

Discover the Guitar Pro 8 new features

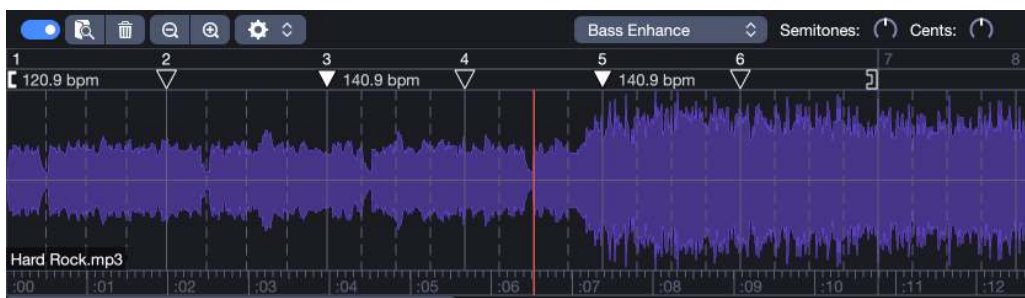
This section reviews the main new features of Guitar Pro 8 and provides a quick introduction to these features.


Please note that you will find more information about these new options in the related chapters of this User Guide.


Audio track

You have now the possibility to add an audio track to a Guitar Pro file. This can be really helpful for a transcription work for example, or allow you to add a vocal track to your score, or even use it as a full playback to accompany yourself.

You will find more information in the dedicated section of this guide but here is a short introduction for a quick start.




You can add an audio file by clicking on the  button, using the **Track > Add Audio File** menu, or simply by dragging and dropping the file.

The window display can be accessed from the toolbar via the  button or via the **View > Show Audio Track** menu.

The presence of a blue outline around the toolbar button indicates that your file contains an audio track.


Guitar Pro's Audio Track has a synchronization interface so that both your score and your audio file can be played perfectly together.

It contains a list of Sync Points that will adapt the playback of the score in order to match the audio file. It is the sync points that will be taken into account when playing the score. Tempo automations of the score will not be considered.

Once created, the Audio Track always contains a first synchronization point  that corresponds to the first tempo of the song.

If your score already contains tempo automations, you can import them into your Audio Track, which will then create the corresponding Sync Points.

Inversly, you can also import the Sync Points of the Audio Track into your score as tempo automations. These actions are available from the  menu.


Finally, it is possible to temporarily deactivate the Audio Track at any time using the  button, the audio file will no longer be played and the score playback will again be directed by its tempo automations.

Synchronizing an audio track


1/ Padding

The first step consists in adjusting the padding of the audio file, in order to make a first correspondence between the score and the audio file that will be used as a starting point for the synchronization process.

Most of the time, the goal is to try to make the beginning of the audio file coincide with the beginning of the score, but it is also possible to do it from any time of the file as long as it coincides with the same time of the score.

The main method is to move the waveform on the grid with the mouse while holding down the “Ctrl” (Windows) or “Cmd” (macOS) key. Alternatively, you can also move the grid on the waveform using the first synchronization point .

2/ Placing the sync points

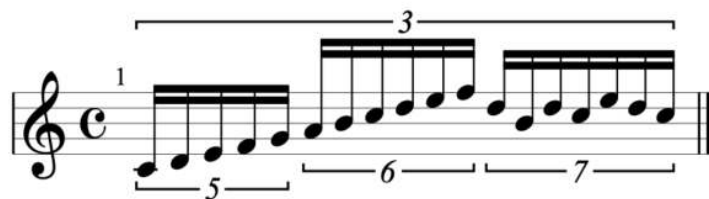
Once the starting point is established, you can now add sync points via the grid displayed on the waveform. This grid corresponds to the structure of the score: the plain vertical bars correspond to the beginnings of the bars, the dotted bars correspond to the beats of the bar (based on the key signature). You can visually match the grid with the waveform by moving the bar and time bars or via the sync points directly .

Moving a sync point never affects the position of the other existing points. The tempo of the sync points is automatically calculated based on their position on the waveform and the structure of the score.

We recommend two methodologies for the synchronization process.

- Synchronize the beginning and end first, then adjust the middle of the song.
- Synchronize from the left to the right, by synchronizing the beginning first, then progressing in the song set by step.

Nested tuplets

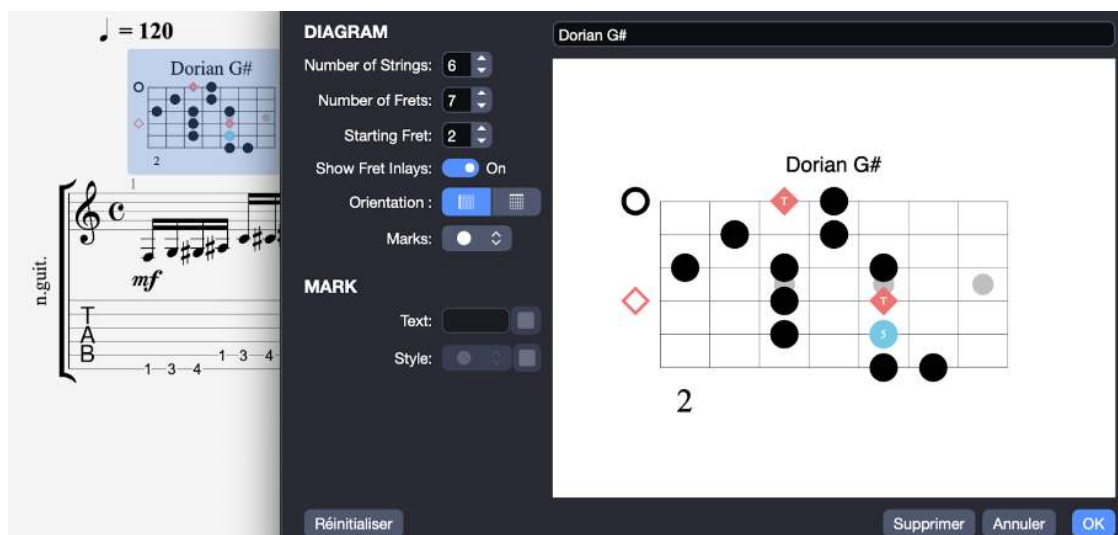


You will find this option in the edition palette next to the standard n-olets. The primary n-olets (displayed on the top) correspond to the standard n-olets in Guitar Pro (1), the secondary n-olets (displayed below) correspond to the new button dedicated to nested n-olets (2).



A long press or a right-click on the button in the palette allows you to select the desired n-olet.

Scale diagrams

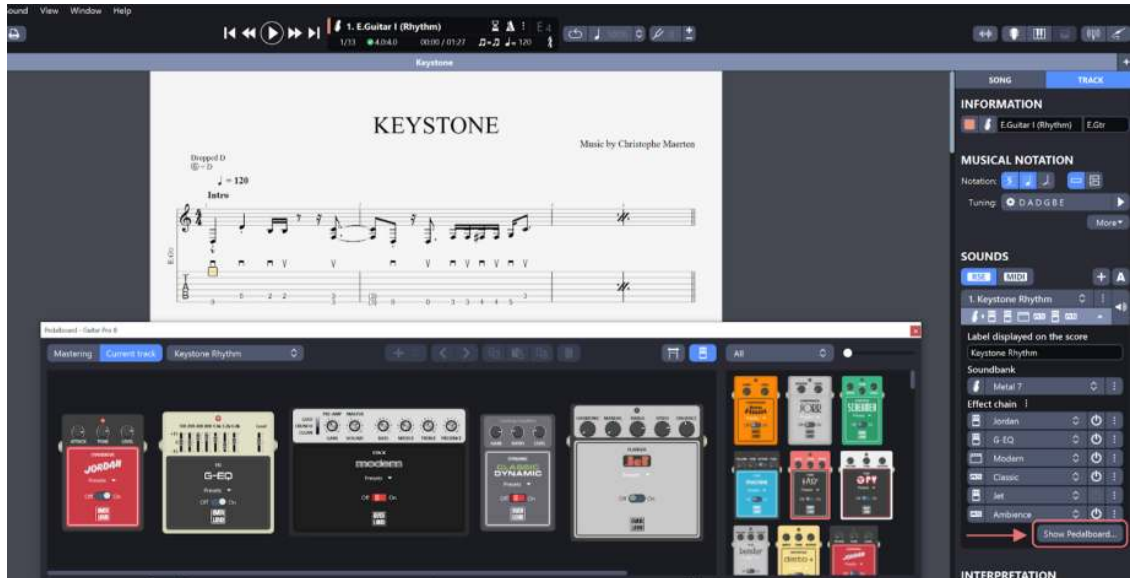


You can find this tool in the **Note > Scale...** menu.

You can apply this to a selection to have a pre-filled diagram.

Pedalboard

You can find it from the track inspector, once you developed the sound options and then click on “Show Pedalboard...”.



This option allows you to have a direct view on all the effects of your track. It is available for both the current track and for the mastering.

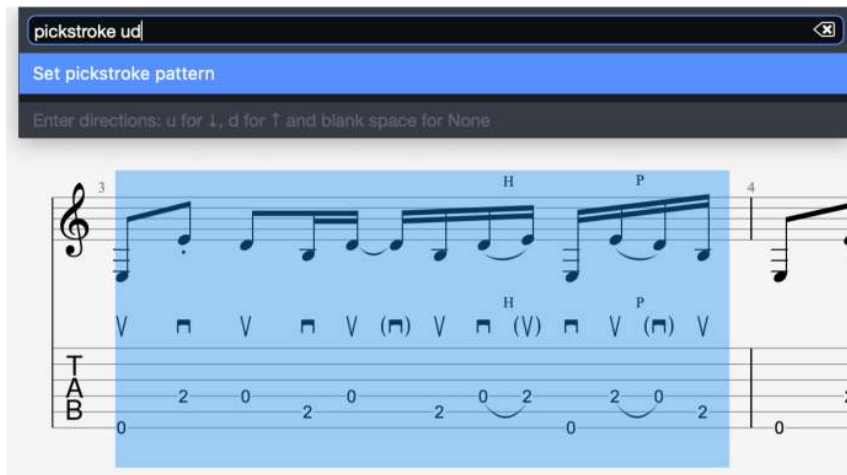
To add a pedal, use the “+” option in the toolbar or drag and drop a pedal from the pedal browser (open via the top right button).

As for the effects list in the inspector, it is possible to have a maximum of 6 pedals and amps.

The command palette

This tool allows you to write what you want to edit on the command line. It can greatly improve the editing speed.

You can find it via the **Tools > Show Command Palette** menu or via the “ctrl”+“e” shortcut.



Here are a few uses:

- Find any option in Guitar Pro 8 by typing all or part of the name
- Display the list of commands with “?”
- Type “@” to get the list of actions
- Type “>” to directly apply the name of a chord, a nuance, an key signature, an octave sign, a key, or a direction by prefixing it with “>”. Example: “>Cm” applies a C minor to your score
- Apply an effect pattern to a selection, in which case the pattern will repeat across the entire selection. Or apply an effect template without selection, in which case you can apply effects on all the beats until the end of the score. Example: “pickstroke ud” on a selection will chain up and down pickstrokes across the entire selection.
- Delete all occurrences of the chosen effect on a selection with “unset”
Example: “unset Tie”

To complete the command, use the Tab. key.

Keep the palette on screen after each action with the “flow” option.

Design mode improvements

With the design mode it is now possible to move the beats and automatically align the bar lines when moving them.

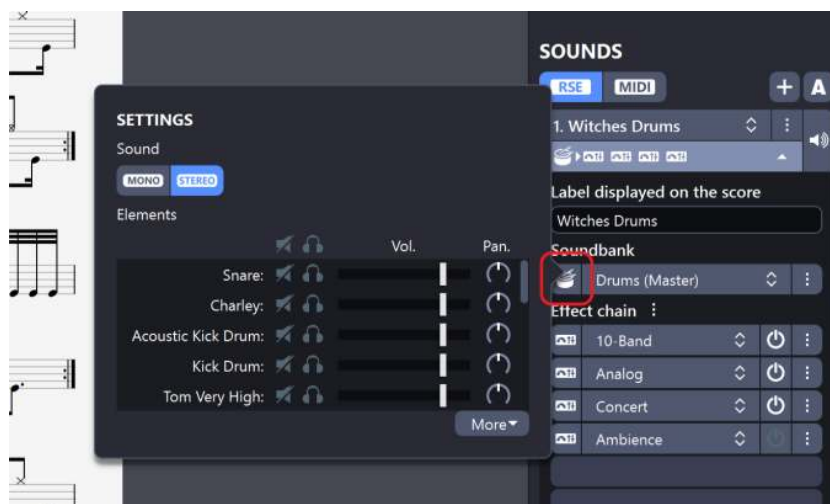


To access the design mode, click on the button to the right of the voices in the palette.

The x button to the right of the anchors line resets all anchors.

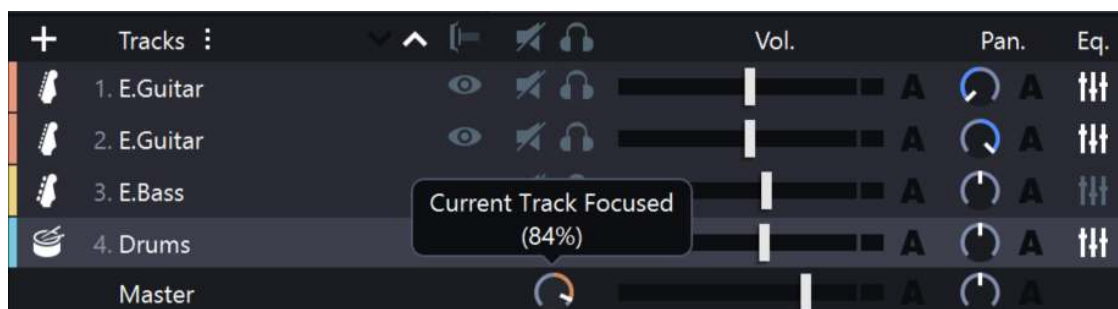
Drum mix

By clicking on the icon of the chosen drum set soundbank, a popup will allow you to adjust the volume / pan of each element of the set.



Focus / UnFocus current track

You can choose to focus or unfocus the current track using the button below the mute / solo buttons.

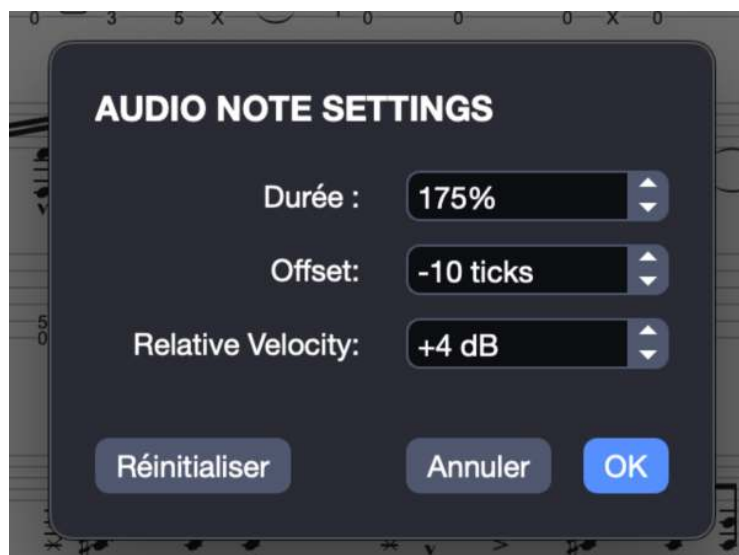


This option allows you to focus or unfocus the selected track compared to the other tracks in your score.

Audio note settings

It is now possible to apply a custom offset, duration or velocity to the note or on a selection.

You can find this option via the **Note** > **Audio Note Settings** menu.

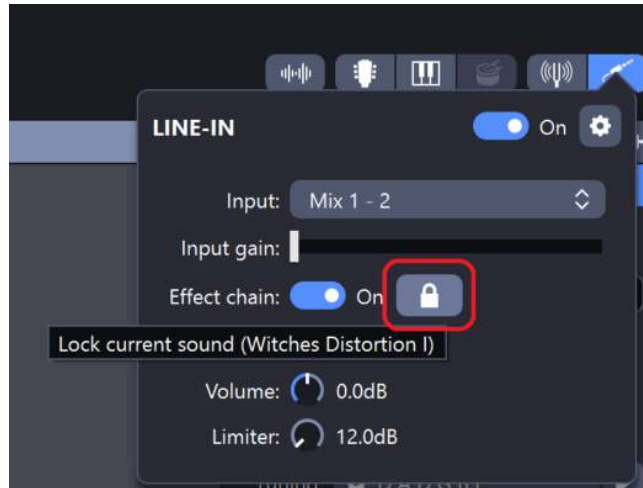


Each modification is applied to the theoretical value of the note without taking into account the other effects.

A quarter note corresponds to 480 ticks.

Locked sound on the Line In

By clicking on the lock icon in the Line In window, you can lock the current sound, to keep it even if you change track or file.



Piano fingerings

On a piano track, more precisely in case the track has the “stringed” option set to off at the bottom of the right panel in the “Track” tab, the proposed fingerings will be automatically adapted for the piano (1 2 3 4 5) in the fingering windows.



Piano pedal indications

The piano pedal indication is now available via the **Effects > Sustain pedal** menu.

It can be applied to a note or a selection.

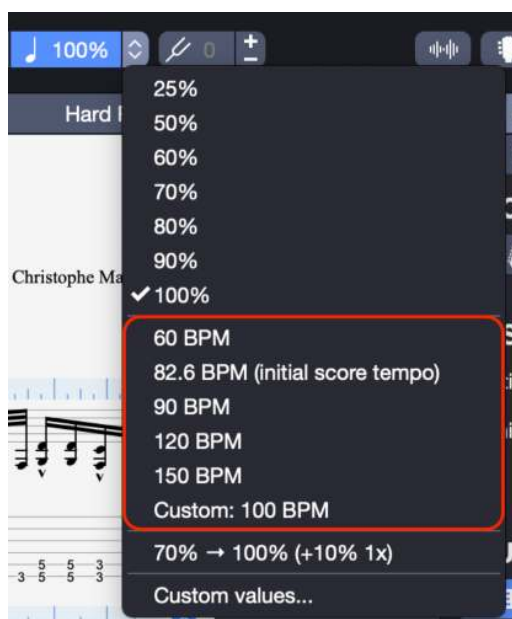


The release asterisk is automatically positioned after the end of the selection.

Fixed Tempo

The new fixed tempo option allows you to play the whole song at the same speed, even if tempo automations are present.

You can find this option in the relative tempo drop-down menu.



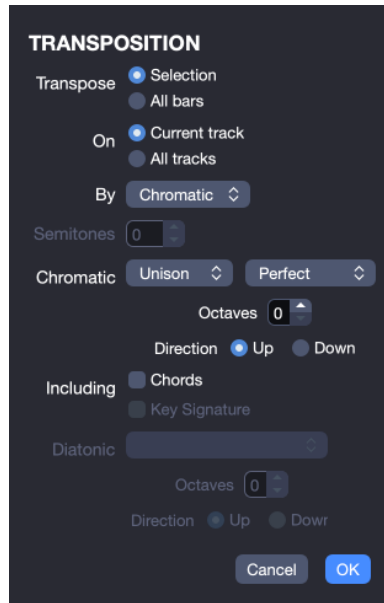
It is possible to customize the fixed tempo value via the “custom values” entry.

The fixed tempo is not available when an audio track is present.

Chord transposition and diatonic transposition

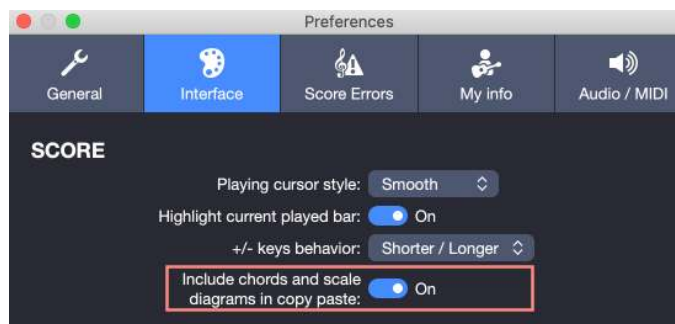
The chord transposition window has been greatly improved, and now allows you to transpose chords, and to choose between several types of transposition, including diatonic transposition.

You can access the transposition window from the **Tools > Transpose** menu.



Copy and paste improvement

- An option to paste default chord and scale diagrams when doing a simple paste is available in the Interface Preferences.



- Automations to track and master are now separated in the special paste dialog.

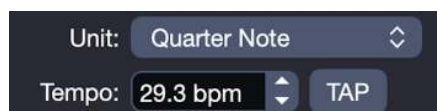
Filters for mySongBook files

Filters have been added to the mySongBook homepage to make it easier to find the songs you want.



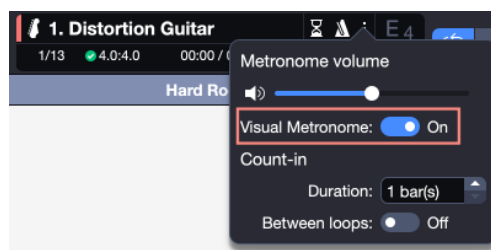
Tempo to the decimal point and below 30 bpm

In the tempo automations window, you can now choose a tempo with a decimal point, as well as tempos below 30 bpm.

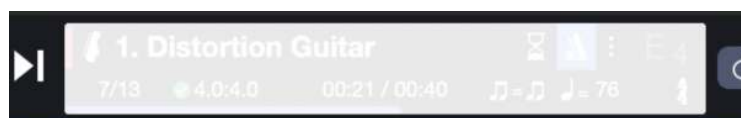


Visual metronome & visual countdown

It is now possible to activate the visual metronome in the metronome settings from the top panel. It can also be displayed during the countdown.



It appears as a flash on each beat in the top panel.

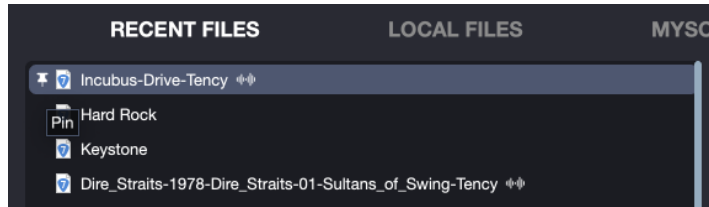


Visual metronome flash

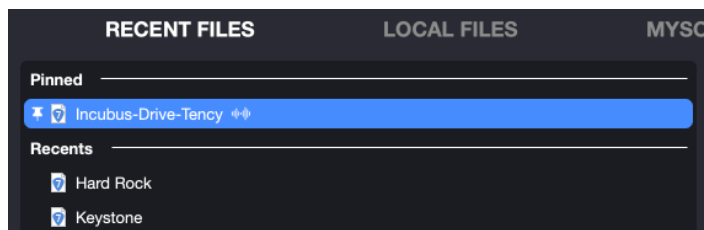
For a visual metronome only, simply set the metronome sound to o.

Pin files in recent files

On the homepage, the pins to the left of each recent file allow you to set the file as “pinned”.



This will allow you to keep it in the top position until it is unpinned.



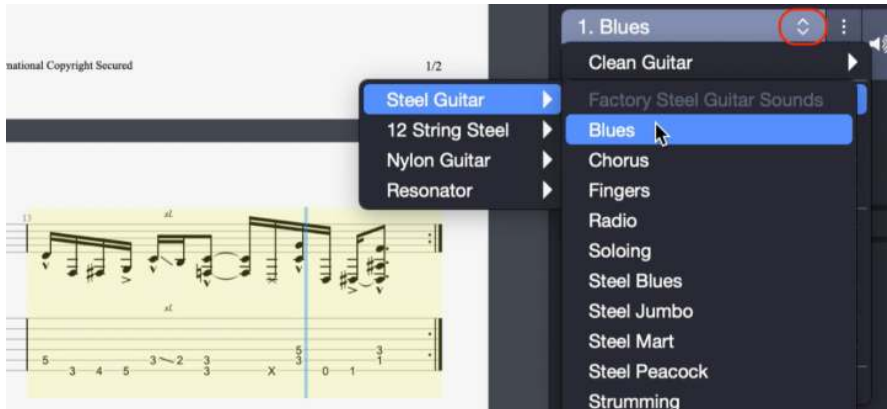
Quarter tone on tremolo bar

The vibrato bar can now be applied in quarter tones. You can find this option in the **Effects > Vibrato bar** menu.



Sound preview during playback

While your song is playing, you can hover your mouse over the different sounds available in Guitar Pro 8 to get a quick preview.

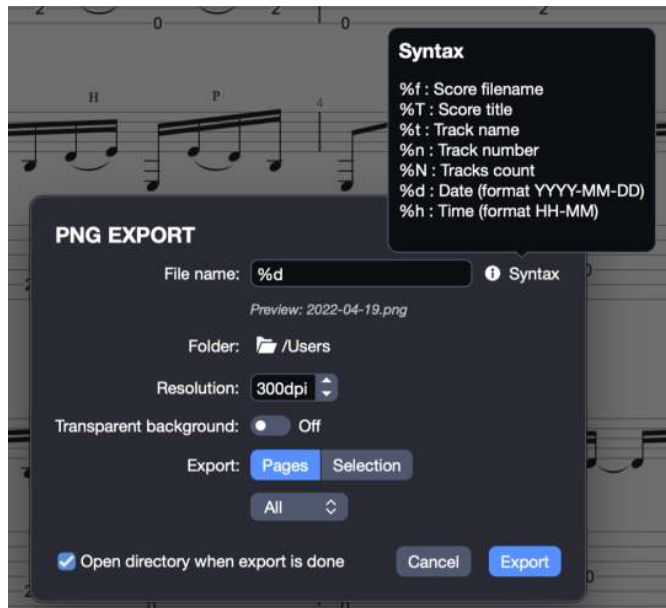


Improved PNG and PDF export

You can now configure your PNG and PDF exports.

Among these options, you can :

- set an automatic syntax for naming your files
- choose the resolution
- export only the selection
- export on a transparent background



Slash in standard and drum notation

Until now, slash notation was reserved for rhythmic notation and tablature. It is now available for standard notation and drums.

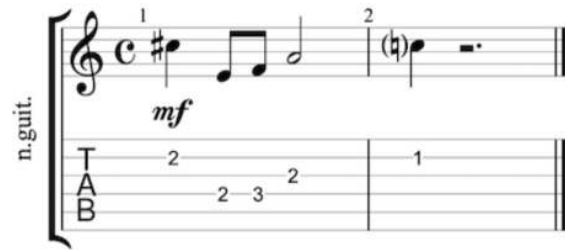


You can find this option from the **Note** > **Slash** menu or via the edition palette.

Courtesy accidentals

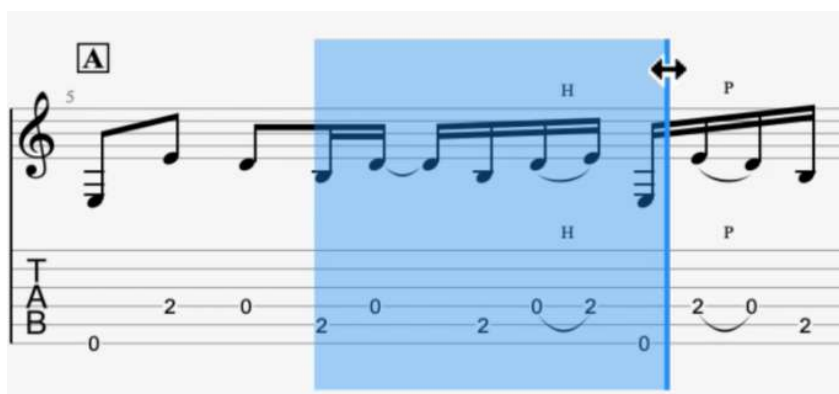
A precautionary accidental is an accidental that does not need to be indicated according to the rules of music theory, but reminds the reader that the note is altered.

You can find this option in the **Note** > **Alteration** > **Cautionary Accidental** menu.



Modifying the selection on the score

Once you have made a selection on the score, you can now resize it with the mouse by clicking on one side and stretching the selection.



Shortcuts modifying speed during playback

The + and - keyboard shortcuts allow you to change the playback speed while a score is playing in 5% steps, or in 5 bpm steps in the case of a fixed tempo.

Triple click

Triple-clicking on the score will allow you to select the entire current track.