels rushed, practise at sixty first.

Guitar two / Chord preset mode

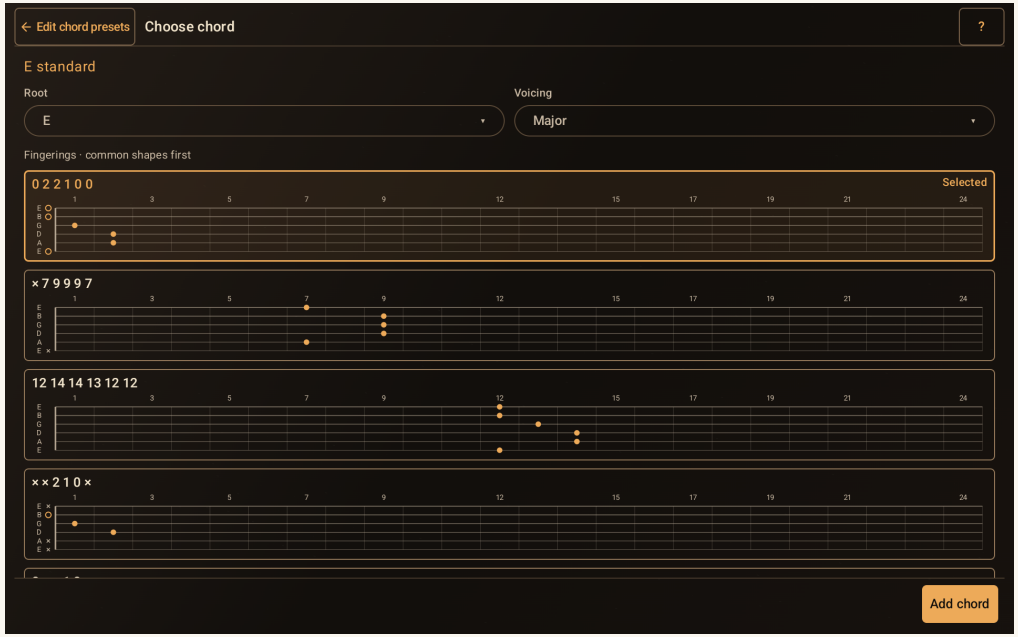


Open Guitar two and choose Chord preset mode. A chord preset lets one button hold a whole shape while your other finger strums. We will prepare an open E major and a four-string A major.

Play the chords

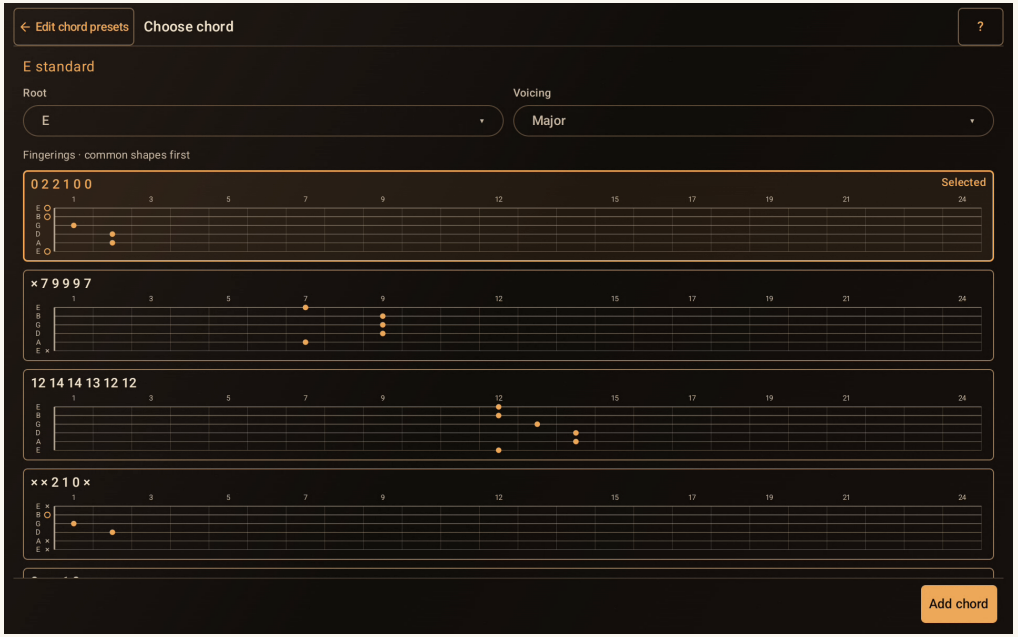
Record two chord passes at 113 BPM, then tidy their timing and sustain.

Preset 1 / Open E major



Choose Edit notes, then Choose Chord. We will put open E major in the first preset slot. A preset stores a fingering; it does not record any music by itself.

E major / Choose the open shape

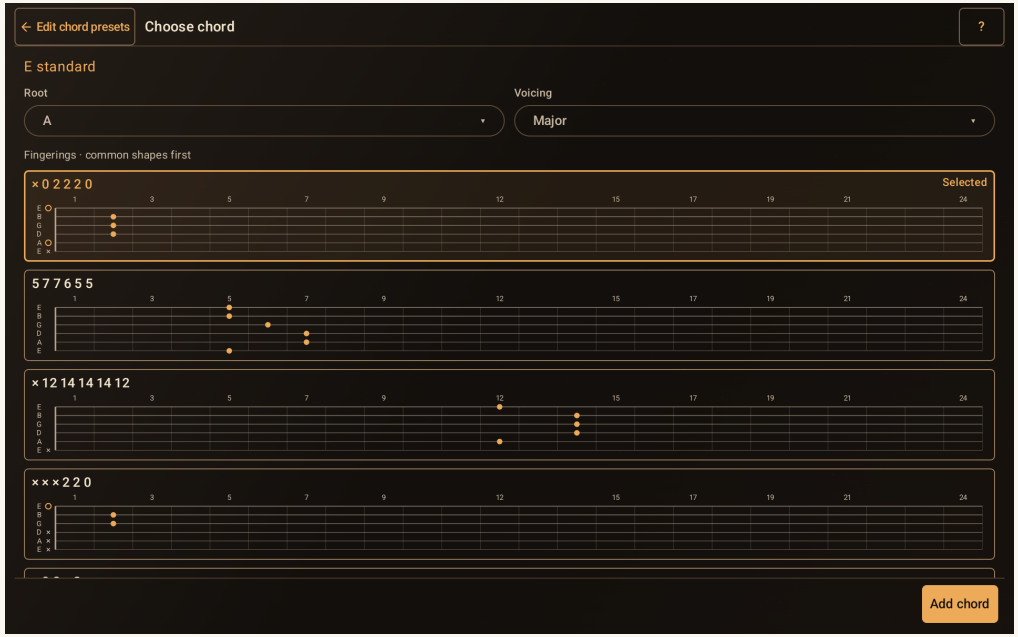


Keep E major and select zero, two, two, one, zero, zero. Choose Add chord. Then select empty preset slot two and Choose Chord again for our A shape.

Play the chords

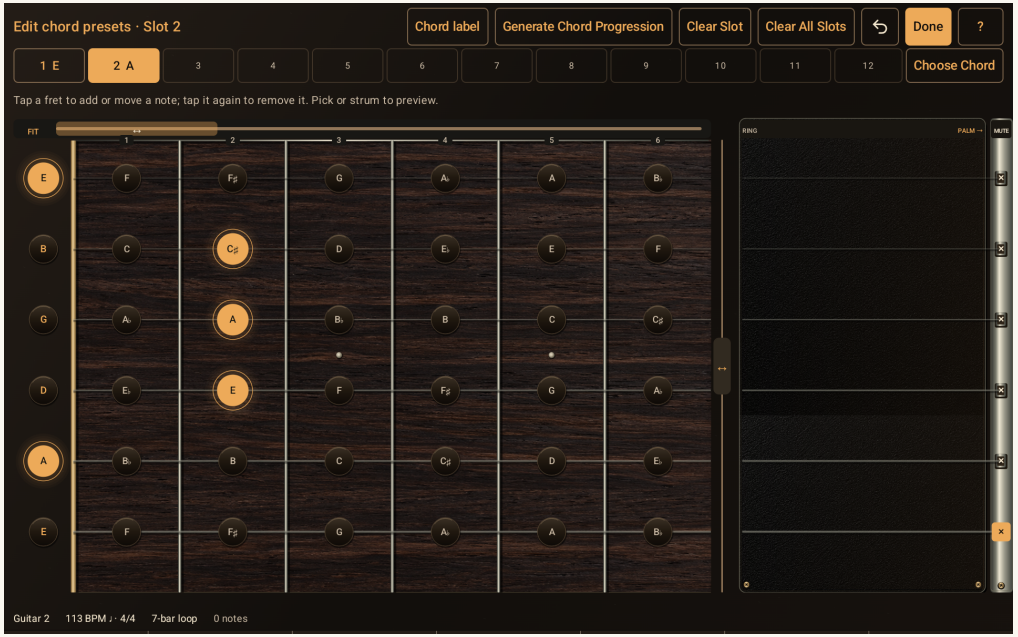
Record two chord passes at 113 BPM, then tidy their timing and sustain.

Preset 2 / Choose A major



Open the Root list and scroll to A. Select A and keep Major as the chord type. The fingering list now shows A major shapes.

A major / Start with the open shape

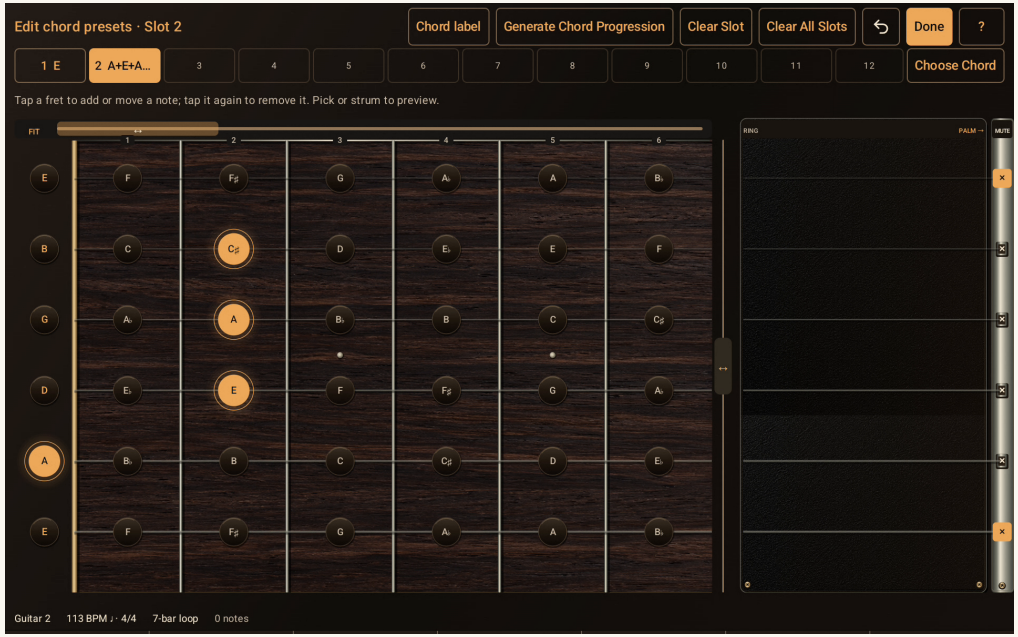


Choose the first open A shape and Add chord. This shape includes the open high E string. We will switch that string off in the preset editor to match the four-note A in our cover.

Play the chords

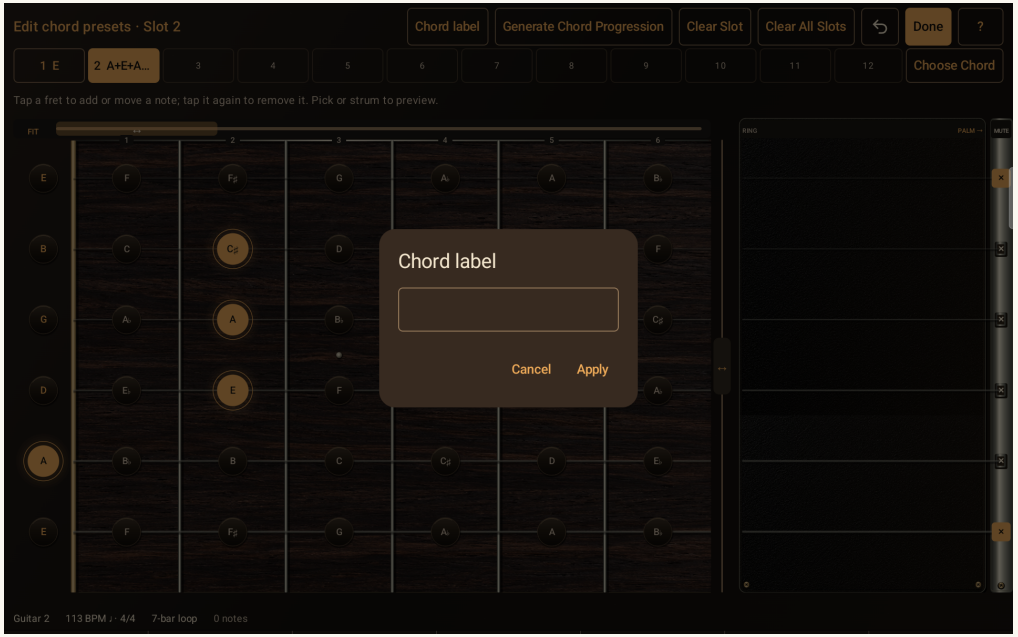
Record two chord passes at 113 BPM, then tidy their timing and sustain.

A major / Four strings only



Tap the orange open note on the highest string to remove it. We now have four notes: open A, then fret two on D, G and B. The lowest and highest strings stay silent. Choose Done to return to playing.

Name the shape / A major



Removing a string changes the automatic label. Open Edit notes, select the second preset and choose Chord label. Give it the short name A so it is easy to recognise while playing.

Play the chords

Record two chord passes at 113 BPM, then tidy their timing and sustain.

A major / Apply the label



Enter A, close the keyboard and choose Apply, then Done. Our two chord buttons are now E and A. These are only our playing controls; the recording is still empty.

Try each chord / Latch, strum, mute



Begin with neither chord button highlighted; tap any highlighted button once to release it. Before recording, practise both shapes. Double-tap E to latch it, then sweep upward across all six strings in the picking area. Sweep the mute strip to stop the sound. Tap E once to release the latch. Repeat with A. Only its four selected strings will sound. You can also hold a chord button with one finger while strumming with another.

Play the chords

Record two chord passes at 113 BPM, then tidy their timing and sustain.

Take 1 / Two E chords



We will record E first. Our seven-bar excerpt begins at score measure four. Leave the first five local bars empty, then strum E on bar six, beat one. Let it ring for six beats. Strum E again on bar seven, beat three, then mute on beat four. Play and stop the backing once before recording.

Record E / Bar 6 beat 1, bar 7 beat 3



Press Record, latch E during the count-in, then follow the bar display. Listen for the long E, the second strum and the mute. Finish the take after muting.

Play the chords

Record two chord passes at 113 BPM, then tidy their timing and sustain.

Take 2 / Two short A chords



Now overdub A. Strum on local bar five, beat four, and mute on bar six, beat one. Strum A again on bar seven, beat four. Let the one-pass recording finish at the end of the loop. The E take stays in place underneath. Play and stop once to prepare the backing.

Overdub A / Bar 5 beat 4, bar 7 beat 4

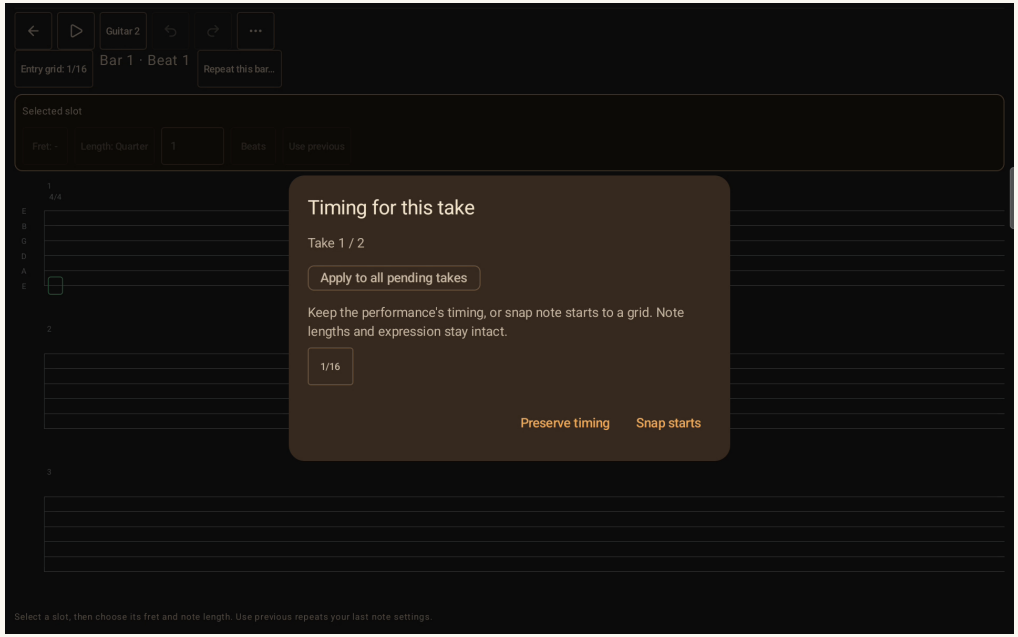


Record the two A chords in a separate overdub. Mute the first after one beat; allow the second to reach the loop end.

Play the chords

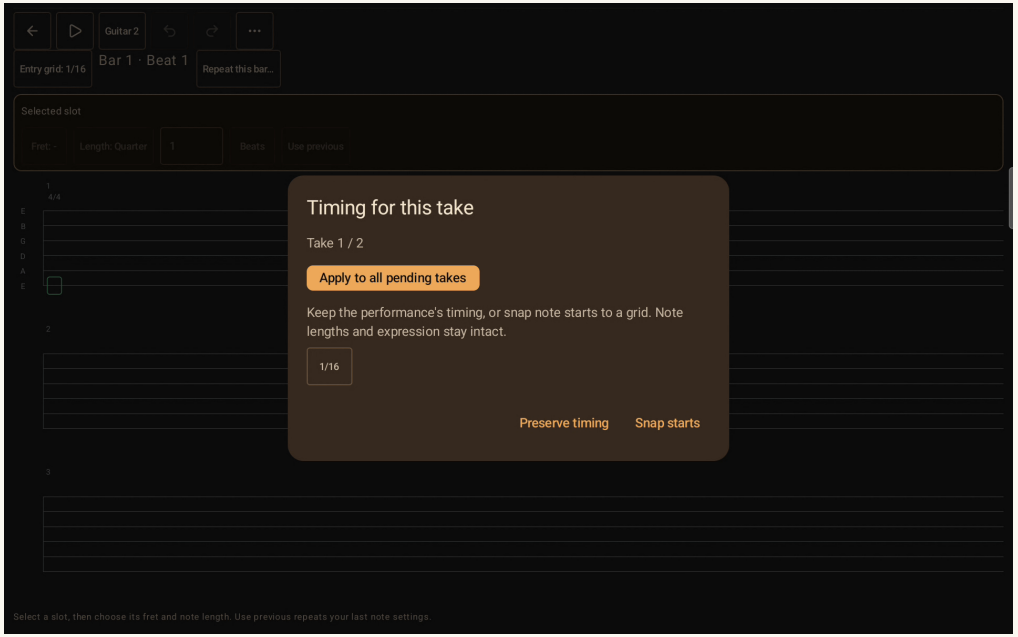
Record two chord passes at 113 BPM, then tidy their timing and sustain.

Check the take / Open Tab



Open the instrument menu and choose Tab. A recorded take may ask how to handle its timing.

Recorded timing / Preserve before tidying

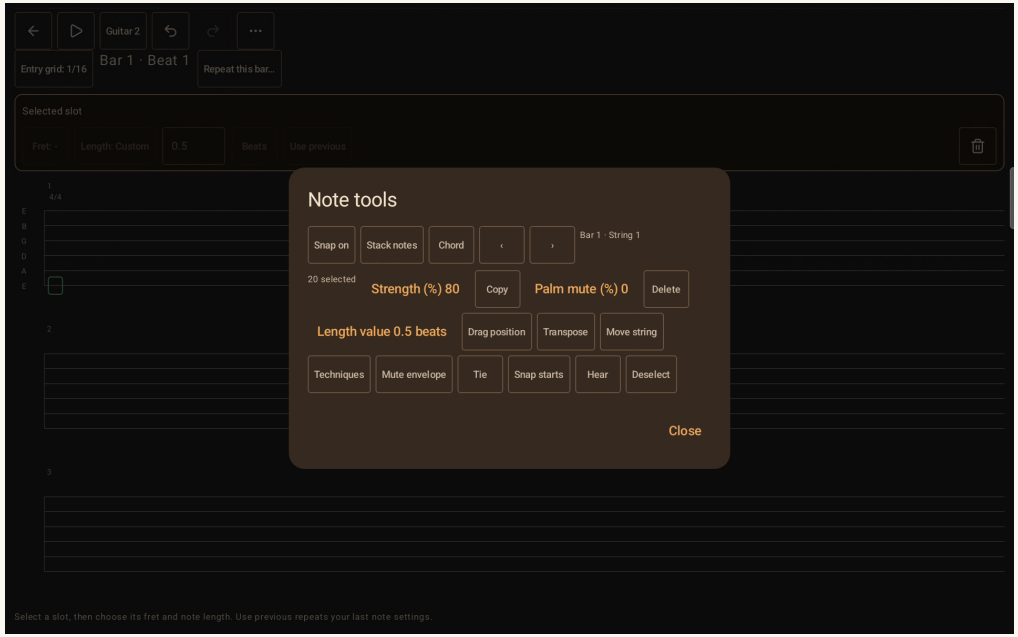


Select Apply to all pending takes, then Preserve timing. This keeps both performances while we prepare a clean edit. Open More and Select bars. Keep From one and To seven, then choose Select. Open More again and choose Note tools. We will shorten the notes temporarily before snapping, so adjacent chords cannot overlap.

Play the chords

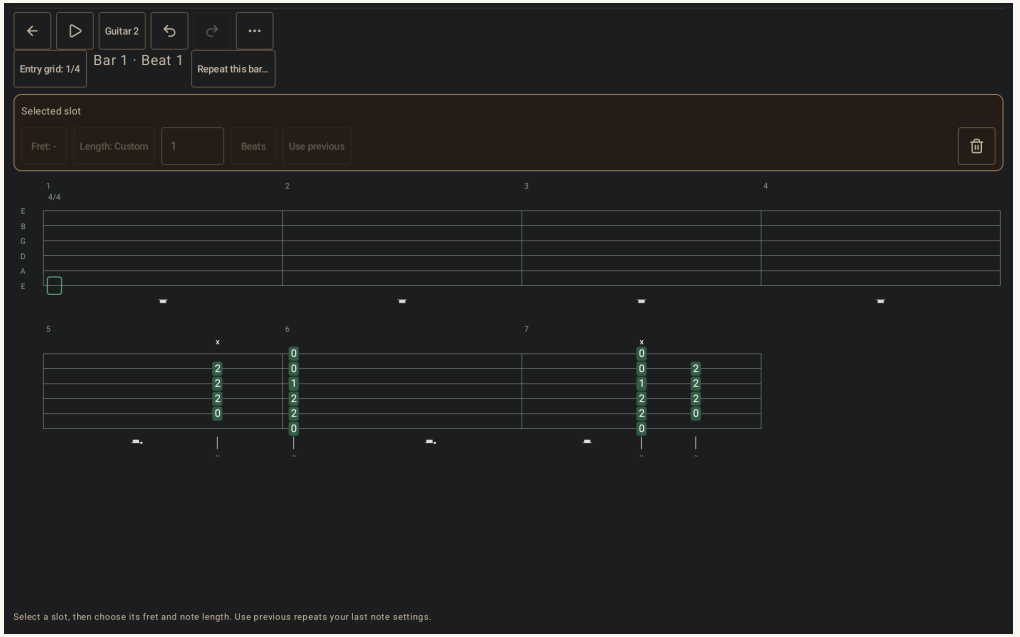
Record two chord passes at 113 BPM, then tidy their timing and sustain.

Selected notes / Length, strength and open sound



With all twenty notes selected, temporarily set Length to half a beat. Set Strength to eighty percent and Palm mute to zero. This gives every chord the same attack and open tone. Close Note tools, then open the Entry grid menu.

Quarter grid / Align each chord attack

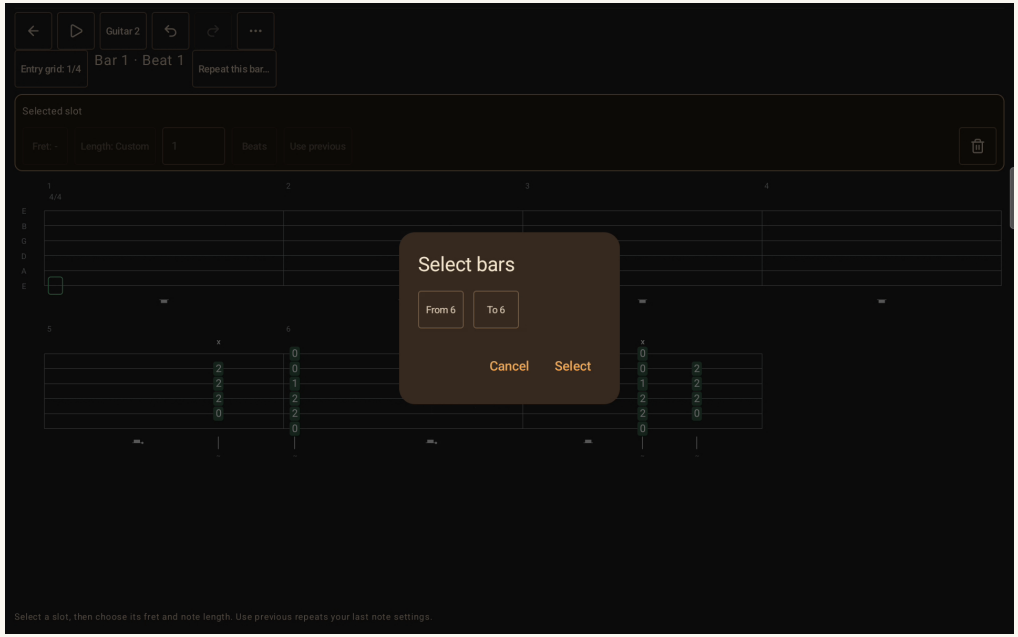


Choose one quarter. Open More and Note tools, then Snap starts. Each chord now begins together on its intended beat. Restore Length to one beat for the selected notes, then Close. We will extend only the first E next.

Play the chords

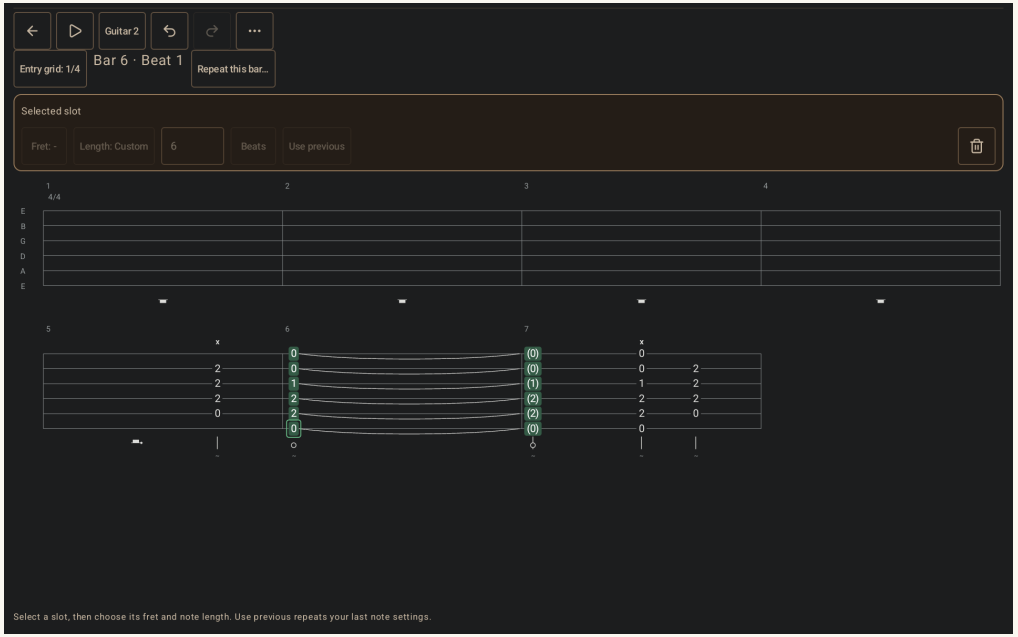
Record two chord passes at 113 BPM, then tidy their timing and sustain.

Long E / Select only local bar six



Open More and Select bars again. Set both From and To to bar six, then Select. Only the first E chord starts in that bar, so this selects its six notes without changing the other chords. Open More and Note tools.

Long E / Six beats of sustain

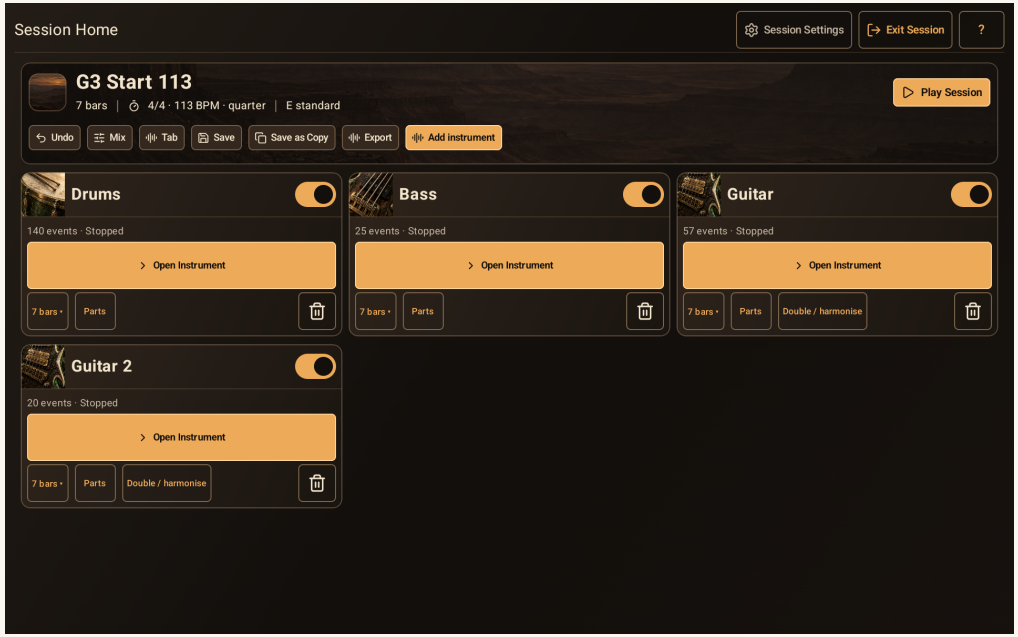


Set Length to six beats and apply it, then Close. The first E now rings through bar six and the first two beats of bar seven. The second E and final A each last one beat.

Play the chords

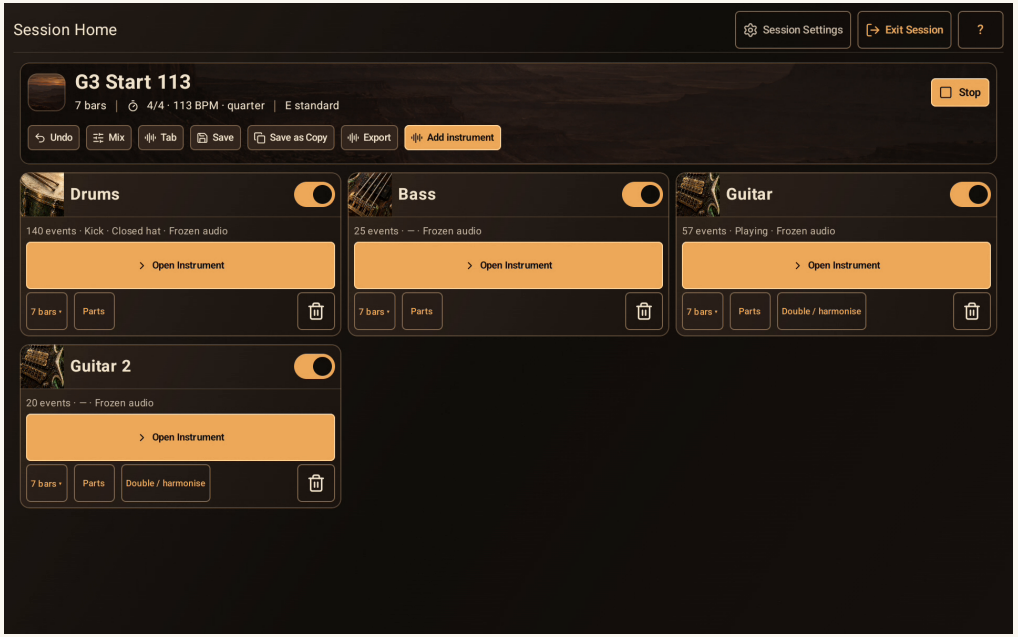
Record two chord passes at 113 BPM, then tidy their timing and sustain.

Check the arrangement / Return to Session



Return to the instrument, then Session. Listen for the short A pickup, the long E, and the final E and A. Our notes are ready; the next shared lesson will apply the saved guitar sound.

Listen / Four chord attacks at 113 BPM

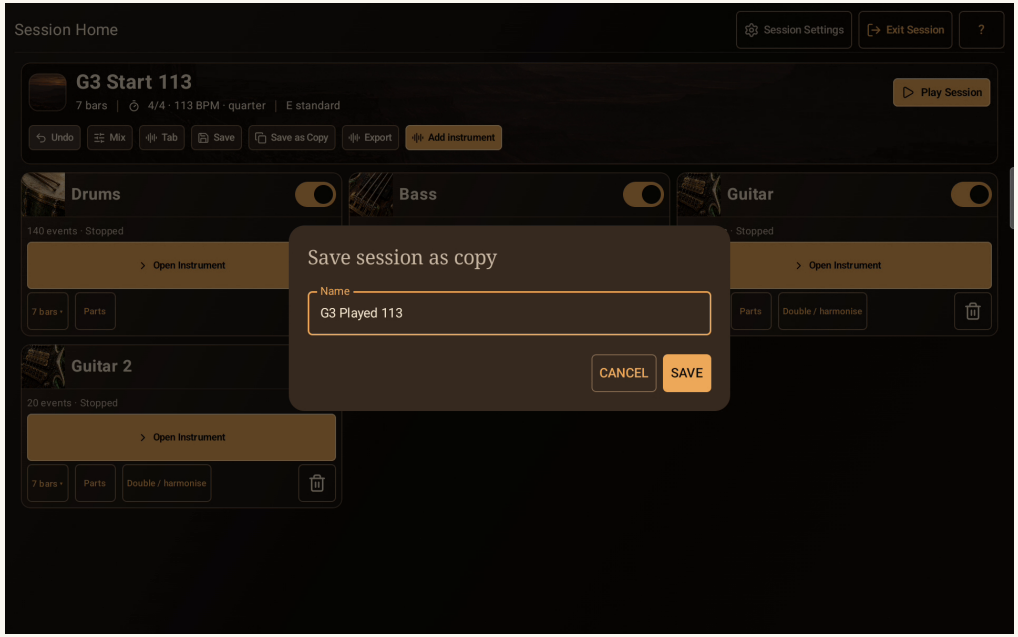


Listen for A at bar five beat four, the six-beat E from bar six, then E and A on bar seven beats three and four.

Play the chords

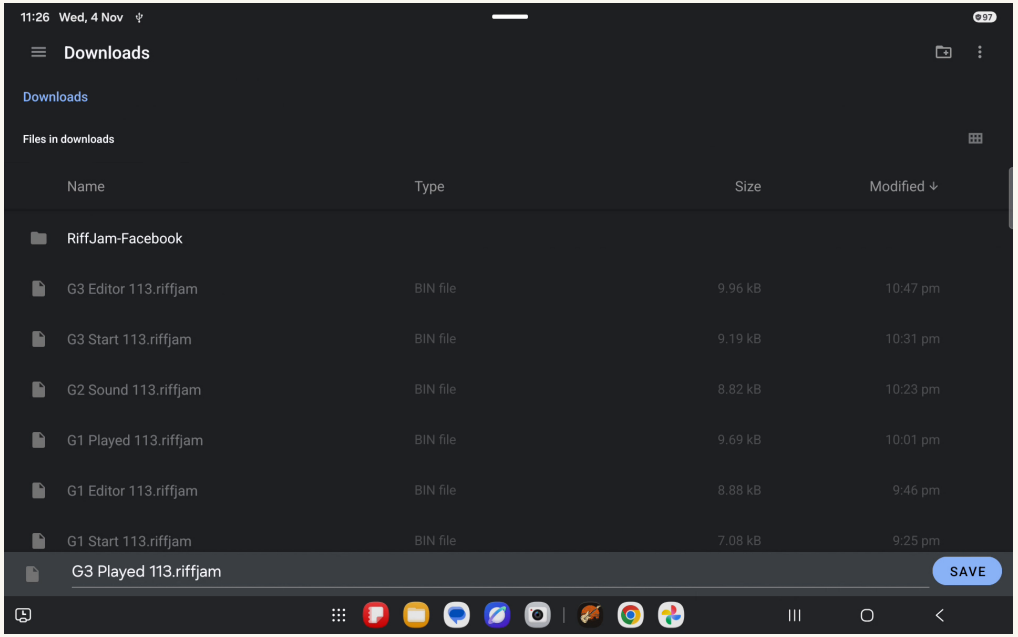
Record two chord passes at 113 BPM, then tidy their timing and sustain.

Save / Played chord checkpoint



Choose Save as Copy and call this G three Played one thirteen. Keep the starting checkpoint so you can also try the editor route. In the shared sound lesson, we will load the guitar sound we saved earlier.

Export / Keep an editable session



Choose Export, RiffJam session, then Save. This keeps the notes and settings editable. You only need one of the two chord-entry routes. Continue with the shared guitar sound, then the Vocal Cry part.