Prominy
Sound Solution.

ULTRA REALISTIC VIRTUAL ELECTRIC GUITAR

User Manual

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Introduction

SC Electric Guitar

Ultra Real-sounding Virtual Electric Guitar - The true sound of Fender® Stratocaster®

SC Electric Guitar enables you to compose and create natural guitar tracks that imitate real guitar playing!

1. Incredible real-time playability - SC SPM (Super Performance Multi)

With SC SPM (Super Performance Multi), you can play ultra realistic guitar performance in real-time. SC SPM is more advanced, playable, and flexible. You can access the expansive number of the playing techniques instantly without stopping your performance and create convincing guitar tracks very quickly.

Single note Realtime Legato Slide
Single note Realtime Hammer-on & Pull-off
Single note vibrato (deep & light)
Single note mute & picking noise
Single note gliss down
Single note gliss up
Picking Tremolo
Trill
Pinch harmonics
5th-dyad chord Realtime Legato Slide
5th-dyad chord vibrato
5th-dyad chord mute & picking noise
5th-dyad chord whammy bar with pinch harmonics
5th-dyad chord gliss down (fast & slow)
4th-dyad chord Realtime Legato Slide
4th-dyad chord vibrato
4th-dyad chord mute & picking noise
4th-dyad chord gliss down
4th to 5th-dyad chord hammer-on
5th to 4th-dyad chord pull-off

Unison bend
Special FX (scrape, whammy bar, etc.)
Feedback
Fret noise
Pick stop noise
Bridge mute noise

Position change noise
Natural Harmonics

Power chord Realtime Legato Slide
Power chord mute
Power chord picking noise
Octave Realtime Legato Slide
Octave picking noise

Various chords (Real chords)

String 3 root flat5th-dyad chord
String 3 root major 3rd dyad chord
String 3 root major 3rd dyad chord whammy bar
String 3 root major 3rd dyad chord gliss down
etc.

2. All the pick-up positions can be reproduced

We modified the Stratocaster® so we can record the three direct signals from the neck, middle, and bridge pick-up simultaneously via separate output jacks. Each sound of the pick-up microphones was perfectly sampled and all the five pick-up positions can be reproduced.

neck position
neck-middle position
middle position
bridge-middle position
bridge position

You can also change the mix balance of each pick-up microphone.

SC Electric Guitar reproduces even the switching noise of the pickup selector!

3. Auto Stroke Detection

With SPM's Auto Stroke Detection feature, SPM automatically detects the current beat position and identify proper stroke direction (down or up). There are several stroke detection modes and you can also control stroke direction manually.

4. Real chords
The extensive number of the 'real' chord samples makes your guitar tracks very convincing.

- major, minor, 7th, minor 7th, major 7th , add 9th, 7th-9th, major 7th-9th, sus 4th, dim 7th, aug, #9th, minor 9th, major 3rd vibrato with / without pinch harmonics, open chords, power chords (besides 5th-dyad chord), etc.

Guitar chord sound which is emulated using single note samples does not sound real. SC Electric Guitar includes the huge number of 'real' recorded (in other words, 'pre-recorded' or 'pre-played') chord samples. Each chord instrument can be used as a SPM instrument and you can instantly access the various types of guitar chords.

Prominy's guitar libraries are the only ones which inlude such a huge number of the 'real' chord samples.

5. Feedback
In actual guitar performance, you get feedback sound when a heavily distorted tone is played in front of (or a certain position from) the amplifier. SC Electric Guitar reproduces the feedback sound. The pitch and fade time of feedback can be changed.

6. Assignable Key Switch
All the SPM instruments have Assignable Key Switch feature which enables you to assign any key switches to each SPM instrument. You can combine any SPM instruments to SPM multi as needed and assign key switches, and create your own SPM setting.

SC Electric Guitar includes a huge number of the guitar playing techniques, and most of them are available as SPM instruments.

7. Double-Tracking
This is a technique which is frequently used in recording guitar tracks. It gives the guitar track a nice, wide-spread stereo images and thickness. With SC Electric Guitar, you can reproduce it very easily just by loading 'SPM double-tracking instruments'. No identical samples are played simultaneously in both channels. You don't need a stereo delay or tweaking your midi data to emulate the double-tracking.

8. Low note samples included
SC Electric Guitar includes the lower note samples (low C - low D#) and is suitable for a wide range of musical genres.

9. Realtime Legato Slide
Realtime Legato Slide feature using 'real' legato samples is available in single note, 5th-dayd chord, 4th-dyad-chord, and octave-dyad, and power chord instruments. With SC's Realtime Legato Slide feature, you are able to get perfectly real expressions of the human finger's legato slide which can not be reproduced with slide emulation by changing pitch.

10. Direct signals from the guitar
You can make your own guitar sound so it suits the music genre you're working with by adding your favorite amplifier simulator.

11. Picking noises are recorded in multiple forms on all frets and strings
Picking noises made while playing a guitar is one of the most important characteristics that identify a live guitar recording. That is why we took great care in capturing many variations of picking noises. Adding these noises, with consideration to timing and picking style, will make your guitar tracks sound natural. When you use picking noise sampled from a different position of the fret board than the one you're applying it to, the result is an unnatural sound because the noise will not harmonize with the original note's sustain sound.

12. Other features
- Expansive number of playing techniques, extreme power of expression that no other guitar library has captured before

- The world's most powerful and largest library of a single instrument includes;
Single note, 5th-dyad chord, 4th-dyad chord, octave, power chords, vibrato, single bend, unison bend, stationary bend, double bend, legato slide, pinch harmonic, various chords, picking noises, whammy bar, special FX, etc.

- Kontakt Player 2 included -No sampler required!

System Requirements

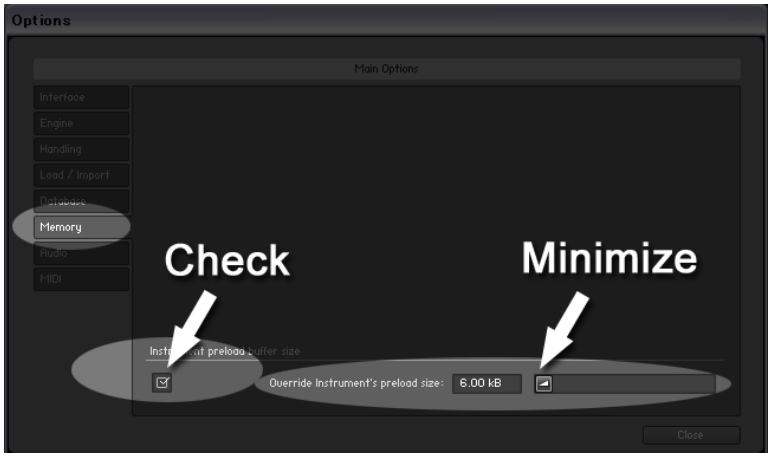
Mac OS X® 10.5 or higher, Intel® Core™ Duo 1.66 GHz, 1 GB RAM

Windows® XP (SP2, 32bit) / Vista® (32/64 Bit), Windows 7® (32/64 Bit), Pentium® or Athlon XP 1.4 GHz, 1 GB RA

36 GB free disc space, DVD drive
Kontakt 4 Player included - No sampler required

[IMPORTANT] Preload buffer size configuration

Please check your preload buffer size before loading the multi / instrument.
SC is a very big instrument that loads a huge number of samples. You need to configure the preload buffer size in Kontakt's option. The default pre-load buffer size is too large. If you have not changed the preload buffer setting, decrease the pre-load buffer size.



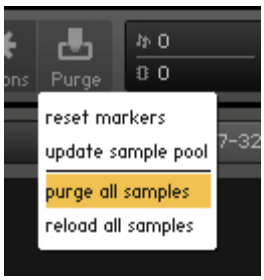
1. Click the Options button;

and select the 'Memory' tab.

2. Check the box and minimize (or set to 12kb); 'Override Instrument's preload size'.

The buffer size ('Override Instruments preload size') in the picture is 6kb, but if you load a big multi, we recommend 12kb to play the samples smoothly. If the samples are not played smoothly with 12 kb, increase the buffer size as needed unless RAM runs out. It depends on the system, but in most cases 12 kb should work fine. By decreasing the preload buffer size, loading time becomes much shorter and you can save a big RAM space.

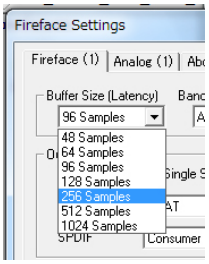
Purge All Samples and 'on the fly streaming'



Another great way to save RAM is using the 'purge all samples' feature of Kontakt Player / Kontakt (ver4.1 or later). After loading the multi / instruments, click on the 'Purge' icon and select 'purge all samples'. If your system is not so old, Kontakt Player should load previously unloaded samples on the fly when you play notes. If your RAM space is tight, it's worth trying.

If you get a noise at the beginning of the note when you play a big multi…

A big multi that includes many instruments requires a certain amount of processing power. If you get a noise at the beginning of the note, *increase* the latency size of your audio interface (not 'decrease', unlike with the preload buffer size in Kontakt Option). For detail about changing the latency size, please refer to your audio interface manual.



Tips

[Saving RAM by unloading unused instruments]
If there are unused instruments for a project you are working on, we recommend you to remove them from the multi and re-save the multi with a different name. You can save RAM and time for loading the unused instruments.

[Using Global Controller or MIDI CC to customize SPM]
Most of the features of SPM can be controlled through MIDI CC (MIDI Control Change). ***We recommend you to use them to change the common parameters of SPM Multi unless you would like to customize a specific instrument.*** You can set the common parameters of all the instruments in the multi at once by using them. (You can customize each instrument with its interface, but you'll need to repeat the same process with all the instruments in the multi.)

[Do not use solo / mute button]

As all the instruments in the multi need to receive the same midi information to execute the auto string / fret select feature, do not use the solo / mute button, otherwise the Fretboard Monitor does not work correctly.

Abbreviations

***rt**	root (* = root string number) *e.g. 40_5th_sld_dwn_1f_fst_5**rt***
***t**	top note = key' mapping (*= 2 or 3 digit numbers) *e.g. 72**t**_4th_vibrato*
_+gd	gliss down
_1time	only 1time (no repeat) 1time trill
_4th	4th-dyad chord
_5th	5th-dyad chord
_7th	7th chord
_7th_9th	7(9) chord
_add9	add9 chord
_br_noise	brush noise (stroke noise)
_ctn	continuously (continuous trill)
_d	down picking (down stroke)
_dbl	double track
_df	down stroke fast
_dim7	dim7 chord
_double_bend	double bend
_ds	down stroke slow
_dwn	down picking (down stroke), or slide down
_foot	foot controller
_gls	gliss ('gliss down' or 'gliss up')
_h	half step
_h_v	hi velocity instrument
_hamm_pull	real time hammer-on & pull-off
_harm	harmonics (pinch harmonics)
_hi_velo	hi velocity instrument
_leg	legato (legato slide)
_m7	m7 chord
_m9	m7(9) chord
_maj7	maj7 chord
_maj7th_9th	maj7(9) chord
_major	major chord
_mid	middle, or medium
_minor	minor chord
_mj3_v	major 3rd chord vibrato
_mj3_v_ph	major 3rd chord vibrato with pinch harmonics
_nv	no vibrato
_oct	octave
_opn_chord	open chords, low chords

_opt	optimized mapping
_p_harm	pinch harmonics
_ph	pinch harmonics
_pk	picking
_posi	position (position change noise)
_pwr_chrd	power chord
_rel	release (or release instrument)
_rtsl	real time legato slide
_s	single note
_sharp9	7(#9) chord
_sld	legato slide
_slw	slow
_sngl	singke note
_st_bend	stationary bend
_str	string
_sus4	sus4 chord
_sust	sustain
_u	up picking (up stroke)
_u_bend	unison bend
_uf	up stroke fast
_up	up picking, or slide up
_us	up stroke slow
_v	velocity switch
_vel	velocity switch
_velo	velocity switch
_vib	vibrato
_w	whole step
_wh	whole+half (1.5 whole step)
_whmmy	whammy bar
aug	augmented chord
b*	bridge pickup
m*	middle pickup
n*	neck pickup
bmn*	Switchable (includes all the pickups)

SPM (Super Performance Multi)

SPM's features

With SC SPM (Super Performance Multi), you can play ultra realistic guitar performance in real-time. You can access the expansive number of the playing techniques instantly without stopping your performance and create convincing guitar tracks very quickly.

There are five types of SPM instruments;

Main instrument

High Velocity instrument

Release instrument

Feedback

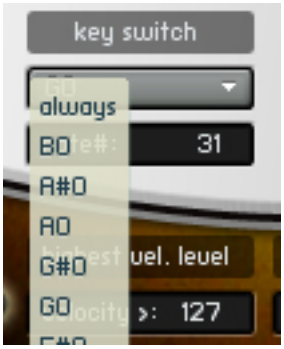
Pickup Selector

- Main instruments

key switch

All SPM instruments have Assignable Key Switch feature which enables you to assign a key switch to the SPM instrument. You can add any SPM instruments to SPM multi as needed and control all the SPM instruments with a single MIDI channel.

How to assign a key switch;



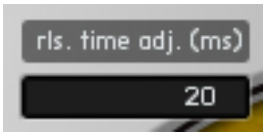
Click on the pull down menu and choose a note you want to use as a key switch.

You can also choose a note by inputting a MIDI note number into the number box

(Some SPM instruments don't have the number box.)

Note: If 'drop ksw mode' is active, the notes; from G#0 to B0 can not be selected since the keys are used as '[hold keys' and 'stop keys](#)'.

Release time adjustment



When a new note is triggered, SPM instruments automatically cancel the previous note. You can adjust the release time of the previous note to connect the notes smoothly. The range; 0 - 30 is recommended. It depends on the instrument, tempo, and how the sound is processed (distortion, reverb, etc.) The release time can be controlled through MIDI CC# 62.

Auto alternation (Auto Stroke Detection)

Auto alternation modes

There are four stroke modes. You can select the stroke mode from the pull-down menu. You can also change the mode using MIDI CC# 58.

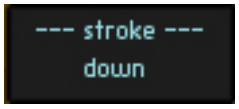
time recognition (MIDI CC# 58: 0 - 31)	SPM automatically detects the current beat position and identify proper stroke direction (down or up).
forced (MIDI CC# 58: 32 - 63)	Down stroke and up stroke are played alternately regardless of the current beat position.
down only (MIDI CC# 58: 64 - 95)	Only down stroke is played regardless of the current beat position.
up only (MIDI CC# 58: 96 - 127)	Only up stroke is played regardless of the current beat position.

Resolution

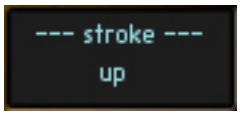
The stroke direction is determined according to the current beat position and the resolution. You can select the resolution for Auto Stroke Detection from the pull down menu. You can also change the resolution using MIDI CC# 57.

midi CC# 57	resolution
0 - 25	8th
26 - 50	8th Triplet
51 - 75	16th
76 - 100	16th Triplet
101 - 127	32nd

Stroke information window



'down stroke' is detected, or 'down only' mode is active.

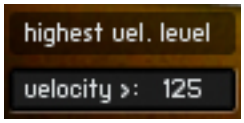


'up stroke' is detected, or 'up only' mode is active.

Tone control

You can cut off the high frequency with the tone knob. You can also control the tone knob through MIDI CC# 59 (neck pickup), CC# 60 (middle pickup), CC# 61 (bridge pickup).

High Velocity Instrument threshold level



With this number box, you can change the velocity threshold level to trigger the High Velocity Instrument in the multi. When the velocity of the note event is higher than the threshold level, the High Velocity Instrument is triggered instead of the Main instrument. The threshold level can be changed through MIDI CC# 55.

Important: The value in the box needs to be the same as that of the High Velocity instrument in the multi. If you don't use any High Velocity Instruments, the value in the box needs to be 127. Otherwise no samples are triggered when the velocity is higher than the threshold level.

Note: If you would like to turn off this feature, input 127 into the number box of the Main instrument.

Sub Velocity Switch threshold level

Some of the Main Instruments which include additional samples have the number box for ‘Sub Velocity Switch threshold level’. There are several kinds of Sub Velocity Switch threshold level. For example;

The gliss down sample is triggered when the velocity is higher than 120.

The mute sample is triggered when the velocity is lower than 80.

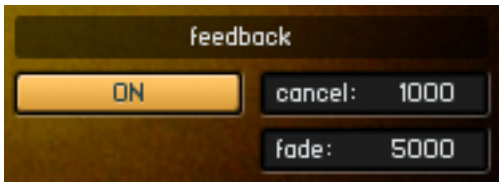
Using High Velocity Instrument and Sub Velocity Switch

The gliss down sample is triggered when the velocity is higher than 120, but if the velocity is higher than 125, the High Velocity Instrument is triggered.

The gliss down sample is triggered when the velocity is higher than 120. Even if the velocity is 127, the High Velocity Instrument is not triggered.

Note: If you input a higher velocity level than the High Velocity Instrument threshold level, the High Velocity Instrument threshold level becomes ‘Sub Velocity threshold level + 1’ automatically.

Feedback options



You can turn on / off the fade-out of the Main instrument and configure the fade-out time and the feedback cancellation time. Each parameter can also be controlled though the following MIDI CC numbers.

option	function	MIDI CC#
ON / OFF button	activate / deactivate the fade-out	90
cancel feedback cancellation time (ms)	You can cancel starting the feedback if you release the note within the cancellation time after the note-on. If you release the note after the cancellation time, the feedback starts to fade in and the Main instrument starts to fade out on releasing the note. In other words, the Feedback does not start if the note is released within the feedback cancellation time. The feedback cancellation time needs to be the same as that of the Feedback instrument.	89
fade fade-out time (ms)	The instrument starts to fade out according to the fade-out time the when the note is released and the feedback starts to fade in. If the note is released within the feedback cancellation time, the instrument does not fade out.	87

Important: To use this feature, the Feedback instrument; ‘b_feedback’ (bridge)or ‘m_feedback’(middle) or ‘n_feedback’(neck) needs to be loaded into the multi. Otherwise no sound is played after the Main instrument fades out. Please be sure to assign proper key switch ranges to the feedback instrument.

Note: This feature should be used with a heavy distortion. Using with clean amp may result unnatural sound.

Auto sustain

Some of the single note instruments have this button. If the auto sustain is OFF, the sample stops playing when the note is released and you can play polyphonic. You can also turn ON / OFF the auto sustain through MIDI CC# 54.

Tips - playing arpeggio using sustain pedal:
If you would like to play arpeggio, using sustain pedal (MIDI CC# 64) is a good way to do it. While sustain pedal is ON, the auto sustain is deactivated automatically and you can play polyphonic and the samples continue playing even if the note is released because the sustain pedal is ON. When the new note is the same as one of the notes which is currently sustained by sustain pedal, the same old note is canceled automatically. (In short, no duplicate notes are played.) When and sustain pedal is released (=OFF), the auto sustain is turned on automatically.

About auto sustain feature:
With SPM, you can avoid unwanted staccato which is caused by note-off when the same note (key) is repeated. After note-on, the note keeps playing until;

- next note-on event
- Hold Key or Stop Key is triggered
- the sample is streamed to the end of it.

The previous note is cancelled automatically when a new note is triggered. That means your both hands are free until a new note is triggered. This feature gives you time to press a key switch or move a controller and you are able to be ready for next note without stopping your performance. That is why SPM enables you to control and switch the various articulations smoothly with a single MIDI channel in real time.

Options button

By clicking on the button, more options for the instruments are shown.

Play Keys (hold keys and stop keys)

Hold keys
When the original note is released while the hold key is held down, the original note is stopped and the selected samples are triggered. In the case of the picture on the left, if you release the original note while G#0 is held down, the original note is stopped and the finger release noise is triggered. If you release the original note while A0 is held down, the pick stop noise is triggered.

Stop keys
The original note is stopped and the selected samples are triggered when the stop key is pressed. In the case of the picture on the left, the picking noise is triggered when A#0 is pressed, no samples are triggered when B0 is pressed.

You can also control the buttons for each hold key / stop key through MIDI CC# 115, 116, 117, and 118.

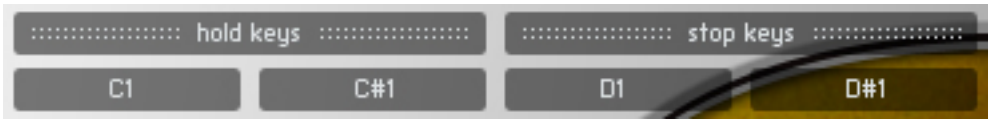
Play key	MIDI CC#	Button
hold key 1	115	0: All OFF 1: Picking noise - ON 2: Pick stop noise - ON 3: Finger release noise - ON 4: Picking noise + Pick stop noise - ON 5: Picking noise + Finger release noise - ON 6: Pick stop + Finger release noise - ON 7: All ON
hold key 2	116	
stop key 1	117	
stop key 2	118	

Drop Key Switch mode

If you use the drop tuned notes (C1 – D#1), the Drop Key Switch mode needs to be ON. The Play Keys (hold keys and stop keys) are shifted – 4 semitones when the Drop Key Switch mode is turned on. You can also turn ON / OFF the Drop Key Switch mode using MIDI CC# 114.

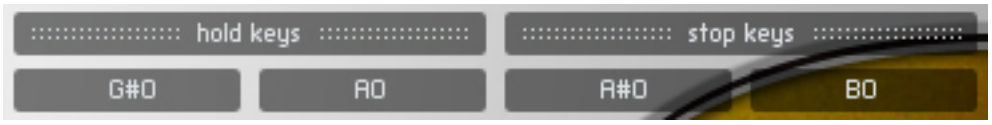
Drop Key Switch mode: OFF

The hold keys are assigned to C1 and C#1, the stop keys are assigned to D1 and D#1.



Drop Key Switch mode: ON

The hold keys are assigned to G#0 and A0, the stop keys are assigned to A#0 and B0.



Tips: If you don't use the drop tuned notes (C1 – D#1), it is recommended to turn off the Drop Key Switch mode because you can use the range (G#0, A0, A#0, B0) as key switches which allow you to assign four more SPM instruments.

Next button

Click on the button to go to the next page.

Pickup settings

You can configure the pickup select key switches and the pickup levels. (You don't need to do anything with these number boxes and the knobs as far as you use only one pickup.) This feature works only when you use multiple pickup positions. For detail about this feature, see the 'Switchable' section.

Tone control MIDI number

With this number box, you can change the MIDI CC number to control the Tone knob. The numbers; 59, 60, and 61 can be selected. The default is; neck: 59, middle: 60, bridge: 61. If you would like to control the tone knobs of different pickups simultaneously with a single MIDI CC number, input the same value into the number box of each pickup. The MIDI CC number can be changed though MIDI CC# 105.

MIDI CC# 105

0 - 42: Tone control MIDI CC number = 59

43 - 85: Tone control MIDI CC number = 60

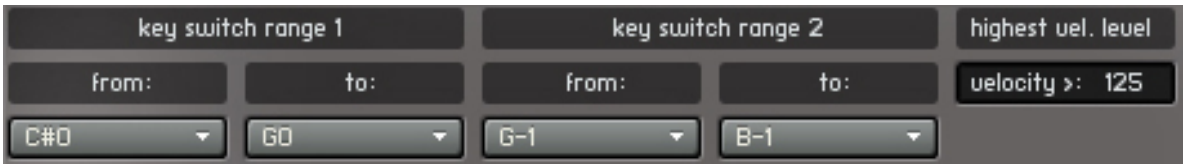
86 - 127: Tone control MIDI CC number = 61

Finish button

Click on the button to go back to the top page.

- High Velocity instruments

Key switch range and Velocity threshold level



Up to four key switch *ranges* can be set. In the case of the picture above, this High Velocity instrument (pinch harmonics) is triggered if one of the Main instruments which is assigned to the key switch ranges (from C#0 to G0 and from G-1 to B-1) is active and the velocity of the note is higher than 125. If the Main instrument which is assigned to C0 is active, this High Velocity instrument is not triggered because the key; C0 is not in the key switch ranges. By setting the key switch ranges, High Velocity instruments can be used with multiple Main instruments.

You can also adjust the velocity threshold level through MIDI CC# 55. The threshold level needs to be the same as that of the Main instruments which are assigned to the key switch ranges.

- Release instruments

Play Keys (hold keys and stop keys)

Release instruments can be assigned to the Play Keys (for detail about '[Play Keys]', see the 'Main instruments' section). The function of Play key is the same as that of Main instruments. The samples which are included in Release instruments are not included in Main instruments.

key switch range

The function is the same as that of High Velocity instruments. By setting the key switch ranges, Release instruments can be used with multiple Main instruments. Up to four key switch ranges are available.

If you would like to configure the key switch range 3 and 4, click on the button; 'ksw range 3&4'.

- Feedback

Feedback control

You can turn on / off the fade-in of the Feedback instrument and configure the fade-in time and the feedback cancellation time. Each parameter can also be controlled though the following MIDI CC numbers.

option	function	MIDI CC#
ON / OFF button	activate / deactivate the fade-in	90
cancel feedback cancellation time (ms)	You can cancel starting the feedback if you release the note within the cancellation time after the note-on. If you release the note after the cancellation time, the feedback starts to fade in and the Main instrument starts to fade out on releasing the note. In other words, the Feedback does not start if the note is released within the feedback cancellation time. The feedback cancellation time needs to be the same as that of the Main instruments.	89
fade fade-in time (ms)	The Feedback starts to fade in according to the fade-in time the when the note is released and the feedback starts to fade in. If the note is released within the feedback cancellation time, the Feedback does not fade in.	88

key switch range

Up to four key switch ranges are available. The function is the same as that of High Velocity instruments and Release instruments. If you would like to configure the key switch range 3 and 4, click on the button; ‘ksw range 3&4’.

Note: Feedback should be used with a heavy distortion. Using with clean amp may result unnatural sound.

- Pickup Selector *(located in '127_noises/135_other_noise' and 'Swichable' folder)*

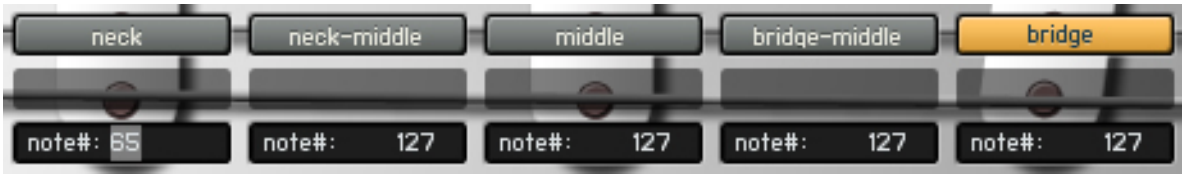
Pickup Selector includes pickup switching noise samples. When the pickup position is switched, the pickup switching noise is triggered.

This instrument needs to be used with Switchable multi. (For details, see the 'Switchable' section.)

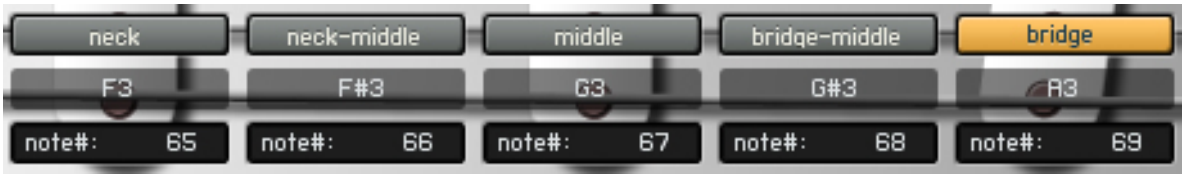
Pickup Select key switch

Tips: You can set all the five key switches at once.

Input a MIDI note number into the number box on the left end.



Five consecutive numbers are assigned to the number boxes.

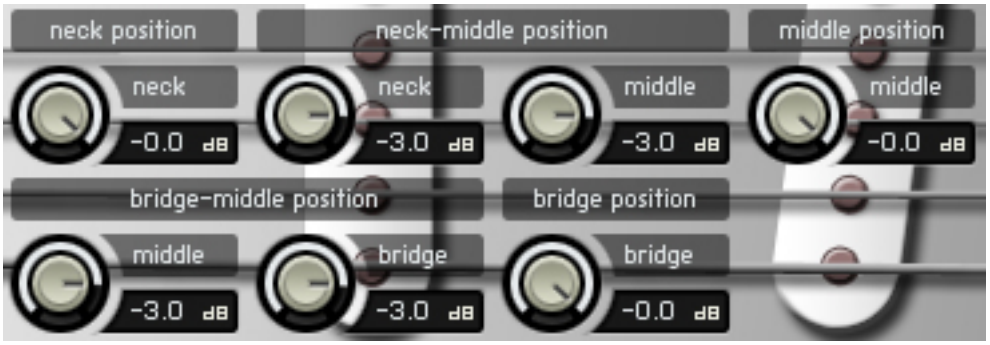


You can also set all the five key switches at once through MIDI CC# 106.

Tone control

You can cut off the high frequency with the tone knobs. You can also control the tone knob through MIDI CC# 59 (neck pickup), CC# 60 (middle pickup), CC#61 (bridge pickup).

Noise volume control



You can change the volumes of the pickup switching noises for each pickup position with the knobs.

- SPM Double-tracking instruments

(located in the folders; ‘for_doulble_track’)

The SPM instruments which their names include the abbreviation; ‘_dbl’ are the Double-tracking instruments.

‘Double-Tracking’ is a technique which is frequently used in recording guitar tracks. The Guitarist plays the same part twice (one for Left channel, and one for Right channel). That gives the guitar track a nice, wide-spread stereo images and a thickness. You can reproduce it very easily just by loading 'SPM Double-tracking instruments'. No identical samples are played simultaneously in both channels. You don't need a stereo delay or tweaking your midi data to emulate the double-tracking.

How to do the double-tracking with SC Electric Guitar:
1. Load the SPM instruments (not Double-tracking instruments - *for example; ‘b_5th_legato_slide’*) and pan them to the Left end.

2. Load the SPM Double-tracking instruments (*for example; ‘b_dbl_5th_legato_slide’*) which have the same or similar* names as that of the instruments which are panned to the left channel, and pan them to the right end.

3. Assign the same MIDI channel to the (non-Double-tracking) instruments and the Double-tracking instruments.

** The names of some of the Double-tracking instruments are shortened due to the naming limitation of the Kontakt Player 2.*

Tips: The multi; ‘SC_SPM_DoubleTrack’ already includes the non-Double-tracking instruments (assigned to the output; st.1) and the Double-tracking instruments (assigned to the output; st.2).

SPM - Multis

Super_Performance_Multi

(For more details about each SPM instrument; see the section; 'SPM - Instruments' and 'SC_controller_chart.pdf.')

Tips:
There are many optional SPM instruments which are not included in the default SPM multi. You can add or remove the instruments as needed and can create your own SPM multi.

Multi: **SC_SPM**

located in; /Multis/*****/Super_Performance_Multi/ ('*****' = 'bridge' or 'middle' or 'neck')

Includes;
Single note Realtime Legato Slide & Realtime Hammer-on & Pull-off
Single note Single note vibrato (deep & light)
Single note mute & picking noise
Single note gliss down, gliss up
Picking Tremolo
Trill
Pinch harmonics
5th-dyad chord Realtime Legato Slide
5th-dyad chord vibrato
5th-dyad chord mute & picking noise
5th-dyad chord whammy bar with pinch harmonics
5th-dyad chord gliss down (fast & slow)
4th-dyad chord Realtime Legato Slide
4th-dyad chord vibrato
4th-dyad chord mute & picking noise
4th-dyad chord gliss down
Unison bend
Special FX (scrape, whammy bar, etc.)
Feedback
Noises (Fret noise, Pick stop noise, Bridge mute noise, Position change noise)

Key switches (default)

G0: single note (with Realtime Legato Slide)
F#0: single note (with Realtime Hummer-on & Pull-off)
F0: single note (no legato slide)
E0: single note repetition
D#0: picking tremolo
D0: trill (whole step)
C#0: trill (half step)
C0: 5th-dyad chord (with Realtime Legato Slide)
B-1: 5th-dyad chord repetition
A#-1: 5th-dyad chord velocity switch
A-1: 4th-dyad chord (with Realtime Legato Slide)
G#-1: 4th-dyad chord repetition
G-1: unison bend
F#-1: Special FX (Scrapes, whammy bars)

Single note

Mute / picking noise (MIDI CC# 1)

0 - 31: normal sustain / vibrato (no mute)

32 - 126: mute

127: picking noise

Mute / picking noise sound is available using Modulation wheel (CC#1).

Vibrato type (MIDI CC# 5)

0 - 63: deep

64 - 127: light

Vibrato sound is available using Aftertouch. If your keyboard doesn't have Aftertouch function but has an assignable slider or a knob, you can assign Aftertouch to the slider / knob. (You can also handle Aftertouch data using your sequencer.) You can select the vibrato type (deep or light) using CC# 5. (*This controller is not effective unless Aftertouch is ON)*

key switch [G0]: Real time legato slide mode

With this mode, you can play legato slide by holding down one note while playing the next note to connect those notes.

key switch [F#0]: Real time Hammer-on&Pull-off

With this mode, you can play Hammer-on or Pull-off by holding down one note while playing the next note to connect those notes.

key switch [F0]: release trigger repetition mode
This mode allows you to shred notes very fast, and is good for not only making a rhythm backing part but also simulating tremolo playing technique.

key switch [E0]: No legato slide

key switch [D#0]: Tremolo picking

key switch [D0]: Trill whole step (2fret)

key switch [C#0]: Trill half step (1fret)

5th-dyad Chord

Mute / picking noise (MIDI CC# 1)

0 - 31: normal sustain / vibrato (no mute)

32 - 126: mute

127: picking noise

Mute / picking noise sound is available using Modulation wheel (CC#1).

VIbrato
Vibrato sound is available using Aftertouch. If your keyboard doesn't have Aftertouch function but has an assignable slider or a knob, you can assign Aftertouch to the slider / knob. (You can also handle Aftertouch data using your sequencer.)

key switch [C0]: Real time legato slide mode
With this mode, you can play legato slide by holding down one note while playing the next note to connect those notes.

key switch [B-1]: release trigger repetition mode
This mode allows you to shred notes very fast, and is good for not only making a rhythm backing part but also simulating tremolo playing technique.

key switch [A#-1]: Velocity switch mode
With this mode, you can quickly make a Rock rhythm backing track using 5th-dyed chord. Sustain / mute or picking noise can be switched with velocity levels.

Velocity levels

0-110: mute

95-125: sustain

(126 > : pinch harmonic) – *The threshold is adjustable.*

4th-dyad Chord

Mute / picking noise (MIDI CC# 1)

0 - 31: normal sustain / vibrato (no mute)

32 - 126: mute

127: picking noise

Mute / picking noise sound is available using Modulation wheel (CC#1).

VIbrato

Vibrato sound is available using Aftertouch. If your keyboard doesn't have Aftertouch function but has an assignable slider or a knob, you can assign Aftertouch to the slider / knob. (You can also handle Aftertouch data using your sequencer.)

key switch [A-1]: Real time legato slide mode

With this mode, you can play legato slide by holding down one note while playing the next note to connect those notes.

key switch [G#-1]: release trigger repetition mode

This mode allows you to shred notes very fast, and is good for not only making a rhythm backing part but also simulating tremolo playing technique.

Unison Bend

Press **key switch [G-1]** to activate.

Fast bend / slow bend (MIDI CC# 1)

0 - 63: fast bend

64 - 127: slow bend

Special FX

Press **key switch [F#-1]** to activate.

Pinch Harmonics (High Velocity Instrument)

You can play the pinch harmonic sound if one of the key switches; G0, F#0, F0, E0, D#0, D0, C#0, B-1, A#-1, A-1, G#-1, G-1, F#-1 is activated and the velocity of the note is higher than 125.

5th-dyad chord whammy bar (High Velocity Instrument)

You can play the 5th-dyad chord whammy bar bend down if the key switch; C0 is activated and the velocity of the note is higher than 125.

(The threshold velocity level to play the High Velocity instrument is adjustable using MIDI CC# 55.)

Single note Gliss down / up (Release instrument)

You can play the single note gliss down / up if one of the key switches; G0, F#0, F0, E0, D#0, D0, C#0 is activated and the note is released while the Hold key; A0 is held down.

MIDI CC# 4

0 - 63: gliss down

64 - 127: gliss up

5th-dyad chord Gliss down (Release instrument)

You can play the 5th-dyad chord gliss down / up if one of the key switches; C0, B-1, A#-1 is activated and the note is released while the Hold key; A0 is held down.

MIDI CC# 4

0 - 63: gliss down (fast)

64 - 127: gliss down (slow)

4th-dyad chord Gliss down (Release instrument)

You can play the 4th-dyad chord gliss down / up if the key switch; A-1 or G#-1 is activated and the note is released while the Hold key; A0 is held down.

Fret noise (Release instrument)

The fret noise is triggered anytime the note is released while the Hold Key; G#0 is held down.

Position change noise (Release instrument)

The position change noise is triggered anytime the note is released while the Hold Key; G#0 is held down.

Bridge mute noise (Release instrument)

The Bridge mute noise is triggered anytime the Stop Key; B0 is pressed.

Pick stop noise (Release instrument)

The Pick stop noise is triggered anytime the Stop Key; A#0 is pressed.

Multi: **SC_SPM_lite**

located in; /Multis/*****/Super_Performance_Multi/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

A lite version of the default SPM multi; ‘SC_SPM’

Multi: **SC_SPM_DoubleTrack**

located in; /Multis/*****/Super_Performance_Multi/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

A double-tracked version of the default SPM multi; ‘SC_SPM’

Multi: **SC_SPM_DoubleTrack_lite**

located in; /Multis/*****/Super_Performance_Multi/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

A double-tracked version of the default SPM multi; ‘SC_SPM_lite’

All_Chords

(For more details about each SPM instrument; see the section; 'SPM - Instruments' and 'SC_controller_chart.pdf.')

Multi: **SC_all_chords**

located in; /Multis/*****/All_Chords/ ('*****' = 'bridge' or 'middle' or 'neck')

Key switches (default)

B0: major (string 6 root)
A#0: major (string 5 root)
A0: minor (string 6 root)
G#0: minor (string 5 root)
G0: 7th (string 6 root)
F#0: 7th (string 5 root)
F0: minor 7th (string 6 root)
E0: minor 7th (string 5 root)
D#0: major 7th (string 6 root)
D0: major 7th (string 5 root)
C#0: add9
C0: 7th-9th
B-1: major 7th-9th
A#-1: minor 9th
A-1: sus4 (string 6 root)
G#-1: sus4 (string 5 root)
G-1: major 3rd vibrato
F#-1: dim7 (string 6 root)
F-1: dim7 (string 5 root)
E-1: aug
D#-1: #9
D-1: open chord & low chord
C#-1: other chords

Picking noise

The Picking noise is triggered anytime the Stop Key; D1 is pressed. (Proper picking noise samples for the fret positions are automatically selected.)

Mute / picking noise (MIDI CC# 1: modulation wheel)

0 - 31: normal sustain
32 - 126: mute
(64 – 126: mute & picking noise cross-fade zone)
127: picking noise

You can also play picking noise with the stop key; D1 (see above).

Bridge mute noise (Release instrument)

The Bridge mute noise is triggered anytime the Stop Key; D#1 is pressed.

Fret noise (Release instrument)

The fret noise is triggered anytime the note is released while the Hold Key; C#1 is held down.

Finger release noise (Release instrument)

The Finger release noise is triggered anytime the note is released while the Hold Key; C1 is held down.

Fast / slow stroke (MIDI CC# 4)

0 - 63 (fast stroke)
64 - 127 (slow stroke)

Additional features

major 3rd vibrato (key switch: G-1)
MIDI CC# 4:
0 - 63 (string 4+3+2)
64 - 127 (string 3+2+1)

#9 (key switch: D#-1)
Velocity > 125 (adjustable): gliss down

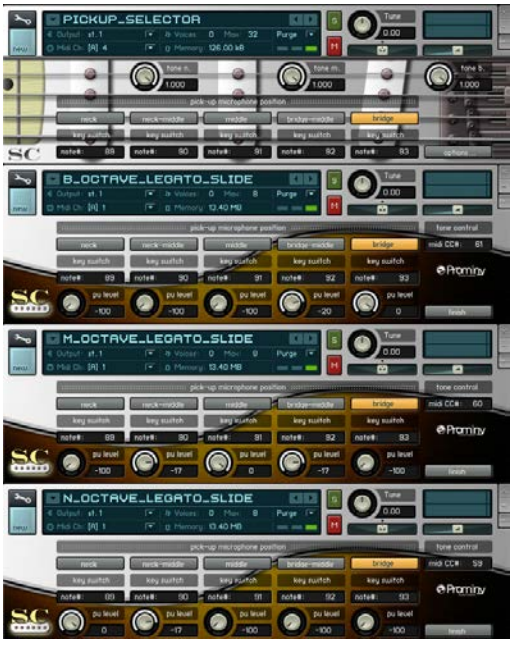
other chords (key switch: C#-1)
Velocity < 30 (adjustable) and CC# 3 =;
0 - 42: fast stroke with whammy bar
43 – 95: slow stroke with whammy bar
96 – 127: arpeggio with Whammy bar (only available on the key; F1, F#1, andC2)

Multi: **SC_all_chords_DoubleTrack**

located in; /Multis/*****/All_Chords/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

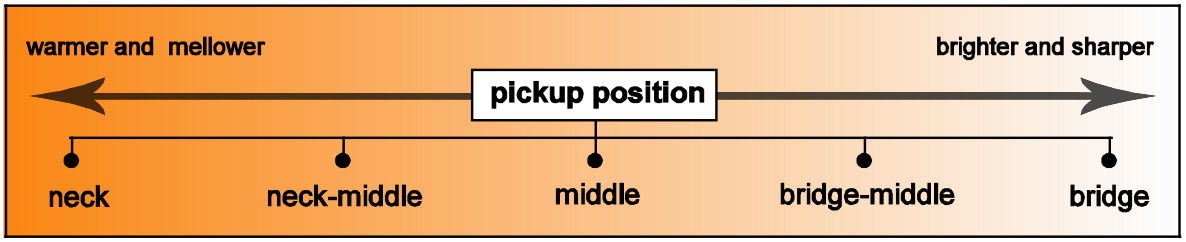
A double-tracked version of the default SPM multi; ‘all_chords’

Switchable



'Switchable' multis enable you to switch the pickup positions in real-time. Switchable multis consist of the three same instruments from the neck pickup, the middle pickup, and the bridge pickup. There are 5 pickup positions. The positions; 'bridge', 'middle', and 'neck' activate only one pickup. 'bridge-middle' and 'neck-middle' activate a combination of two pickups. You can select the pickup position by pressing 'Pickup Select key switch'.

The signal from the neck pickup has a warm and mellow sound. The signal from the bridge pickup has a bright and sharp sound.



Tips:
If you would like to emphasize the sound of pinch harmonics, using the bridge position is good because the signal from the bridge pickup has stronger higher harmonics than the other pickups do.

How to assign ‘Pickup Select key switch’:

Send the MIDI note number you would like to use for the first Pickup Select key switch (= neck position) through MIDI CC# 106, and five consecutive numbers are assigned to the number boxes automatically.

Note: You can also assign the Pickup Select key switches by inputting MIDI note numbers into the number boxes, but we recommend you to do it with MIDI CC# 106 because the Pickup Select key switches of the all the instruments in the multi need to be the same. Using MIDI CC# 106 is much faster than inputting MIDI note numbers into the number boxes of each instrument. Please make sure that the same MDI channel is assigned to all the instruments in the multi.

Each SPM instrument is available as a Switchable multi.

Location (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)**:**

SPM Instruments for each pickup	Switchable
/Instruments/*****/ 000_SPM/	/Multis/switchable/Super_performace_Multi/SPMs/ **Pickup select key switch (default)** **F5:** neck position **F#5:** neck-middle position **G5:** middle position **G#5:** bridge-middle position **A5:** bridge position
/Instruments/*****/139_various_chords/	/Multis/switchable/All_chords/chords/ **Pickup select key switch (default)** **F3:** neck position **F#3:** neck-middle position **G3:** middle position **G#3:** bridge-middle position **A3:** bridge position

Pickup Volume

You can change the pickup volumes of each pickup.

Pickup level knob:
0: full volume
-100: no sound

In the case of the picture above (= pickup setting page of a bridge pickup instrument), the pickup level (volume) is full when the bridge position is selected. The volume is -20 when the bridge-middle position is selected. The volume is 0 when the neck or neck-middle position is selected because this is a bridge pickup instrument.

Tips: With this feature, you can create your own pickup combinations. (For example, 'neck-bridge' that is not available with traditional Stratocasters. Some guitarists modify their guitars so that the neck-bridge position can be selected.)

The pickup volumes can be controlled through the following MIDI CC numbers;

MIDI CC# 109	volume of the pickup when the neck position is active
MIDI CC# 110	volume of the pickup when the neck-middle position is active
MIDI CC# 111	volume of the pickup when the middle position is active
MIDI CC# 112	volume of the pickup when the bridge-middle position is active
MIDI CC# 113	volume of the pickup when the bridge position is active

Loading multiple Switchable multis
If you would like to use multiple Switchable multis, click on the ‘No’ button when Kontakt Player 2 shows the dialogue box; ‘Replace Multi (pressing “No” will merge in the new instruments)?’.

Tips - Saving RAM:
The Switcable multis can reproduce all the five pickup positions, but if you don’t use all the pickup positions, you can unload the instrument for the unused pickup and save some RAM usage.

For example, you load the Switchable multi; ‘bmn_octave_legato_slide’ but you don’t use the bridge position, you can remove the instrument; ‘b_octave_legato_slide’ in the multi. If you don’t use the middle position but use neck-middle position, ‘m_octave_legato_slide’ can not be removed.

Multi: **bmn_SPM001**

located in; /Multis/switchable/Super_performace_Multi/

A pickup-switchable version of the default SPM multi; ‘SC_SPM’

Warning: *This is a very huge multi that includes all the pickup positions and uses a large RAM space. It may take a long time to finish loading (depending on the specification of the computer). We recommend you to check the DFD configuration before you load this multi.*

Due to the limitation (max. 64 instruments in a multi), the instruments (single note repetition [key switch: E0], 5th-dyad chord repetition [key switch: B-1], and 4th-dyad chord repetition [key switch: G#-1]) which are included in the default SPM multi; ‘SC_SPM’ are not included in this multi.

Pickup select key switch
F5: neck position
F#5: neck-middle position
G5: middle position
G#5: bridge-middle position
A5: bridge position

Multi: **bmn_SC_all_chords**

located in; /Multis/switchable/All_Chords/

A pickup-switchable version of the default SPM multi; ‘SC_all_chords’

Warning: *This is a very huge multi that includes all the pickup positions and uses a large RAM space. It may take a long time to finish loading (depending on the specification of the computer). We recommend you to check the DFD configuration before you load this multi.*

Pickup select key switch

F3: neck position
F#3: neck-middle position
G3: middle position
G#3: bridge-middle position
A3: bridge position

SPM - Instruments

000_SPM

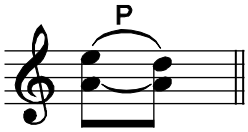
Instrument: **4th_5th_hamm_pull**

located in; /Instruments/*****/000_SPM/ ('*****' = 'bridge' or 'middle' or 'neck')

With this SPM instrument, you can play Realtime 4th to 5th-dyad chord hammer-on and Realtime 5th to 4th dyad chord pull-off. This SPM instrument has a unique feature that the other SPM instruments don't have. It is similar to Realtime hammer-on & pull-off, but a little different. The key switches themselves have a function that triggers a sample.

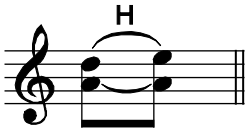
default key switches: 5th-dyad chord = G0, 4th-dyad chord = F#0
(You can assign different keys to the key switches with the pull-down menu.)

Realtime 5th to 4th dyad chord pull-off



1. Activate 5th-dyad chord by pressing the key switch; G0.
2. Play 5th-dyad chord and hold down the note and press the key switch; F#0.
3. 5th to 4th pull-off is triggered.

Realtime 4th to 5th dyad chord hammer-on



1. Activate 4th-dyad chord by pressing the key switch; F#0.
2. Play 4th-dyad chord and hold down the note and press the key switch; G0.
3. 4th to 5th hammer-on is triggered.

When the key switch is activated, '*' is indicated on the label.

Mute / picking noise (MIDI CC# 1)

0 - 31: normal sustain / vibrato (no mute)

32 - 126: mute

127: picking noise

Mute and picking noise are available using Modulation wheel (CC#1). You can also play picking noise using Hold key or Stop Key. (Click on the 'options…' button to assign picking noise to a Hold Key or Stop Key.)

VIbrato

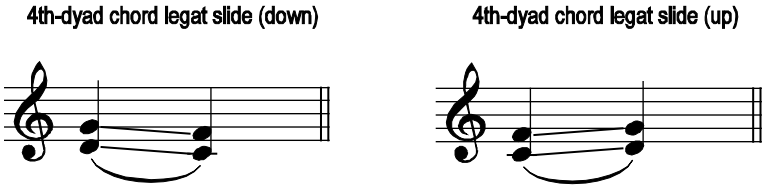
Vibrato sound is available using Aftertouch. If your keyboard doesn't have Aftertouch function but has an assignable slider or a knob, you can assign Aftertouch to the slider / knob. (You can also handle Aftertouch data using your sequencer.)

Instrument: **4th_legato_slide**

located in; /Instruments/*****/000_SPM/ ('*****' = 'bridge' or 'middle' or 'neck')

4th-dyad chord Realtime Legato Slide

Real time legato slide



With this SPM instrument, you can play legato slide by holding down one note while playing the next note to connect those notes.
(Legato slide intervals: 3 semitones up / down)

Mute / picking noise (MIDI CC# 1)

0 - 31: normal sustain / vibrato (no mute)

32 - 126: mute

127: picking noise

Mute and picking noise are available using Modulation wheel (CC#1). You can also play picking noise using Hold key or Stop Key. (Click on the ‘options…’ button to assign picking noise to a Hold Key or Stop Key.)

VIbrato

Vibrato sound is available using Aftertouch. If your keyboard doesn't have Aftertouch function but has an assignable slider or a knob, you can assign Aftertouch to the slider / knob. (You can also handle Aftertouch data using your sequencer.)

Instrument: **4th_repetition**

located in; /Instruments/*****/000_SPM/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

4th-dyad chord Repetition

Release trigger repetition

This SPM instrument triggers the same note again when the note is released. This feature allows you to shred notes very fast. Release trigger repetition is good for not only making a rhythm backing part but also simulating tremolo playing technique.

Mute / picking noise (MIDI CC# 1)

0 - 31: normal sustain / vibrato (no mute)

32 - 126: mute

127: picking noise

Mute and picking noise are available using Modulation wheel (CC#1). You can also play picking noise using Hold key or Stop Key. (Click on the ‘options…’ button to assign picking noise to a Hold Key or Stop Key.)

VIbrato

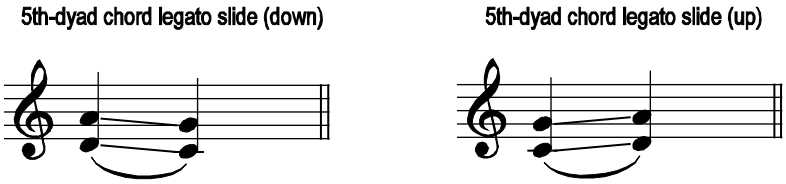
Vibrato sound is available using Aftertouch. If your keyboard doesn't have Aftertouch function but has an assignable slider or a knob, you can assign Aftertouch to the slider / knob. (You can also handle Aftertouch data using your sequencer.)

Instrument: **5th_legato_slide**

located in; /Instruments/*****/000_SPM/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

5th-dyad chord Realtime Legato Slide

Real time legato slide



With this SPM instrument, you can play legato slide by holding down one note while playing the next note to connect those notes.
(Legato slide intervals: 12 semitones up / down)

Mute / picking noise (MIDI CC# 1)

0 - 31: normal sustain / vibrato (no mute)

32 - 126: mute

127: picking noise

Mute and picking noise are available using Modulation wheel (CC#1). You can also play picking noise using Hold key or Stop Key. (Click on the ‘options…’ button to assign picking noise to a Hold Key or Stop Key.)

VIbrato

Vibrato sound is available using Aftertouch. If your keyboard doesn't have Aftertouch function but has an assignable slider or a knob, you can assign Aftertouch to the slider / knob. (You can also handle Aftertouch data using your sequencer.)

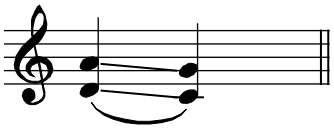
Instrument: **5th_legato_slide_vel**

located in; /Instrumenst/*****/000_SPM/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

5th-dyad chord Realtime Legato Slide + Velocity Switch

Real time legato slide

5th-dyad chord legato slide (down)



5th-dyad chord legato slide (up)

With this SPM instrument, you can play legato slide by holding down one note while playing the next note to connect those notes. (Legato slide intervals: 12 semitones up / down)

Mute / picking noise (Sub Velocity Switch threshold level)

This SPM instrument triggers the mute samples or the picking noise samples if the velocity of the note is lower than the mute velocity threshold level. This feature allows you to switch normal sustain / mute (or picking noise) very quickly only with the keys of your keyboard controller.

You can switch mute / picking noise with Modulation wheel (CC#1).

0 - 63: mute

64 – 127: picking noise

You can also play picking noise using Hold key or Stop Key. (Click on the ‘options…’ button to assign picking noise to a Hold Key or Stop Key.)

VIbrato

Vibrato sound is available using Aftertouch. If your keyboard doesn't have Aftertouch function but has an assignable slider or a knob, you can assign Aftertouch to the slider / knob. (You can also handle Aftertouch data using your sequencer.)

Instrument: **5th_repetition**

located in; /Instruments/*****/000_SPM/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

5th-dyad chord Repetition

Release trigger repetition

This SPM instrument triggers the same note again when the note is released. This feature allows you to shred notes very fast. Release trigger repetition is good for not only making a rhythm backing part but also simulating tremolo playing technique.

Mute / picking noise (MIDI CC# 1)

0 - 31: normal sustain / vibrato (no mute)

32 - 126: mute

127: picking noise

Mute and picking noise are available using Modulation wheel (CC#1). You can also play picking noise using Hold key or Stop Key. (Click on the ‘options…’ button to assign picking noise to a Hold Key or Stop Key.)

VIbrato

Vibrato sound is available using Aftertouch. If your keyboard doesn't have Aftertouch function but has an assignable slider or a knob, you can assign Aftertouch to the slider / knob. (You can also handle Aftertouch data using your sequencer.)

Instrument: **5th_velocity_switch**

located in; /Instruments/*****/000_SPM/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

5th-dyad chord Velocity Switch

Mute / picking noise (Sub Velocity Switch threshold level)

This SPM instrument triggers the mute samples or the picking noise samples if the velocity of the note is lower than the mute velocity threshold level. This feature allows you to switch normal sustain / mute (or picking noise) very quickly only with the keys of your keyboard controller.

(MIDI CC# 1)

0 – 126: mute

127: picking noise

You can also play picking noise using Hold key or Stop Key. (Click on the ‘options…’ button to assign picking noise to a Hold Key or Stop Key.)

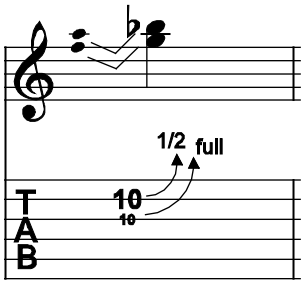
VIbrato

Vibrato sound is available using Aftertouch. If your keyboard doesn't have Aftertouch function but has an assignable slider or a knob, you can assign Aftertouch to the slider / knob. (You can also handle Aftertouch data using your sequencer.)

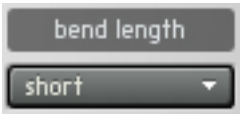
Instrument: **double_bend**

located in; /Instrumenst/*****/000_SPM/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

Double bend (long, mid, short)



Bend length



‘long’ or ‘mid’ or ‘short” can be selected. You can also select the bend length using Modulation wheel (CC#1).

0 - 42: short

43 - 95: mid

96 - 127: long

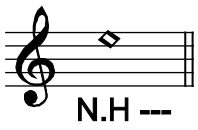
Instrument: **feedback**

located in; /Instruments/*****/000_SPM/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

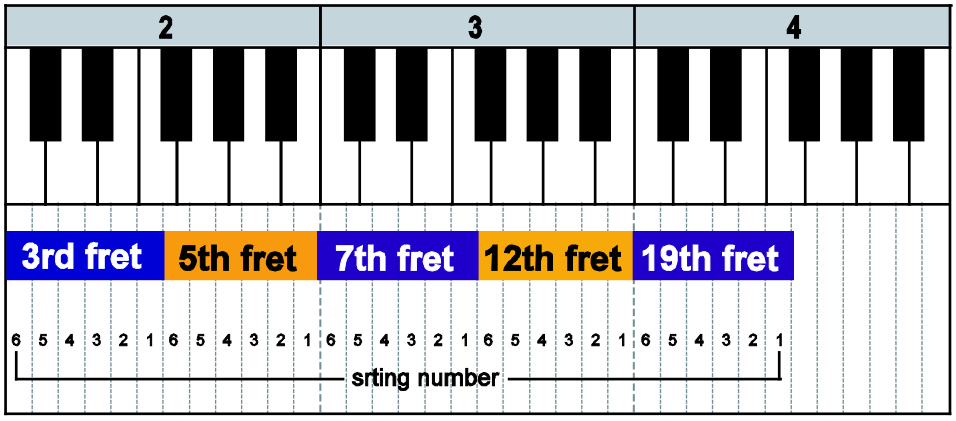
See the section; ‘- Feedback’

Instrument: **natural_harmonics**

located in; /Instruments/*****/000_SPM/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)



Natural harmonics on the 3rd, 5th, 7th, 12th, and 19th fret are available.



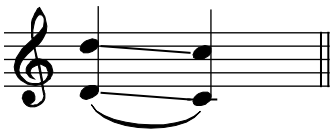
Instrument: **octave_legato_slide**
Instrument: **octave_legato_slide_3rt**
Instrument: **octave_legato_slide_4rt**
Instrument: **octave_legato_slide_5rt**
Instrument: **octave_legato_slide_6rt**

located in; /Instruments/*****/000_SPM/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

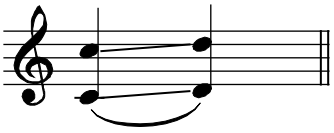
Octave Realtime Legato Slide

Real time legato slide

octave legato slide (down)



octave legato slide (up)



With this SPM instrument, you can play legato slide by holding down one note while playing the next note to connect those notes.
(Legato slide intervals: 12 semitones up / down)

VIbrato
Vibrato sound is available using Aftertouch. If your keyboard doesn't have Aftertouch function but has an assignable slider or a knob, you can assign Aftertouch to the slider / knob. (You can also handle Aftertouch data using your sequencer.)

Picking noise
Picking noise is triggered when the Stop Key; A#0 is pressed.

Pick stop noise
Pick stop noise is triggered by releasing the note while the Hold Key; A0 is held down.

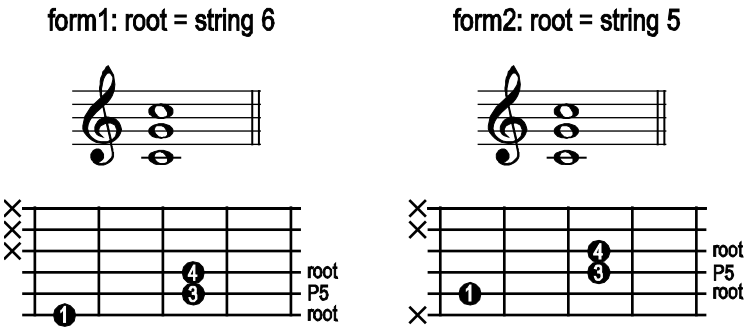
Finger release noise
Finger release noise is triggered by releasing the note while the Hold Key; G#0 is held down. is held down.

(Click on the ‘options…’ button if you need to configure Stop Key and Hold Key.)

Instrument: **pwr_chrd_5rt_legato_vel**
Instrument: **pwr_chrd_6rt_legato_vel**

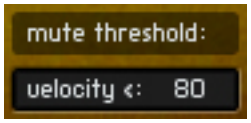
located in; /Instruments/*****/000_SPM/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

Power Chord Realtime Legato Slide & Velocity Switch
(string 6 root & string 5 root)



Real time legato slide
With this SPM instrument, you can play legato slide by holding down one note while playing the next note to connect those notes.
(Legato slide intervals: 12 semitones up / down)

Mute (Sub Velocity Switch threshold level)



This SPM instrument triggers the mute samples if the velocity of the note is lower than the mute velocity threshold level. This feature allows you to switch normal sustain / mute very quickly only with the keys of your keyboard controller.

Gliss down (Sub Velocity Switch threshold level)

This SPM instrument triggers the gliss down samples if the velocity of the note is higher than the velocity threshold level. This feature allows you to switch normal sustain / gliss down very quickly only with the keys of your keyboard controller.

VIbrato
Vibrato sound is available using Aftertouch. If your keyboard doesn't have Aftertouch function but has an assignable slider or a knob, you can assign Aftertouch to the slider / knob. (You can also handle Aftertouch data using your sequencer.)

Picking noise
Picking noise is triggered when the Stop Key; A#0 is pressed.

Pick stop noise
Pick stop noise is triggered by releasing the note while the Hold Key; A0 is held down.

Finger release noise
Finger release noise is triggered by releasing the note while the Hold Key; G#0 is held down.

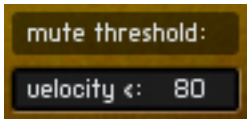
(Click on the 'options…' button if you need to configure Stop Key and Hold Key.)

Instrument: **pwr_chrd_5rt_vel**
Instrument: **pwr_chrd_6rt_vel**

located in; /Instruments/*****/000_SPM/ ('*****' = 'bridge' or 'middle' or 'neck')

Power Chord Velocity Switch (No legato slide)
(string 6 root & string 5 root)

Mute (Sub Velocity Switch threshold level)



This SPM instrument triggers the mute samples if the velocity of the note is lower than the mute velocity threshold level. This feature allows you to switch normal sustain / mute very quickly only with the keys of your keyboard controller.

Gliss down (Sub Velocity Switch threshold level)

This SPM instrument triggers the gliss down samples if the velocity of the note is higher than the velocity threshold level. This feature allows you to switch normal sustain / gliss down very quickly only with the keys of your keyboard controller.

VIbrato
Vibrato sound is available using Aftertouch. If your keyboard doesn't have Aftertouch function but has an assignable slider or a knob, you can assign Aftertouch to the slider / knob. (You can also handle Aftertouch data using your sequencer.)

Picking noise
Picking noise is triggered when the Stop Key; A#0 is pressed.

Pick stop noise
Pick stop noise is triggered by releasing the note while the Hold Key; A0 is held down.

Finger release noise

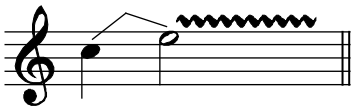
Finger release noise is triggered by releasing the note while the Hold Key; G#0 is held down.

(Click on the ‘options…’ button if you need to configure Stop Key and Hold Key.)

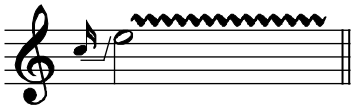
Instrument: **single_bend+vibrato**

located in; /Instrumenst/*****/000_SPM/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

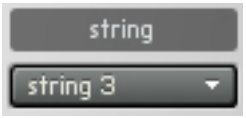
Slow bend with vibrato



Fast bend with vibrato



String



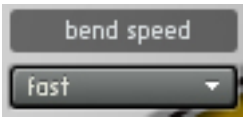
‘string 3’ or ‘string 2’ or ‘string 1’ can be selected. You can also select the string using midi CC# 4.

0 - 42: string 3

43 - 95: string 2

96 - 127: string 1

Bend speed



‘fast’ or ‘slow’ can be selected. You can also select the bend speed using Modulation wheel (CC#1).

0 - 63: fast

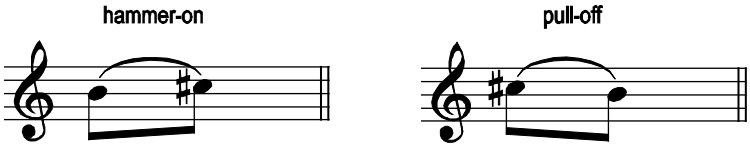
64 - 127: slow

Instrument: **single_hammer_on_pull_off**

located in; /Instruments/*****/000_SPM/ ('*****' = 'bridge' or 'middle' or 'neck')

Single note Realtime hammer-on & pull-off

Real time hammer-on & pull-off



With this SPM instrument, you can play hammer-on & pull-off by holding down one note while playing the next note to connect those notes.

Mute / picking noise (MIDI CC# 1)

0 - 31: normal sustain / vibrato (no mute)

32 - 126: mute

127: picking noise

Mute and picking noise are available using Modulation wheel (CC#1). You can also play picking noise using Hold key or Stop Key. (Click on the 'options…' button to assign picking noise to a Hold Key or Stop Key.)

VIbrato

Vibrato sound is available using Aftertouch. If your keyboard doesn't have Aftertouch function but has an assignable slider or a knob, you can assign Aftertouch to the slider / knob. (You can also handle Aftertouch data using your sequencer.)

You can select the vibrato type (deep or light) using CC# 5. (*This controller is not effective unless Aftertouch is ON)*

Vibrato type (MIDI CC# 5)

0 - 63: deep

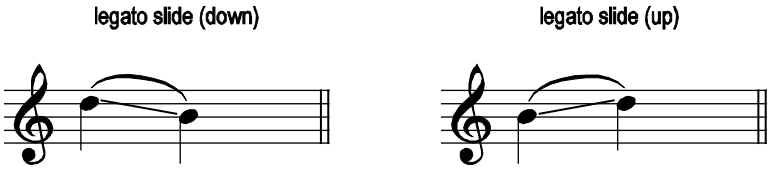
64 - 127: light

Instrument: **single_legato_slide**

located in; /Instruments/*****/000_SPM/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

Single note Realtime Legato Slide

Real time legato slide



With this SPM instrument, you can play legato slide by holding down one note while playing the next note to connect those notes.
(Legato slide intervals: 12 semitones up / down)

Mute / picking noise (MIDI CC# 1)

0 - 31: normal sustain / vibrato (no mute)

32 - 126: mute

127: picking noise

Mute and picking noise are available using Modulation wheel (CC#1). You can also play picking noise using Hold key or Stop Key. (Click on the ‘options…’ button to assign picking noise to a Hold Key or Stop Key.)

VIbrato

Vibrato sound is available using Aftertouch. If your keyboard doesn't have Aftertouch function but has an assignable slider or a knob, you can assign Aftertouch to the slider / knob. (You can also handle Aftertouch data using your sequencer.)

You can select the vibrato type (deep or light) using CC# 5. (*This controller is not effective unless Aftertouch is ON)*

Vibrato type (MIDI CC# 5)

0 - 63: deep

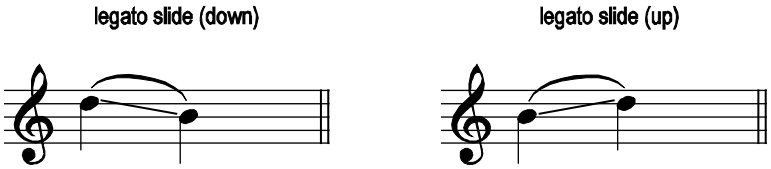
64 - 127: light

Instrument: **single_legato_slide_vel**

located in; /Instrumenst/*****/000_SPM/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

Single note Realtime Legato Slide + Velocity Switch

Real time legato slide



With this SPM instrument, you can play legato slide by holding down one note while playing the next note to connect those notes. (Legato slide intervals: 12 semitones up / down)

Mute / picking noise (Sub Velocity Switch threshold level)

This SPM instrument triggers the mute samples or the picking noise samples if the velocity of the note is lower than the mute velocity threshold level. This feature allows you to switch normal sustain / mute (or picking noise) very quickly only with the keys of your keyboard controller.

You can switch mute / picking noise with Modulation wheel (CC#1).

0 - 63: mute

64 – 127: picking noise

You can also play picking noise using Hold key or Stop Key. (Click on the ‘options…’ button to assign picking noise to a Hold Key or Stop Key.)

VIbrato

Vibrato sound is available using Aftertouch. If your keyboard doesn't have Aftertouch function but has an assignable slider or a knob, you can assign Aftertouch to the slider / knob. (You can also handle Aftertouch data using your sequencer.)

Instrument: **single_note_RR**

located in; /Instruments/*****/000_SPM/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

Single note (no legato slide)

Mute / picking noise (MIDI CC# 1)

0 - 31: normal sustain / vibrato (no mute)

32 - 126: mute

127: picking noise

Mute and picking noise are available using Modulation wheel (CC#1). You can also play picking noise using Hold key or Stop Key. (Click on the ‘options…’ button to assign picking noise to a Hold Key or Stop Key.)

VIbrato

Vibrato sound is available using Aftertouch. If your keyboard doesn't have Aftertouch function but has an assignable slider or a knob, you can assign Aftertouch to the slider / knob. (You can also handle Aftertouch data using your sequencer.)

You can select the vibrato type (deep or light) using CC# 5. (*This controller is not effective unless Aftertouch is ON)*

Vibrato type (MIDI CC# 5)

0 - 63: deep

64 - 127: light

Instrument: **single_repetition**

located in; /Instruments/*****/000_SPM/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

Single note Repetition

Release trigger repetition

This SPM instrument triggers the same note again when the note is released. This feature allows you to shred notes very fast. Release trigger repetition is good for not only making a rhythm backing part but also simulating tremolo playing technique.

Mute / picking noise (MIDI CC# 1)

0 - 31: normal sustain / vibrato (no mute)

32 - 126: mute

127: picking noise

Mute and picking noise are available using Modulation wheel (CC#1). You can also play picking noise using Hold key or Stop Key. (Click on the ‘options…’ button to assign picking noise to a Hold Key or Stop Key.)

VIbrato

Vibrato sound is available using Aftertouch. If your keyboard doesn't have Aftertouch function but has an assignable slider or a knob, you can assign Aftertouch to the slider / knob. (You can also handle Aftertouch data using your sequencer.)

You can select the vibrato type (deep or light) using CC# 5. (*This controller is not effective unless Aftertouch is ON)*

Vibrato type (MIDI CC# 5)

0 - 63: deep

64 - 127: light

Instrument: **special_FX**

located in; /Instruments/*****/000_SPM/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

Special FX samples (scrape, whammy bar, etc.)

Tips:

The FX samples included in this SPM instrument are not all of the FX samples SC Electric Guitar has. More FX samples are available with the following Normal instruments;

135_other_FX
(/Instruments/127_noises/135_other_noise/)

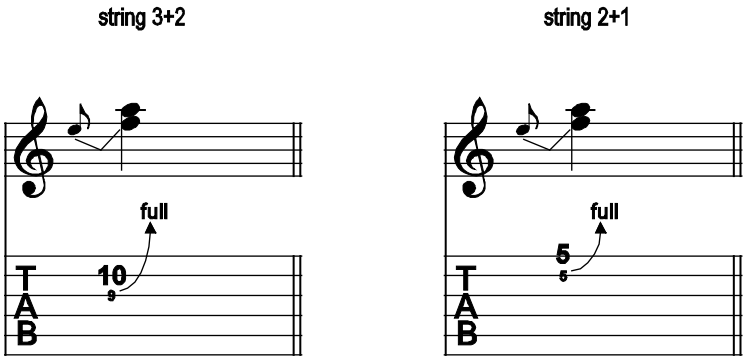
135_scrape
(/Instruments/127_noises/135_other_noise/)

161_whammy_FX_all
/Instruments/127_noises/161_whammy_bar/

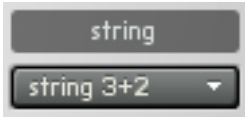
Instrument: **stationary_bend**

located in; /Instrumenst/*****/000_SPM/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

Stationary bend (long, mid, short)



Strings

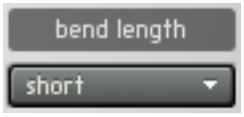


String 3+2 or string 2+1 can be selected. You can also select the strings using midi CC# 4.

0 - 63: string 3+2

64 - 127: string 2+1

Bend length



‘long’ or ‘mid’ or ‘short” can be selected. You can also select the bend length using Modulation wheel (CC#1).

0 - 42: short

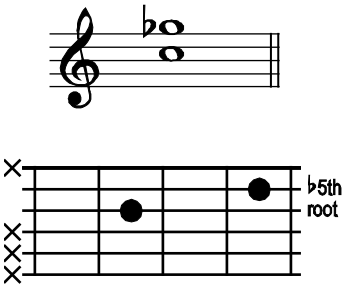
43 - 95: mid

96 - 127: long

Instrument: **string3root_flat5th**

located in; /Instruments/*****/000_SPM/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

String 3 root flat5th-dyad chord



Mute / picking noise (MIDI CC# 1)

0 - 31: normal sustain / vibrato (no mute)

32 - 126: mute

127: picking noise

Mute and picking noise are available using Modulation wheel (CC#1). You can also play picking noise using the Stop Key; A#0.

Pick stop noise

Pick stop noise is triggered by releasing the note while the Hold Key; A0 is held down.

Finger release noise

Finger release noise is triggered by releasing the note while the Hold Key; G#0 is held down.

(Click on the ‘options…’ button to assign picking noise to a Hold Key or Stop Key.)

Instrument: **string3root_flat5th_vel**

located in; /Instruments/*****/000_SPM/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

String 3 root flat5th-dyad chord Velocity Switch

Mute (Sub Velocity Switch threshold level)

This SPM instrument triggers the mute samples if the velocity of the note is lower than the mute velocity threshold level. This feature allows you to switch normal sustain / mute very quickly only with the keys of your keyboard controller.

Picking noise
Picking noise is triggered when the Stop Key; A#0 is pressed.

Pick stop noise
Pick stop noise is triggered by releasing the note while the Hold Key; A0 is held down.

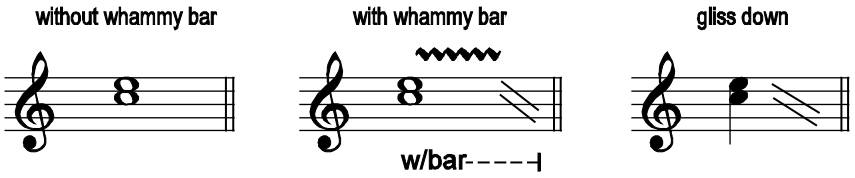
Finger release noise
Finger release noise is triggered by releasing the note while the Hold Key; G#0 is held down.

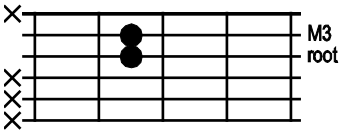
(Click on the ‘options…’ button if you need to configure Stop Key and Hold Key.)

Instrument: **string3root_major3rd**

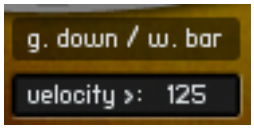
located in; /Instruments/*****/000_SPM/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

String 3 root major3rd chord





Whammy bar and Gliss down (Sub Velocity Switch threshold level)



This SPM instrument triggers the whammy bar samples or the gliss down samples if the velocity of the note is higher than the velocity threshold level. This feature allows you to switch normal sustain / whammy bar (or gliss down) very quickly only with the keys of your keyboard controller. You can select whammy bar or gliss down through MIDI CC# 4.

(MIDI CC# 4)

0 – 63: whammy bar

64 – 127: gliss down

Mute / picking noise (MIDI CC# 1)

0 - 31: normal sustain / vibrato (no mute)

32 - 126: mute

127: picking noise

Mute and picking noise are available using Modulation wheel (CC#1). You can also play picking noise using the Stop Key; A#0.

Pick stop noise

Pick stop noise is triggered by releasing the note while the Hold Key; A0 is held down.

Finger release noise
Finger release noise is triggered by releasing the note while the Hold Key; G#0 is held down.

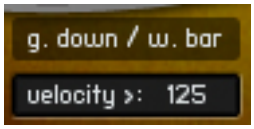
(Click on the ‘options…’ button to assign picking noise to a Hold Key or Stop Key.)

Instrument: **string3root_major3rd_vel**

located in; /Instruments/*****/000_SPM/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

String 3 root major3rd chord Velocity Switch

Whammy bar and Gliss down (Sub Velocity Switch threshold level)



This SPM instrument triggers the whammy bar samples or the picking noise samples if the velocity of the note is higher than the velocity threshold level. This feature allows you to switch normal sustain / whammy bar (or gliss down) very quickly only with the keys of your keyboard controller. You can select whammy bar or gliss down through MIDI CC# 1 (modulation wheel).

(MIDI CC# 1)
0 – 63: whammy bar
64 – 127: gliss down

Mute (Sub Velocity Switch threshold level)

This SPM instrument triggers the mute samples if the velocity of the note is lower than the mute velocity threshold level. This feature allows you to switch normal sustain / mute very quickly only with the keys of your keyboard controller.

Picking noise
Picking noise is triggered when the Stop Key; A#0 is pressed.

Pick stop noise
Pick stop noise is triggered by releasing the note while the Hold Key; A0 is held down.

Finger release noise
Finger release noise is triggered by releasing the note while the Hold Key; G#0 is held down.

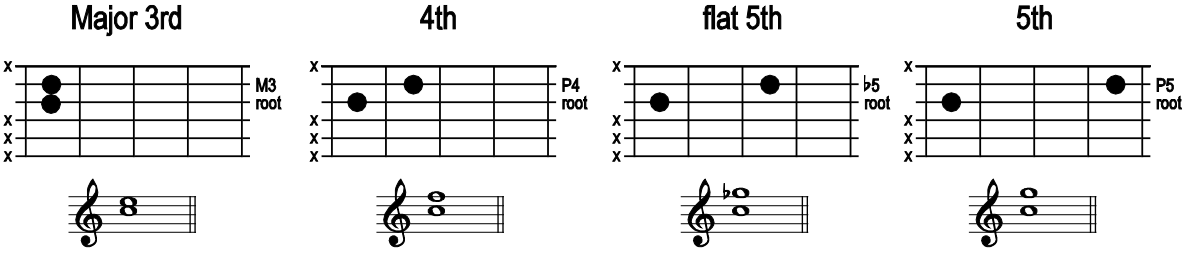
(Click on the ‘options…’ button if you need to configure Stop Key and Hold Key.)

Instrument: **string3root_special_vel**

located in; /Instruments/*****/000_SPM/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

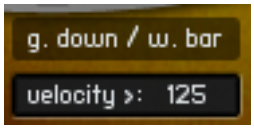
String 3 root Special Velocity Switch

This SPM instrument includes 5th-dyad chord, flat 5th chord, 4th-dyad chord, and major3rd chord using string 3 + 2. In actual guitar performances, guitarists frequently use these combinations of the string 3 (root) and the string 2 (top note) because the four types of the chords can be played without moving the fret position on the string 3. With this SPM instrument, you can instantly access the chords like guitarists do.



When the key switch is activated, ‘*’ is indicated on the label.

Whammy bar and Gliss down (Sub Velocity Switch threshold level)



This SPM instrument triggers the whammy bar samples or the gliss down if the velocity of the note is higher than the velocity threshold level. This feature allows you to switch normal sustain / whammy bar (or gliss down) very quickly only with the keys of your keyboard controller. You can select whammy bar or gliss down through MIDI CC# 1.

If the velocity of the note is higher than the velocity threshold level;

articulation	MIDI CC# 1 (modulation wheel)
5th-dyad chord	0 – 31: whammy bar with pinch harmonics 32 – 63: whammy bar 64 – 95: gliss down slow 96 – 127: gliss down fast
Flat 5th-dyad chord	N/A
4th-dyad chord	0 – 127: gliss down
Major 3rd chord	0 – 63: whammy bar 64 – 127: gliss down

Mute (Sub Velocity Switch threshold level)

This SPM instrument triggers the mute samples if the velocity of the note is lower than the mute velocity threshold level. This feature allows you to switch normal sustain / mute very quickly only with the keys of your keyboard controller.

Picking noise
Picking noise is triggered when the Stop Key; A#0 is pressed.

Pick stop noise
Pick stop noise is triggered by releasing the note while the Hold Key; A0 is held down.

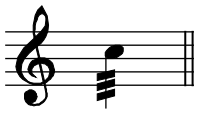
Finger release noise
Finger release noise is triggered by releasing the note while the Hold Key; G#0 is held down.

(Click on the 'options…' button if you need to configure Stop Key and Hold Key.)

Instrument: **tremolo_picking**

located in; /Instruments/*****/000_SPM/ ('*****' = 'bridge' or 'middle' or 'neck')

Single note tremolo



Mute / picking noise (MIDI CC# 1)

0 - 31: normal sustain / vibrato (no mute)

32 - 126: mute

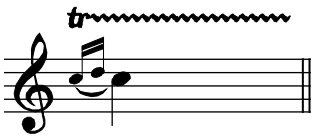
127: picking noise

Mute and picking noise are available using Modulation wheel (CC#1). You can also play picking noise using Hold key or Stop Key. (Click on the ‘options…’ button to assign picking noise to a Hold Key or Stop Key.)

Instrument: **trill_half**
Instrument: **trill_whole**

located in; /Instruments/*****/000_SPM/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

Single note trill (half step trill and whole step trill)



Mute / picking noise (MIDI CC# 1)

0 - 31: normal sustain / vibrato (no mute)

32 - 126: mute

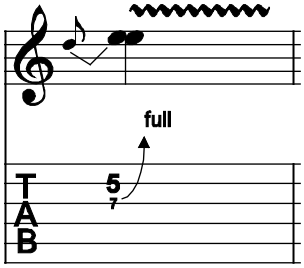
127: picking noise

Mute and picking noise are available using Modulation wheel (CC#1). You can also play picking noise using Hold key or Stop Key. (Click on the ‘options…’ button to assign picking noise to a Hold Key or Stop Key.)

Instrument: **unison_bend**

located in; /Instruments/*****/000_SPM/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

Unison bend (fast bend and slow bend)



Fast bend / slow bend (MIDI CC# 1)

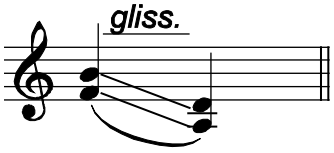
0 - 63: fast bend

64 - 127: slow bend

Instrument: **4th_gliss_down_hi_velo**

located in; /Instruments/*****/000_SPM/high_velocity_instruments/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

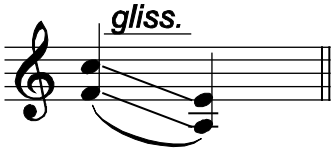
4th-dyad chord gliss down (High Velocity instrument)



Instrument: **5th_gliss_down_hi_velo**

located in; /Instruments/*****/000_SPM/high_velocity_instruments/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

5th-dyad chord gliss dwon (High Velocity instrument)



Fast gliss down / slow gliss down (MIDI CC# 4)

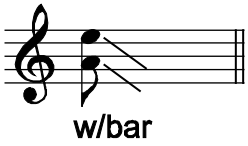
0 - 63: fast gliss down

64 - 127: slow gliss down

Instrument: **5th_whmmy_p_harm_hi_velo**

located in; /Instruments/*****/000_SPM/high_velocity_instruments/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

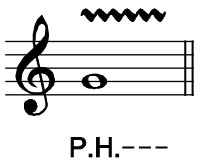
5th-dyad chord whammy bar with pinch harmonics (High Velocity instrument)



Instrument: **picking_harmonic_hi_velo**

located in; /Instruments/*****/000_SPM/high_velocity_instruments/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

single note pinch harmonics (High Velocity instrument)



harmonics 1 / harmonics 2 (MIDI CC# 4)

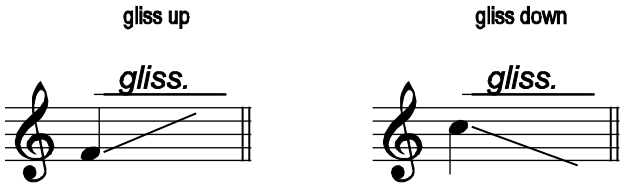
0 - 63: harmonics 1

64 - 127: harmonics 2

Instrument: **sngl_gls_updwn_hi_velo**

located in; /Instruments/*****/000_SPM/high_velocity_instruments/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

single note gliss down and gliss up (High Velocity instrument)



gliss down / gliss up (MIDI CC# 4)

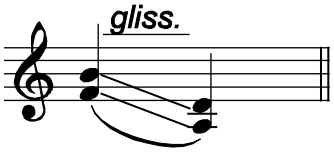
0 - 63: gliss down

64 - 127: gliss up

Instrument: **4th_glss_down_rel**

located in; /Instruments/*****/000_SPM/release_instruments/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

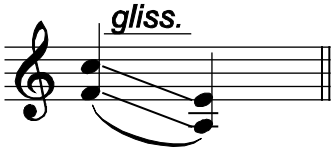
4th-dyad chord gliss down (Release instrument)



Instrument: **5th_glss_down_rel**

located in; /Instruments/*****/000_SPM/release_instruments/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

5th-dyad chord gliss down (Release instrument)



Fast gliss down / slow gliss down (MIDI CC# 4)

0 - 63: fast gliss down

64 - 127: slow gliss down

Instrument: **bridge_mute_noise_rel**

located in; /Instruments/*****/000_SPM/release_instruments/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

bridge mute noise (Release instrument)

velocity
0-99: soft
100-127: hard

Instrument: **fret_noise_rel**

located in; /Instruments/*****/000_SPM/release_instruments/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

fret noise (Release instrument)

Instrument: **pick_stop_noise_rel**

located in; /Instruments/*****/000_SPM/release_instruments/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

pick stop noise (Release instrument)

Instrument: **posi_change_noise_rel**

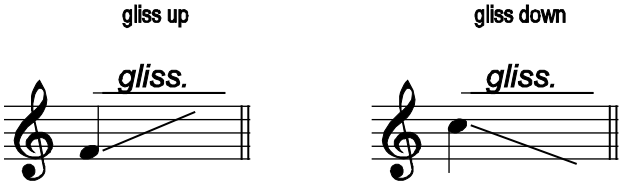
located in; /Instruments/*****/000_SPM/release_instruments/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

position change noise (Release instrument)

Instrument: **single_gls_updwn_rel**

located in; /Instruments/*****/000_SPM/release_instruments/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

single note gliss down and gliss up (Release instrument)



gliss down / gliss up (MIDI CC# 4)

0 - 63: gliss down

64 - 127: gliss up

139_various_chords

Common features

Picking noise
The Picking noise is triggered anytime the Stop Key; D1 is pressed. (Proper picking noise samples for the fret positions are automatically selected.)

Mute / picking noise (MIDI CC# 1: modulation wheel)
0 - 31: normal sustain / vibrato (no mute)
32 - 126: mute
(64 – 126: mute & picking noise cross-fade zone)
127: picking noise

You can also play picking noise with the stop key; D1 (see above).

Finger release noise
The Finger release noise is triggered anytime the note is released while the Hold Key; C1 is held down.

Pick stop noise
You can assign the pick stop noise to a Hold Key or a Stop key. (Click on the ‘options…’ button to assign the pick stop noise to a Hold Key or Stop Key.)

Fast / slow stroke (MIDI CC# 4)
0 - 63 (fast stroke)
64 - 127 (slow stroke)

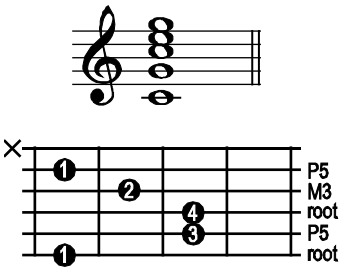
The instrument; ‘17_154_major3rd_vib’ uses MIDI CC# 4 to change the chord forms.

Instrument: **01_139_major_6rt**
Instrument: **02_139_major_5rt**

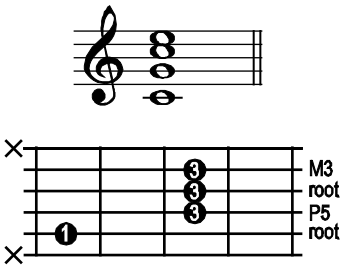
located in; /Instruments/*****/139_various_chords/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

major chord (string 6 root and string 5 root)

form1: root = string 6



form2: root = string 5

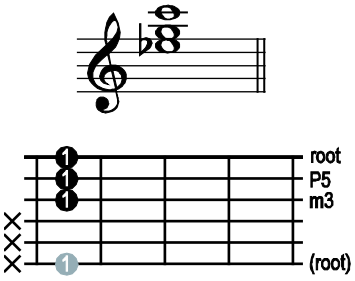


Instrument: **03_140_minor_6rt**
Instrument: **04_140_minor_5rt**

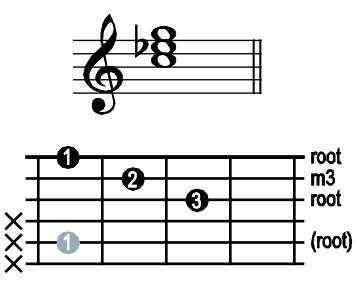
located in; /Instruments/*****/139_various_chords/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

minor chord (string 6 root and string 5 root)

form1: root = string 6



form2: root = string 5

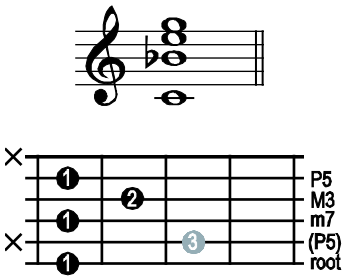


Instrument: **05_141_7th_6rt**
Instrument: **06_141_7th_5rt**

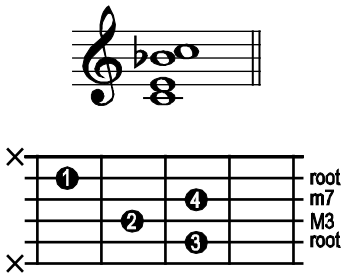
located in; /Instruments/*****/139_various_chords/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

7th chord (string 6 root and string 5 root)

form1: root = string 6



form2: root = string 5

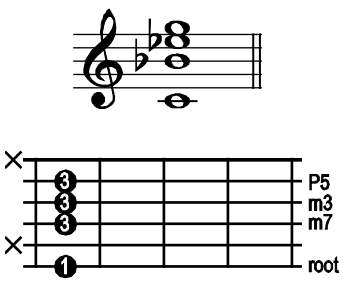


Instrument: **07_142_m7_6rt**
Instrument: **08_142_m7_5rt**

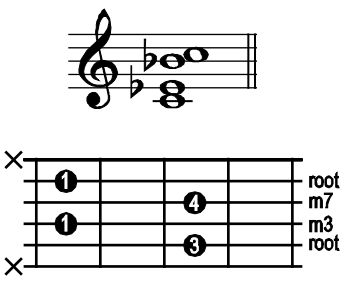
located in; /Instruments/*****/139_various_chords/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

minor 7th chord (string 6 root and string 5 root)

form1: root = string 6



form2: root = string 5

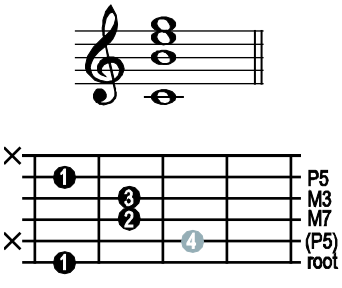


Instrument: **09_143_maj7_6rt**
Instrument: **10_143_maj7_5rt**

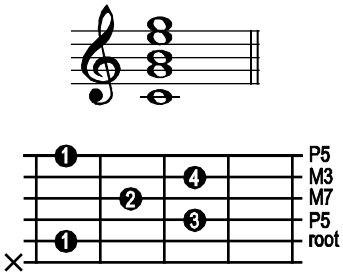
located in; /Instruments/*****/139_various_chords/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

major 7th chord (string 6 root and string 5 root)

form1: root = string 6



form2: root = string 5

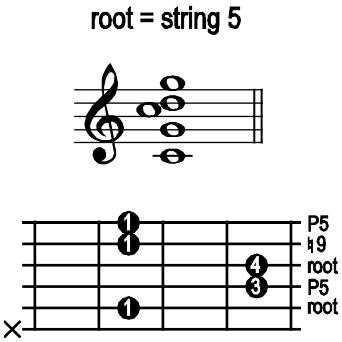


Instrument: **11_144_add9**

located in; /Instruments/*****/139_various_chords/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

add9 chord

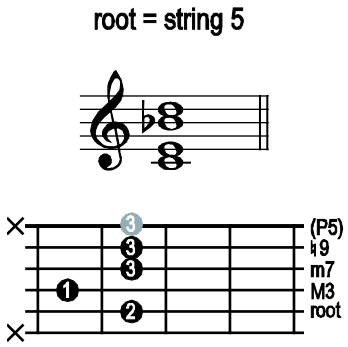
root = string 5



Instrument: **12_145_7th_9th**

located in; /Instruments/*****/139_various_chords/ ('*****' = 'bridge' or 'middle' or 'neck')

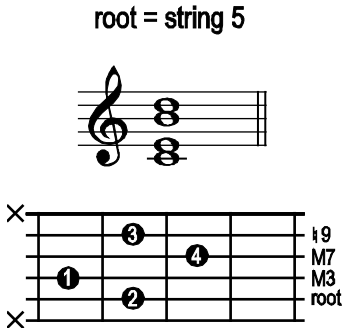
7th-9th chord



Instrument: **13_146_maj7th_9th**

located in; /Instruments/*****/139_various_chords/ ('*****' = 'bridge' or 'middle' or 'neck')

major 7th-9th chord

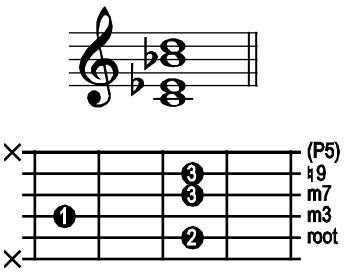


Instrument: **14_159_m9**

located in; /Instruments/*****/139_various_chords/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

minor 9th chord

root = string 5

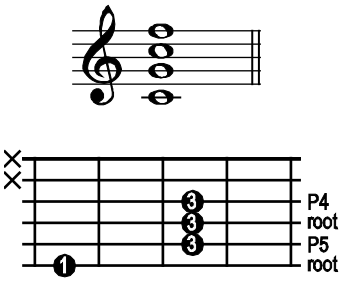


Instrument: **15_147_sus4_6rt**
Instrument: **16_147_sus4_5rt**

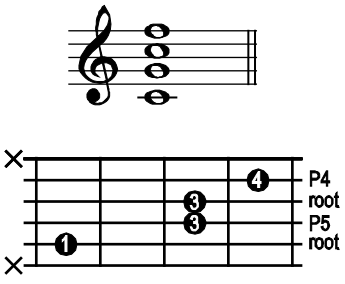
located in; /Instruments/*****/139_various_chords/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

sus4 chord (string 6 root and string 5 root)

form1: root = string 6



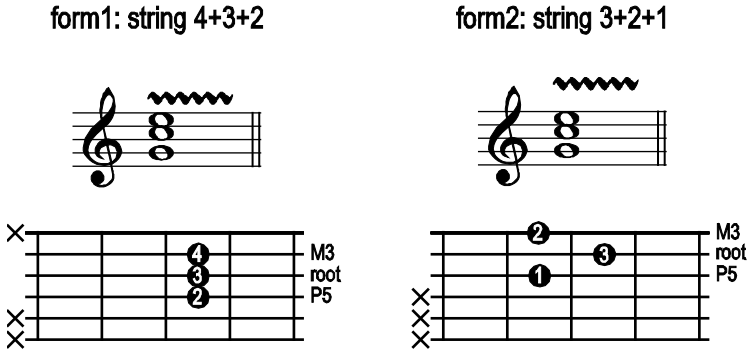
form2: root = string 5



Instrument: **17_154_major3rd_vib**

located in; /Instruments/*****/139_various_chords/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

major 3rd vibrato chord (string 4+3+2 string 3+2+1)



String 4+3+2 / string 3+2+1 (MIDI CC# 4)

0 – 63: (string 4+3+2)

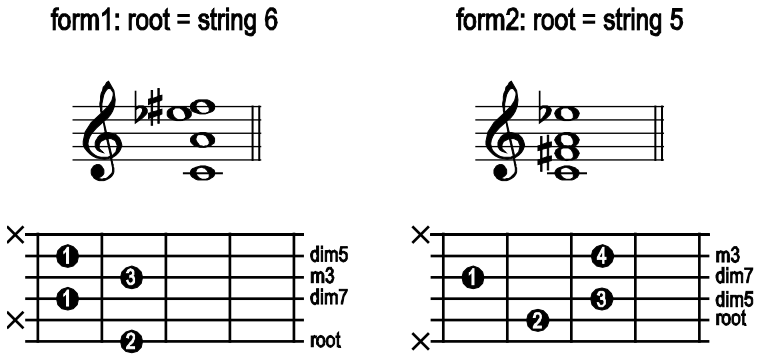
64 – 127: (string 3+2+1)

Instrument: **18_148_dim7_6rt**

Instrument: **19_148_dim7_5rt**

located in; /Instruments/*****/139_various_chords/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

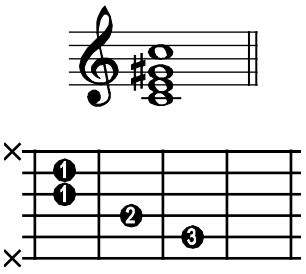
dim7 chord (string 6 root and string 5 root)



Instrument: **20_160_aug**

located in; /Instruments/*****/139_various_chords/ ('*****' = 'bridge' or 'middle' or 'neck')

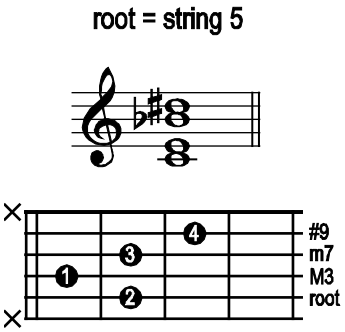
aug chord



Instrument: **21_156_sharp9**

located in; /Instruments/*****/139_various_chords/ ('*****' = 'bridge' or 'middle' or 'neck')

#9 chord



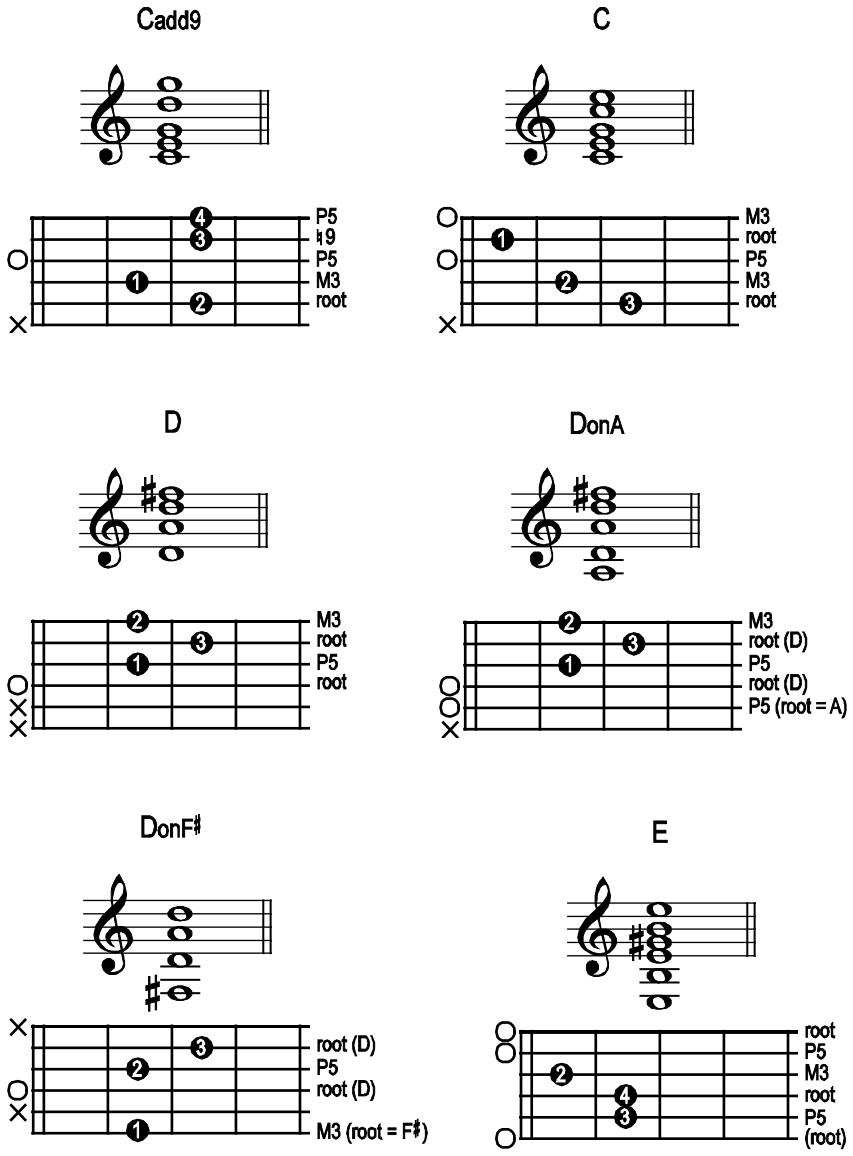
Gliss down (Sub Velocity Switch threshold level)

This SPM instrument triggers the gliss down samples if the velocity of the note is higher than the velocity threshold level. This feature allows you to switch normal sustain / gliss down very quickly only with the keys of your keyboard controller.

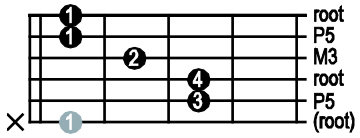
Instrument: **22_155_opn_chord**

located in; /Instruments/*****/139_various_chords/ ('*****' = 'bridge' or 'middle' or 'neck')

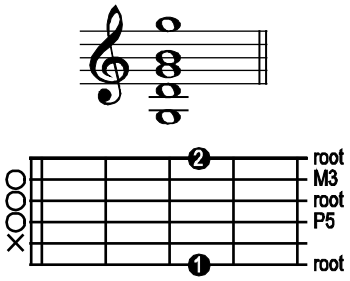
open chords & low chords (C, Cadd9, D, DonA, DonF#, E, F, G, Gomit3, GonB, A, B, Bm,)



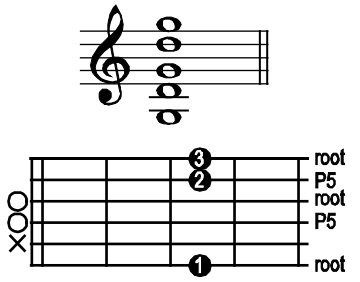
F



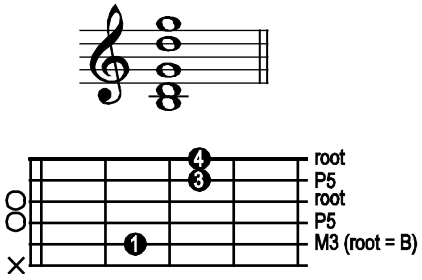
G



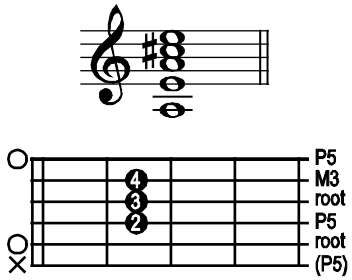
Gomit3



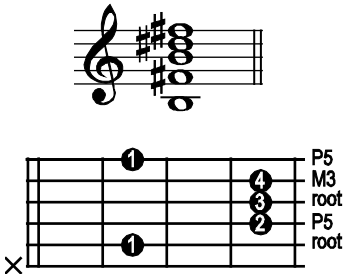
GonB



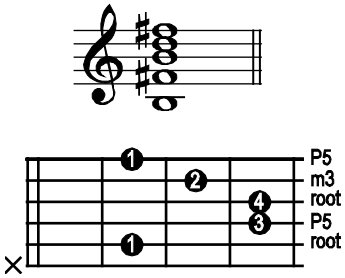
A

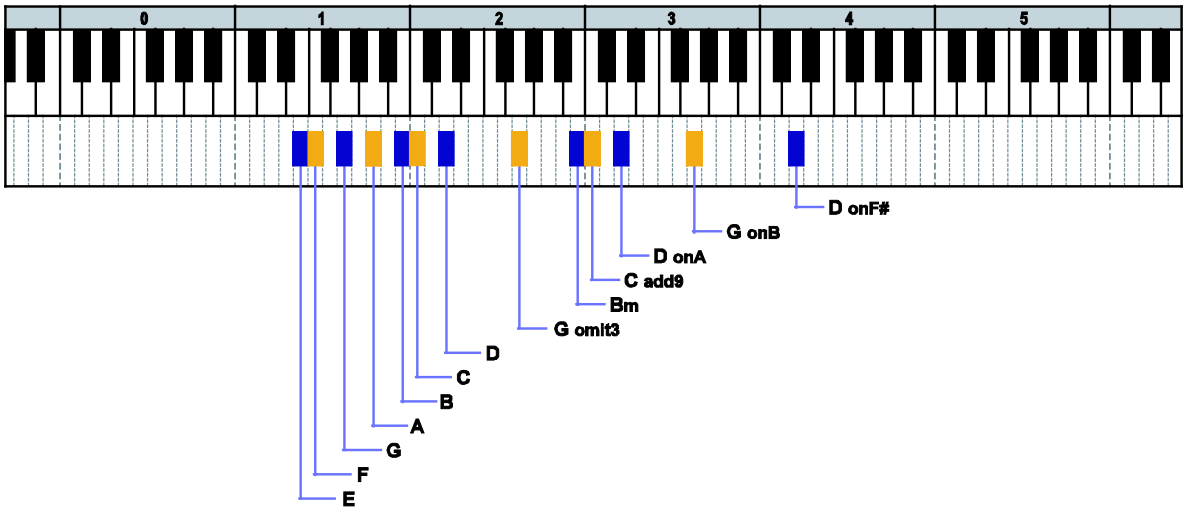


B



Bm



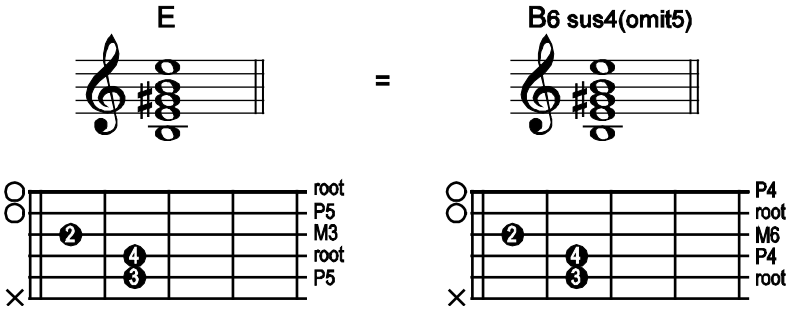


Instrument: **23_158_other_chords**

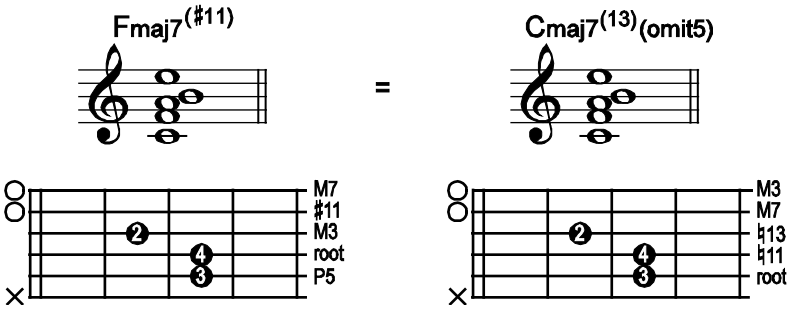
located in; /Instruments/*****/139_various_chords/ (‘*****’ = ‘bridge’ or ‘middle’ or ‘neck’)

other chords

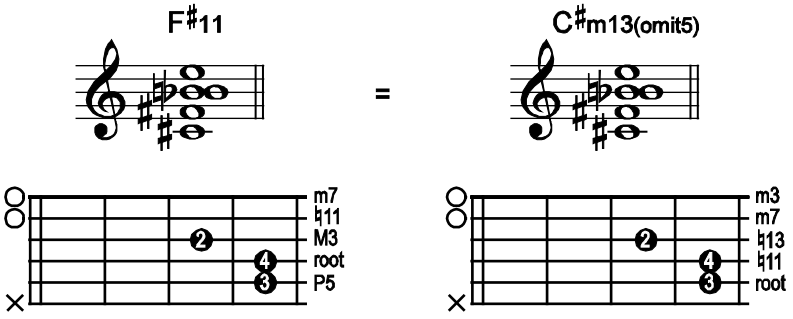
Chord 1:



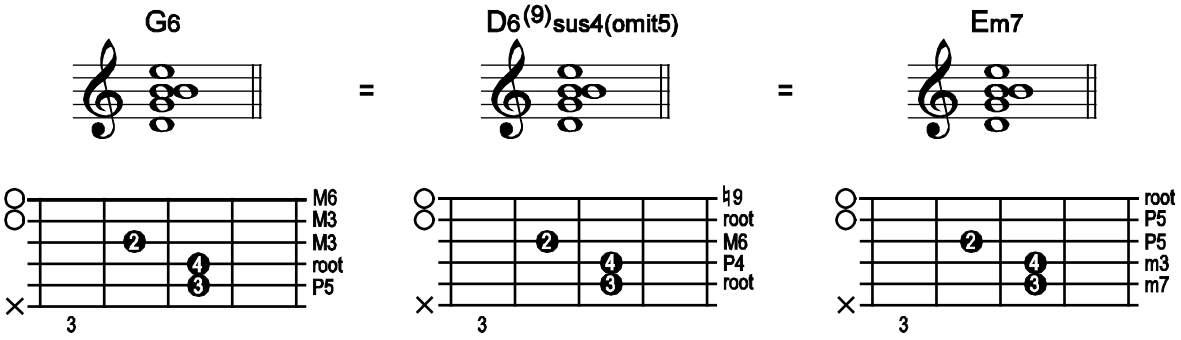
Chord 2:



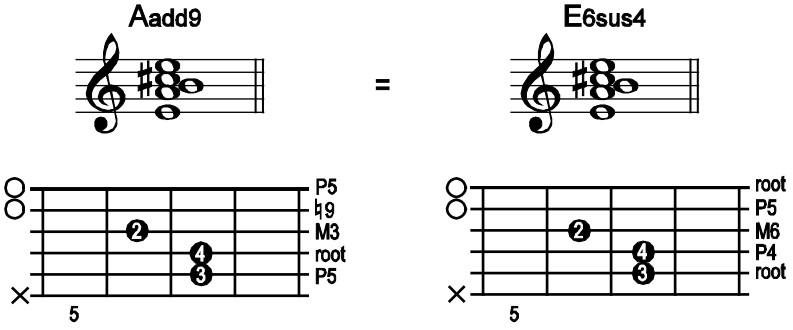
Chord 3:



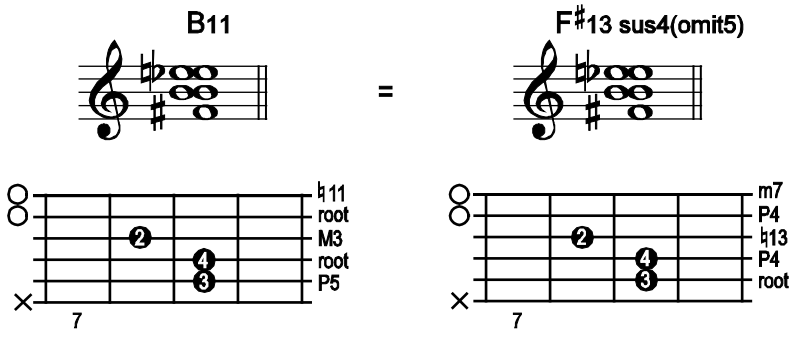
Chord 4:



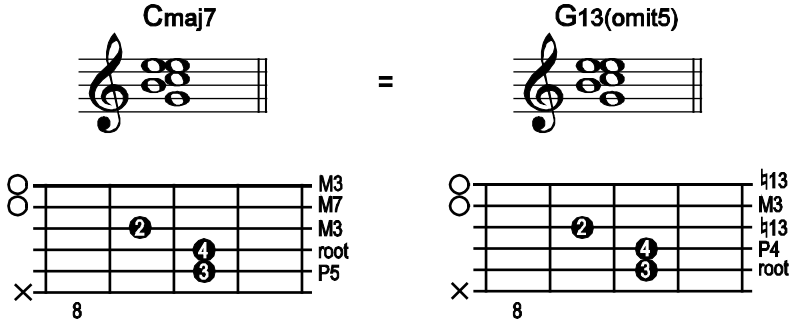
Chord 5:



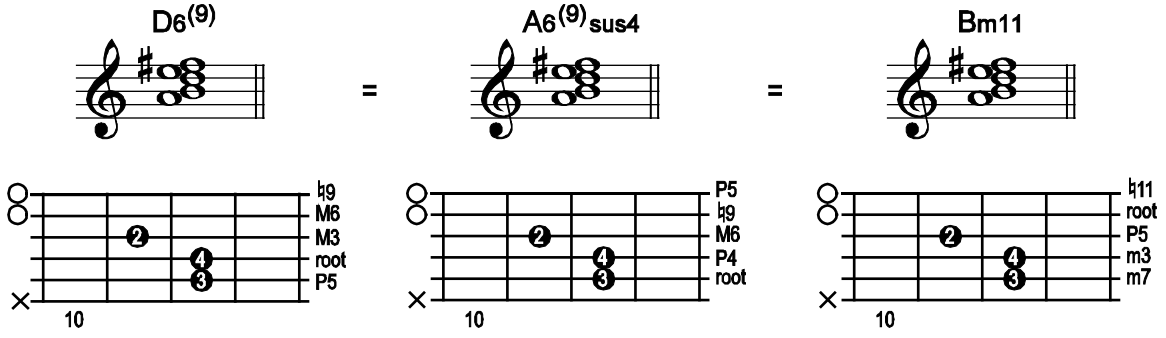
Chord 6:



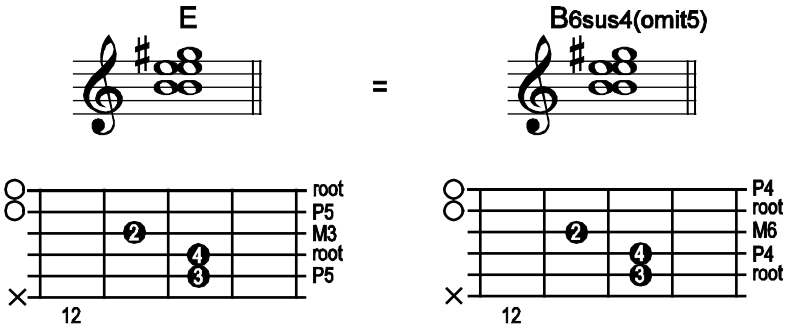
Chord 7:

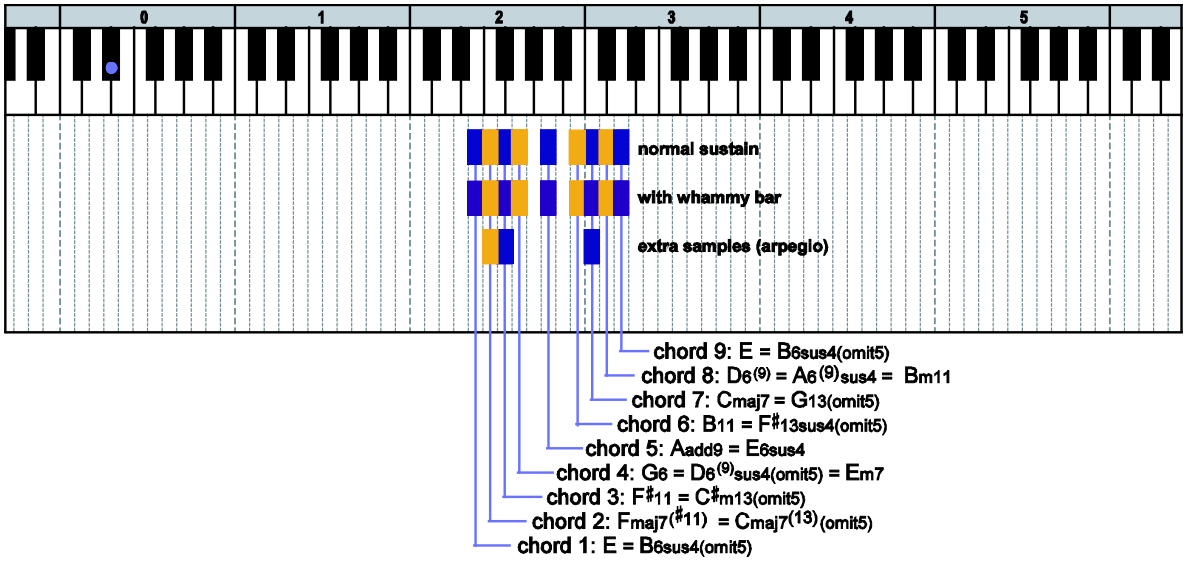


Chord 8:

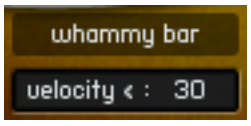


Chord 9:





Whammy bar (Sub Velocity Switch threshold level)



This SPM instrument triggers the whammy bar samples if the velocity of the note is lower than the velocity threshold level. This feature allows you to switch normal sustain / whammy bar (or gliss down) very quickly only with the keys of your keyboard controller.

If velocity < threshold, and MIDI CC# 3=;

0 - 42: fast stroke with whammy bar

43 – 95: slow stroke with whammy bar

96 – 127: arpeggio with Whammy bar (only available on the key; F1, F#1, andC2)

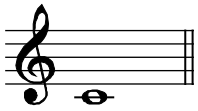
Normal Instruments

Single note

for more details about each instrument; see the 'SC controller chart" (SC_controller_chart.pdf)

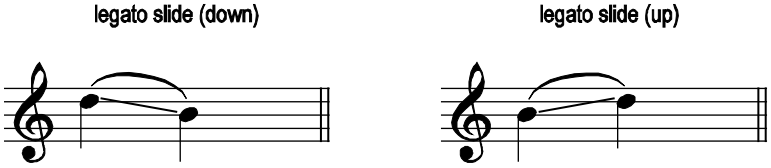
001_single_sustain

Single note sustain



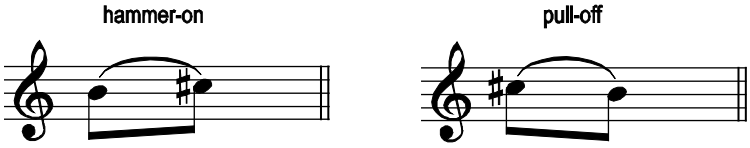
Real time legato slide

Hold down one note while playing the next note to connect those notes.

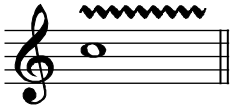


Real time hammer-on & pull-off

Hold down one note while playing the next note to connect those notes.



Vibrato (deep and light)

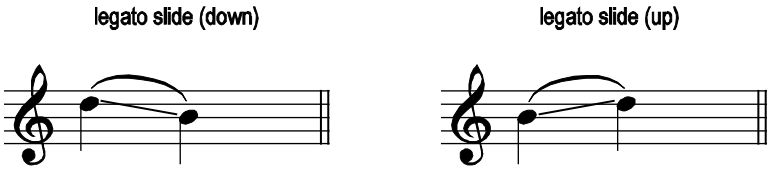


Available controllers

Key switch: switch string
(1) Modulation wheel: vibrato depth (deep or light)
Channel after touch: vibrato on / off
(4) Foot controller: down / up picking
(2) Breath controller: release sample level (0: max – 127: no release sound)

004_single_slide_down_1fret ~ 027_single_slide_up_12fret

Single note legato slide

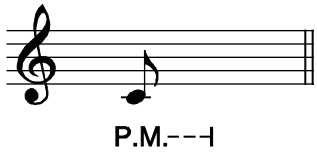


Slide range: 12 frets (half step – octave)

Available controllers
Key switch: switch string

028_single_mute

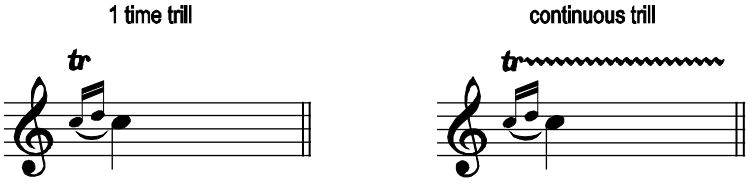
Single note mute



Available controllers
Key switch: switch string
(4) Foot controller: down / up picking

031_single_trill

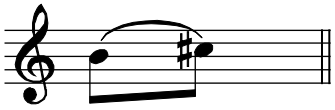
Single note trill (half step, whole step)



Available controllers
Key switch: switch string
(1) Modulation wheel: half step / whole step
(2) Breath controller: release sample level (0: max – 127: no release sound)

032_single_hammer_on

Single note hammer-on (half step, whole step)

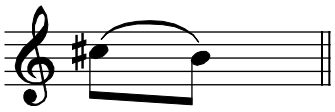


Available controllers

Key switch: switch string
(1) Modulation wheel: half step / whole step
(2) Breath controller: release sample level (0: max – 127: no release sound)

033_single_pull_off

Single note pull-off (half step, whole step)

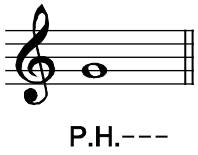


Available controllers

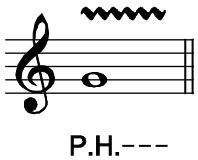
Key switch: switch string
(1) Modulation wheel: half step / whole step
(2) Breath controller: release sample level (0: max – 127: no release sound)

034_single_picking_harmonics

Single note picking harmonics (pinch harmonic)



Vibrato



Available controllers

Key switch: switch string

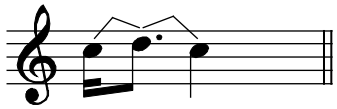
(1) Modulation wheel: harmonics point (*2 harmonics points)*

Velocity: (121 -127) with vibrato, (1 – 120): no vibrato

(2) Breath controller: release sample level (0: max – 127: no release sound)

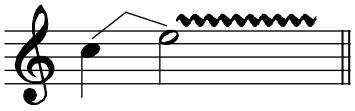
035_single_bend

Single note bend (half step, whole step, 1.5 whole step)

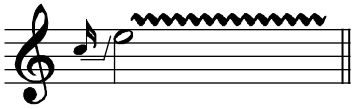


2 bend length (short, mid)

Slow bend with vibrato



Fast bend with vibrato

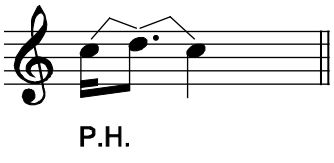


Available controllers

Key switch: switch string

036_s_bend_pick_harm

Single note bend with pinch harmonics (half step, whole step, 1.5 whole step)



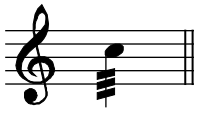
2 bend length (short, mid)

2 harmonics points

Available controllers
Key switch: switch string
(1) Modulation wheel: harmonics point

126_tremolo_picking

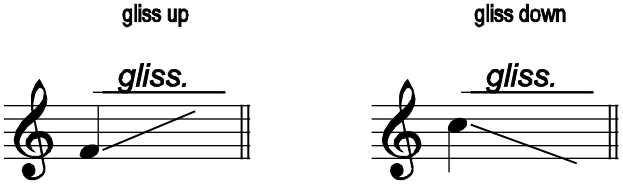
Single note tremolo picking



Available controllers
Key switch: switch string
(2) Breath controller: release sample level (0: max – 127: no release sound)

162_single_note_gliss_up_down

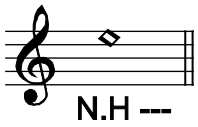
Single note gliss up / down



Available controllers
Key switch: switch string
(1) Modulation wheel: gliss down / up

600_natural_harmonics

Single note natural harmonics



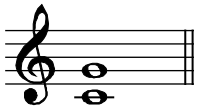
Available controllers
Key switch: switch fret position

5th-dyad chord

for more details about each instrument; see the 'SC controller chart" (SC_controller_chart.pdf)

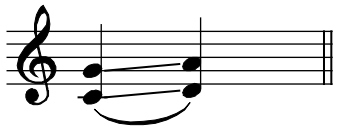
037_5th_sustain

5th-dyad chord sustain

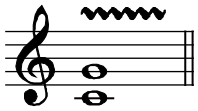


Real time legato slide

Hold down one note while playing the next note to connect those notes.



Vibrato



Available controllers

Key switch: switch string

Channel after touch: vibrato on / off

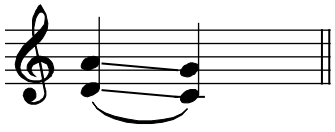
(4) Foot controller: down / up picking

(2) Breath controller: release sample level (0: max – 127: no release sound)

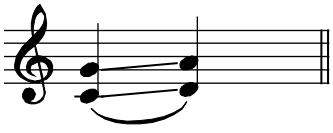
040_5th_slide_down_1fret ~ 063_5th_slide_up_12fret

5th-dyad chord legato slide

5th-dyad chord legato slide (down)



5th-dyad chord legato slide (up)

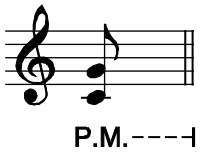


Slide range: 12 frets (half step - octave)

Available controllers
Key switch: switch string,
(4) Foot controller: down / up picking

064_5th_mute

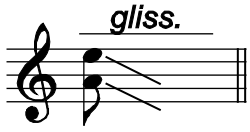
5th-dyad chord mute



Available controllers
Key switch: switch string
(4) Foot controller: down / up picking

065_5th_gliss_down

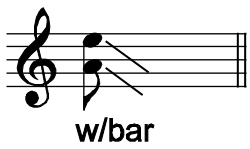
5th-dyad gliss down (fast and slow)



Available controllers
Key switch: switch string

165_5th_whammy_down

5th-dyad chord whammy bar bend down (with / without pinch harmonics)



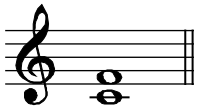
Available controllers
Key switch: switch string

4th-dyad chord

for more details about each instrument; see the 'SC controller chart" (SC_controller_chart.pdf)

071_4th_sustain

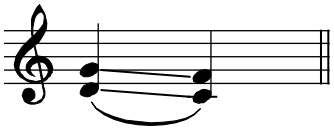
4th-dyad chord sustain



Real time legato slide

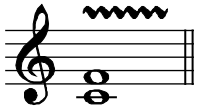
Hold down one note while playing the next note to connect those notes.

4th-dyad chord legat slide (down)

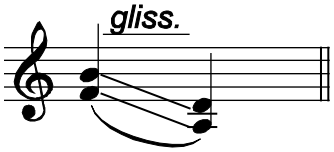


4th-dyad chord legat slide (up)

Vibrato

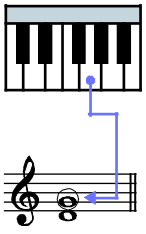


Gliss down

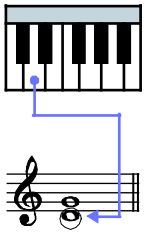


'Top note = key' mapping & 'bottom note =key' mapping

'top note = key' mapping



'bottom note = key' mapping



Available controllers

Key switch: switch string

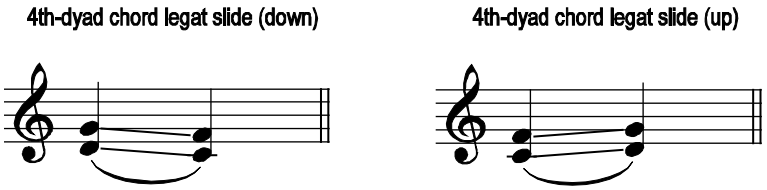
Channel after touch: vibrato on / off

(4) Foot controller: down / up picking

(2) Breath controller: release sample level (0: max – 127: no release sound)

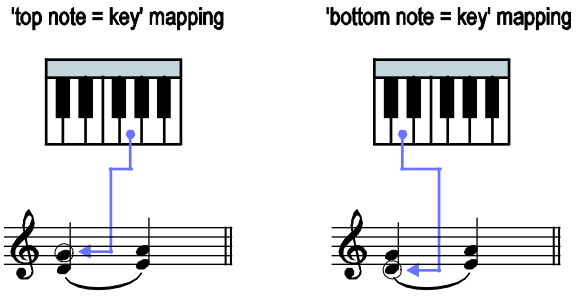
074_4th_slide_down_1fret ~ 088_4th_slide_up_3fret

4th-dyad chord legato slide



Slide range: 3 frets (half step – 1.5 whole step)

'Top note = key' mapping & 'bottom note =key' mapping

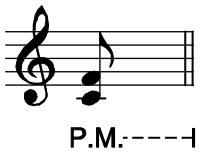


Available controllers

Key switch: switch string,

098_4th_mute

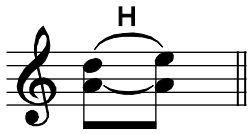
4th-dyad chord mute



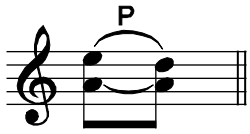
Available controllers
Key switch: switch string
(4) Foot controller: down / up picking

168_4th_5th_hammer_on_pull_off

4th-dyad chord to 5th-dyad chord hammer-on



5th-dyad chord to 4th-dyad chord pull-off

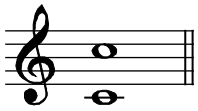


Octave

for more details about each instrument; see the 'SC controller chart" (SC_controller_chart.pdf)

101_octave_sustain

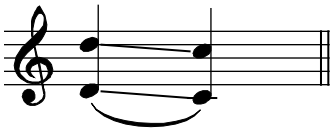
Octave sustain



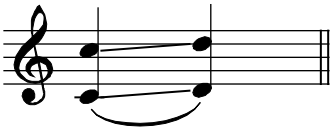
Real time legato slide (legato mode)

Hold down one note while playing the next note to connect those notes.

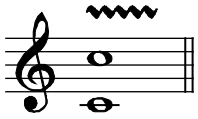
octave legato slide (down)



octave legato slide (up)



Vibrato



Available controllers

Key switch: switch string

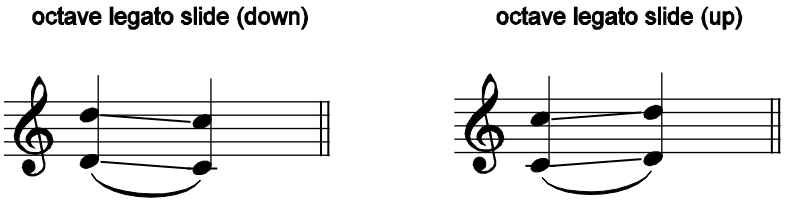
Channel after touch: vibrato on / off

(4) Foot controller: down / up picking

(2) Breath controller: release sample level (0: max – 127: no release sound)

102_octave_slide_down_1fret ~ 125_octave_slide_up_12fret

octave legato slide



Slide range: 12 frets (half step – octave)

Available controllers

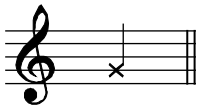
Key switch: switch string

Noise, Special FX

for more details about each instrument; see the 'SC controller chart"
(SC_controller_chart.pdf)

127_single_picking_noise

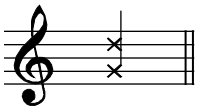
Single note picking noise



Available controllers
Key switch: switch string
(4) Foot controller: down / up picking

128_5th_picking_noise

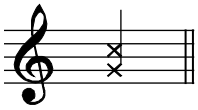
5th-dyad chord picking noise



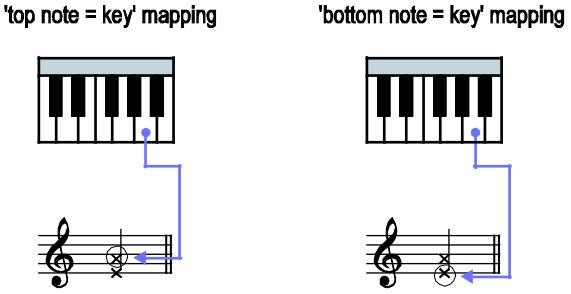
Available controllers
Key switch: switch string
(4) Foot controller: down / up picking

129_4th_picking_noise

4th-dyad chord picking noise



'Top note = key' mapping & 'bottom note =key' mapping



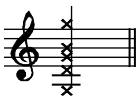
Available controllers

Key switch: switch string

(4) Foot controller: down / up picking

130_brush_noise

Barre chord brush noise (form 1: root = string 6, form 2: root = string 5)



Available controllers

Key switch: switch root string

133_fret_noise

Fret noise (string 6, 5, 4)

Slide range: 6 frets (half step- #4th)

Available controllers
Key switch: slide range
(1) Modulation wheel: switch string

135_other_noise

Scrape (string 6+5, string 5+4)
Brush noise with harmonics (3rd fret & 4th fret, down & up stroke)
Bridge mute noise
Finger release noise
Position change noise
Other FX
Pickup selector switching noise

Available controllers
Key switch: switch string (finger release noise)

153_pick_stop_noise

Pick stop noise

Available controllers
Key switch: switch string

161_whammy_FX

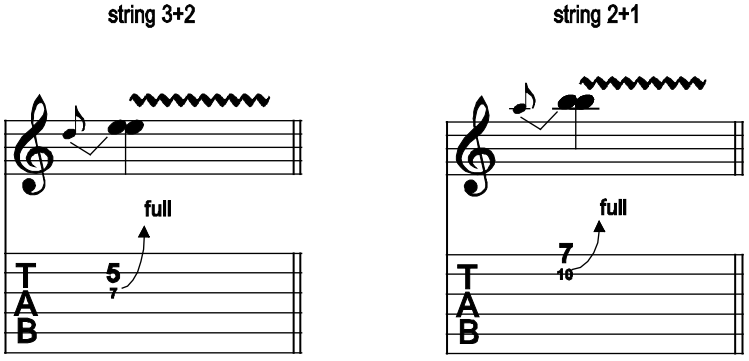
Whammy Bar FX – Special FX using whammy bar (tremolo arm)

Additional bend techniques

for more details about each instrument; see the 'SC controller chart" (SC_controller_chart.pdf)

136_unison_bend

Unison bend (fast bend + vibrato, slow bend + vibrato, fast short bend)



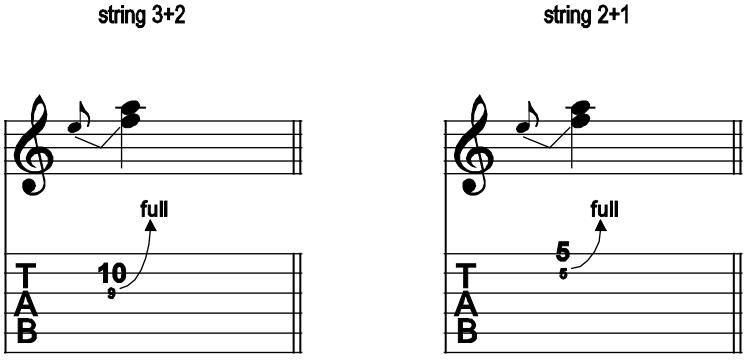
Available controllers

Key switch: bend type (long + vibrato*, slow bend long + vibrato, mid, short)

(2) Breath controller: release sample level (0: max – 127: no release sound)

137_stationary_bend

Stationary bend (long, mid, short)



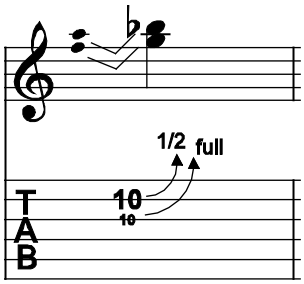
Available controllers

Key switch: bend type (long, mid, short)

(2) Breath controller: release sample level (0: max – 127: no release sound)

138_double_bend

Double bend (long, mid, short)



Available controllers

Key switch: bend type (long, mid, short)

(2) Breath controller: release sample level (0: max – 127: no release sound)

Various Chords

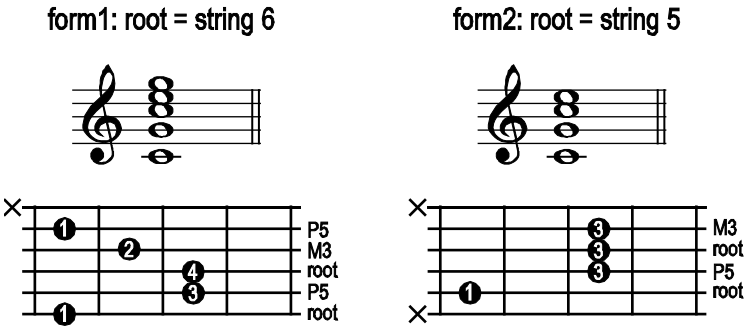
for more details about each instrument; see the 'SC controller chart" (SC_controller_chart.pdf)

139_major

major chord (form 1: root = string 6, form 2: root = string 5)

Available controllers

(2) Breath controller: release sample level (0: max – 127: no release sound)

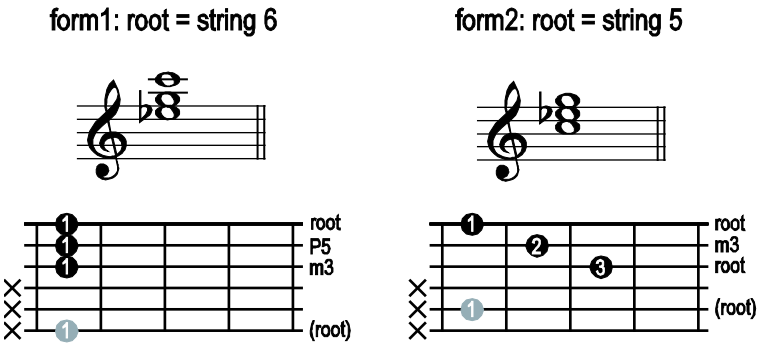


140_minor

minor chord (form 1: root = string 6, form 2: root = string 5)

Available controllers

(2) Breath controller: release sample level (0: max – 127: no release sound)

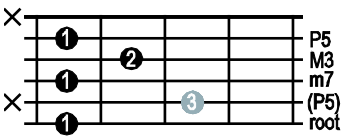


141_7th

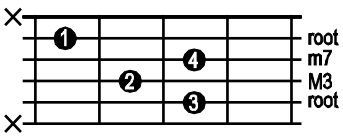
7th chord (form 1: root = string 6, form 2: root = string 5)

Available controllers
(2) Breath controller: release sample level (0: max – 127: no release sound)

form1: root = string 6



form2: root = string 5

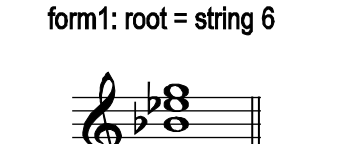


142_m7

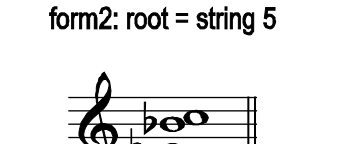
m7 chord (form 1: root = string 6, form 2: root = string 5)

Available controllers
(2) Breath controller: release sample level (0: max – 127: no release sound)

form1: root = string 6



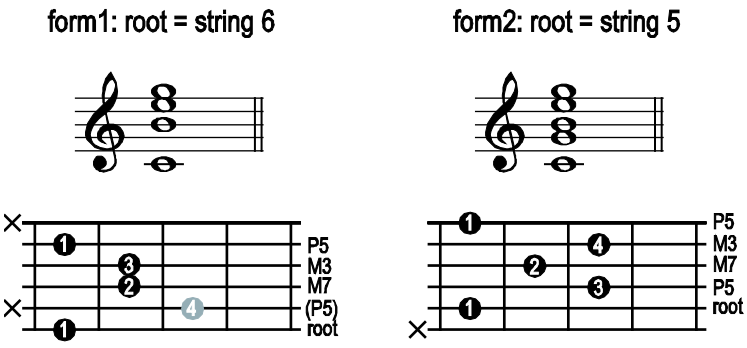
form2: root = string 5



143_maj7th

maj7 chord (form 1: root = string 6, form 2: root = string 5)

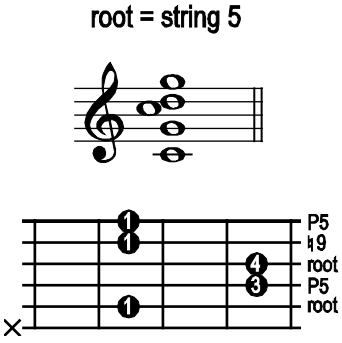
Available controllers
(2) Breath controller: release sample level (0: max – 127: no release sound)



144_add9

add9 chord (root = string 5)

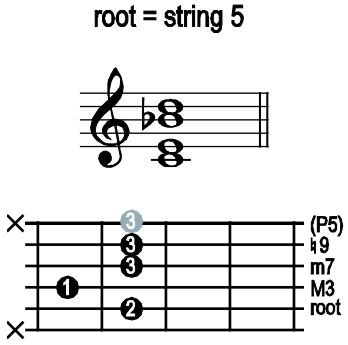
Available controllers
(2) Breath controller: release sample level (0: max – 127: no release sound)



145_7th_9th

$7^{(9)}$ chord (root = string 5)

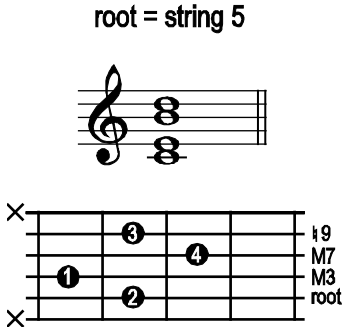
Available controllers
(2) Breath controller: release sample level (0: max – 127: no release sound)



146_maj7th_9th

maj$7^{(9)}$ chord (root = string 5)

Available controllers
(2) Breath controller: release sample level (0: max – 127: no release sound)

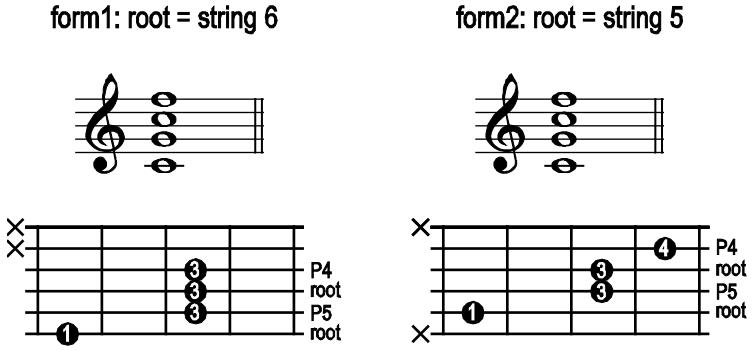


147_sus4

sus4 chord (form 1: root = string 6, form 2: root = string 5)

Available controllers

(2) Breath controller: release sample level (0: max – 127: no release sound)

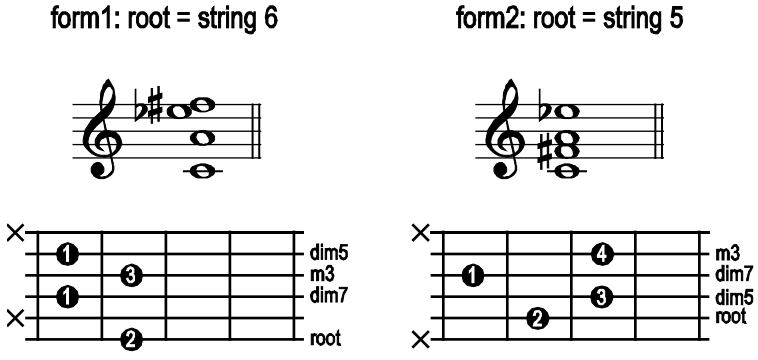


148_dim7

dim7 chord (form 1: root = string 6, form 2: root = string 5)

Available controllers

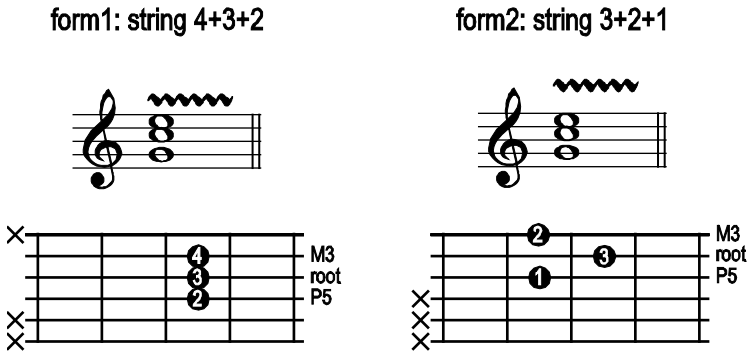
(2) Breath controller: release sample level (0: max – 127: no release sound)



154_major3rd_vibrato

major 3rd chord (form 1: string 4+3+2, form 2: string 3+2+1)
major 3rd chord + Pinch harmonics (form 1)

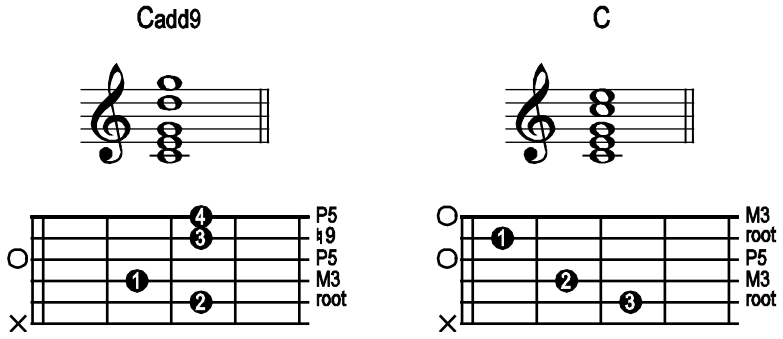
Available controllers
(2) Breath controller: release sample level (0: max – 127: no release sound)



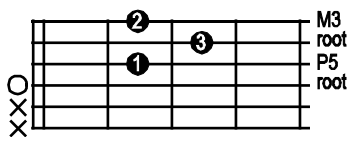
155_open_chords

Open chords & low chords
(G, Gomit3, GonB, C, Cadd9, D, DonA, DonF#, E, F, A, B, Bm,)

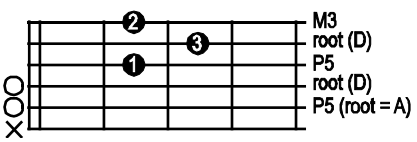
Available controllers
(2) Breath controller: release sample level (0: max – 127: no release sound)



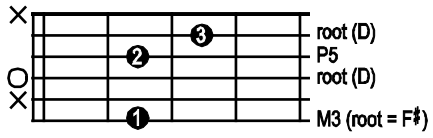
D



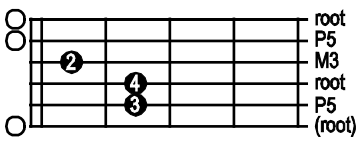
DonA



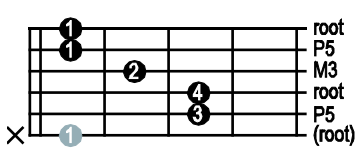
DonF♯



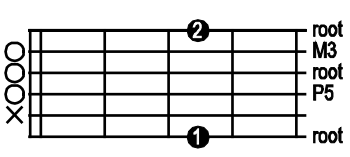
E



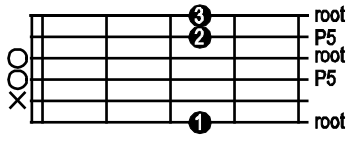
F



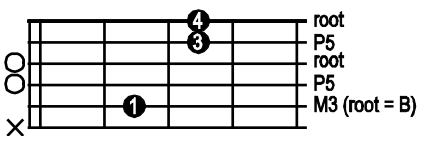
G

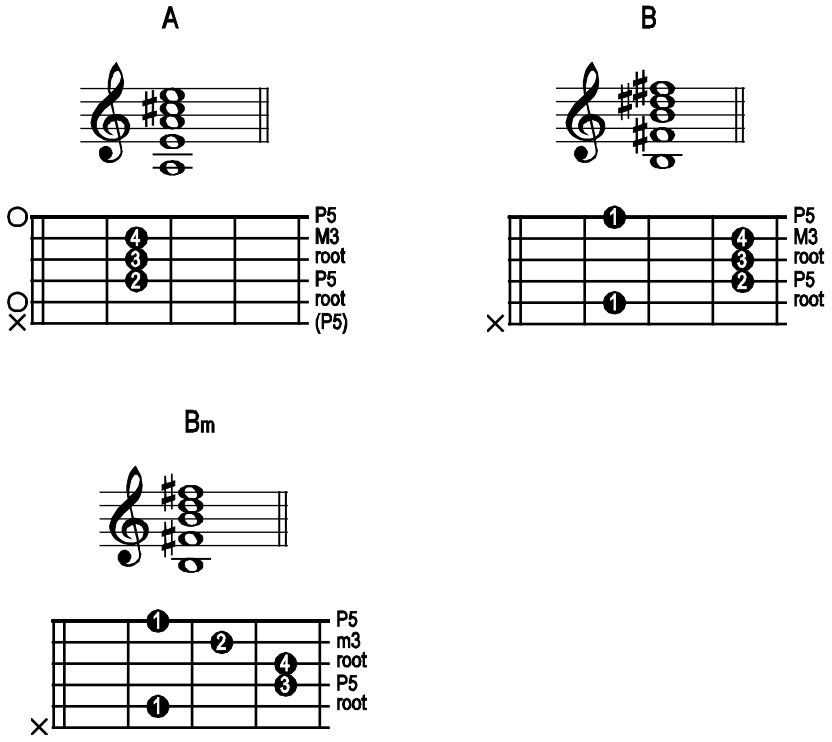


Gomit3



GonB



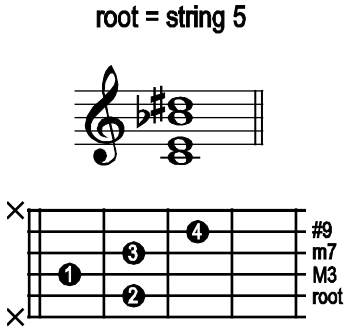


156_sharp9 (#9)

$7^{(\#9)}$ chord
$7^{(\#9)}$ chord gliss down

Available controllers

(2) Breath controller: release sample level (0: max – 127: no release sound)



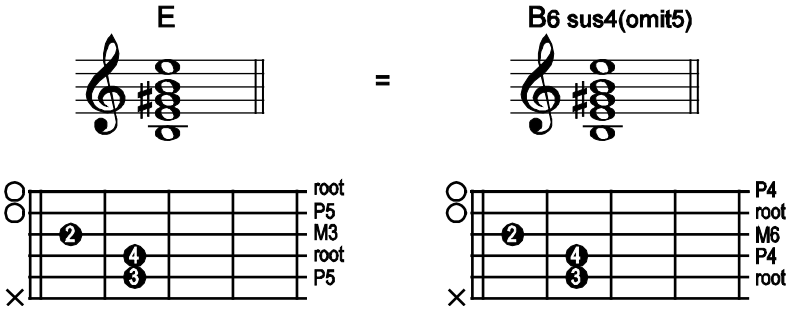
158_other_chords

Nine additional chords with / without whammy bar

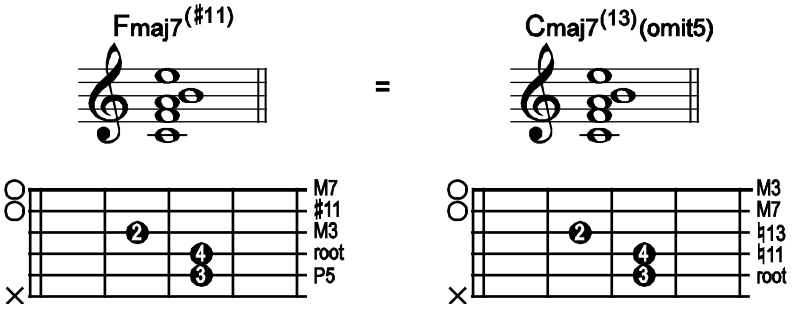
Available controllers

(2) Breath controller: release sample level (0: max – 127: no release sound)

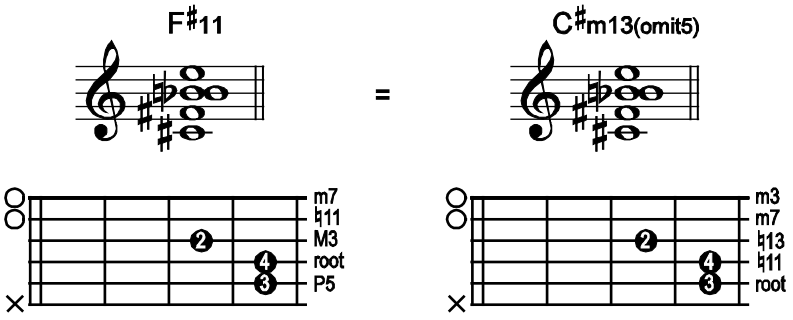
Chord 1:



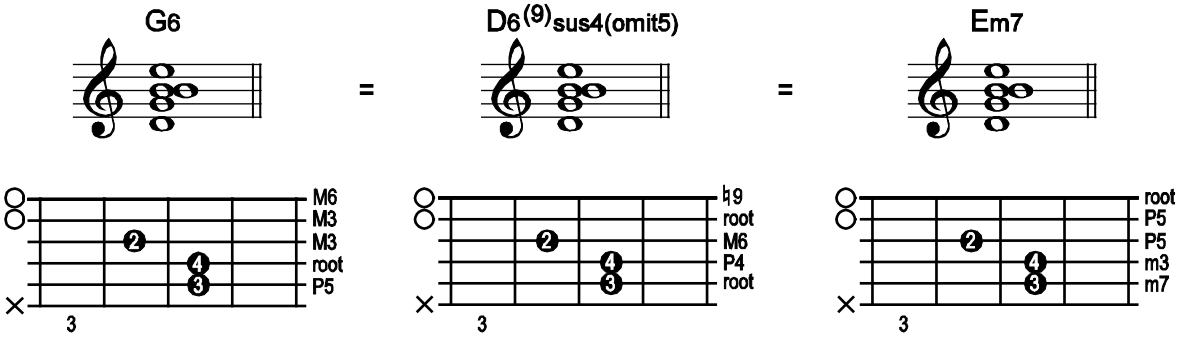
Chord 2:



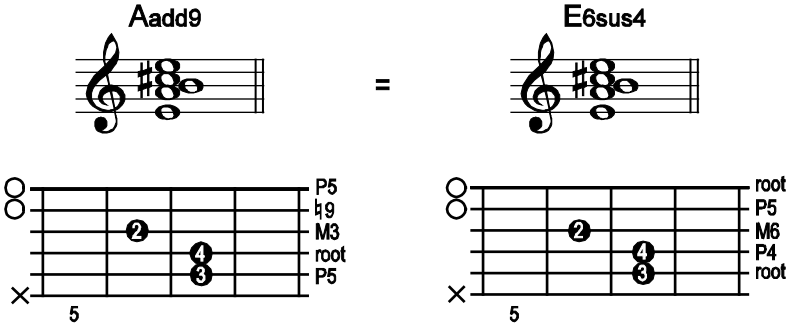
Chord 3:



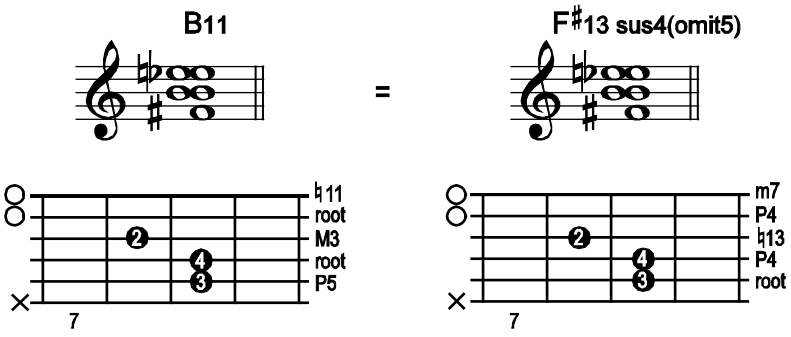
Chord 4:



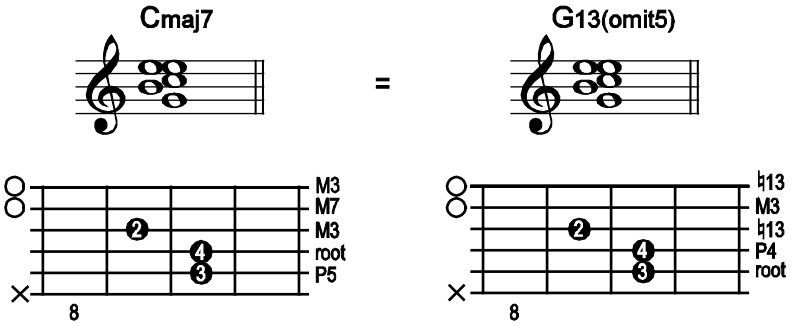
Chord 5:



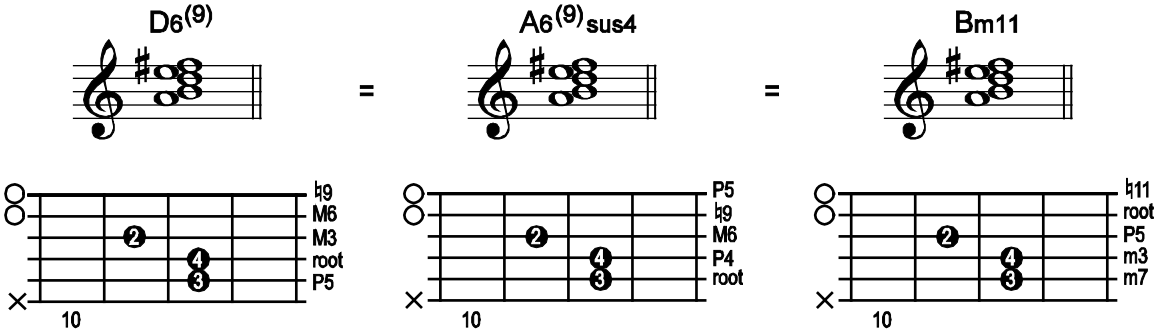
Chord 6:



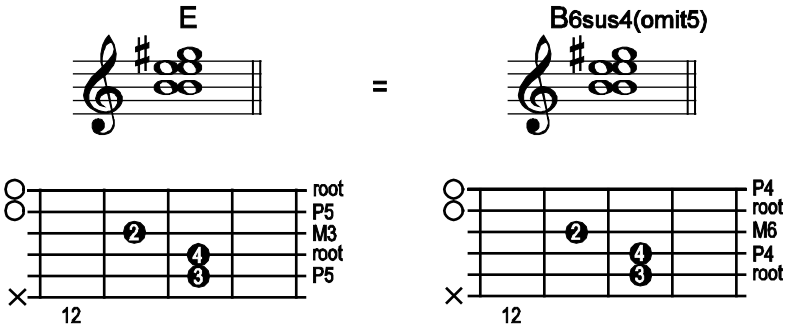
Chord 7:



Chord 8:



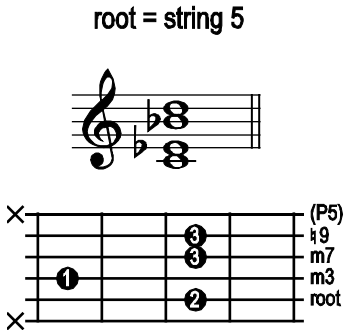
Chord 9:



159_m7(9)

m7(9) chord

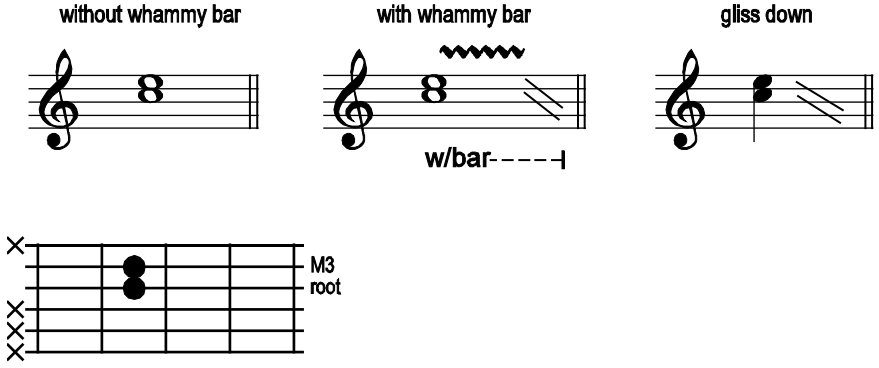
Available controllers
(2) Breath controller: release sample level (0: max – 127: no release sound)



164_string3root_major3rd

String 3 root major 3rd chord (with / without whammy bar, gliss down)

Available controller
(4) Foot controller: down stroke / up stroke
(2) Breath controller: release sample level (0: max – 127: no release sound)



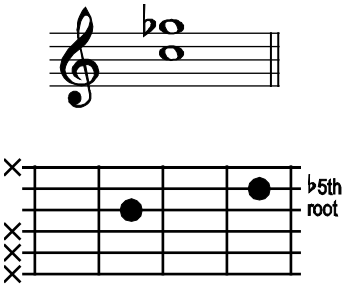
166_string3root_flat5th

String 3 root flat 5th chord

Available controller

(4) Foot controller: down stroke / up stroke

(2) Breath controller: release sample level (0: max – 127: no release sound)



167_power_chord

Power chord

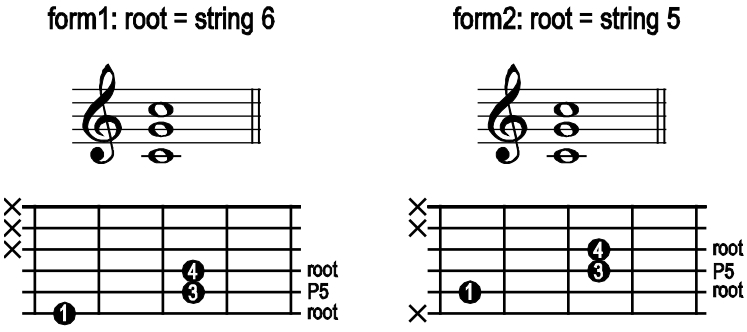
Available controller

Velocity > 124: gliss down

(1) Modulation wheel: sustain / mute / picking noise

(4) Foot controller: down stroke / up stroke

(2) Breath controller: release sample level (0: max – 127: no release sound)

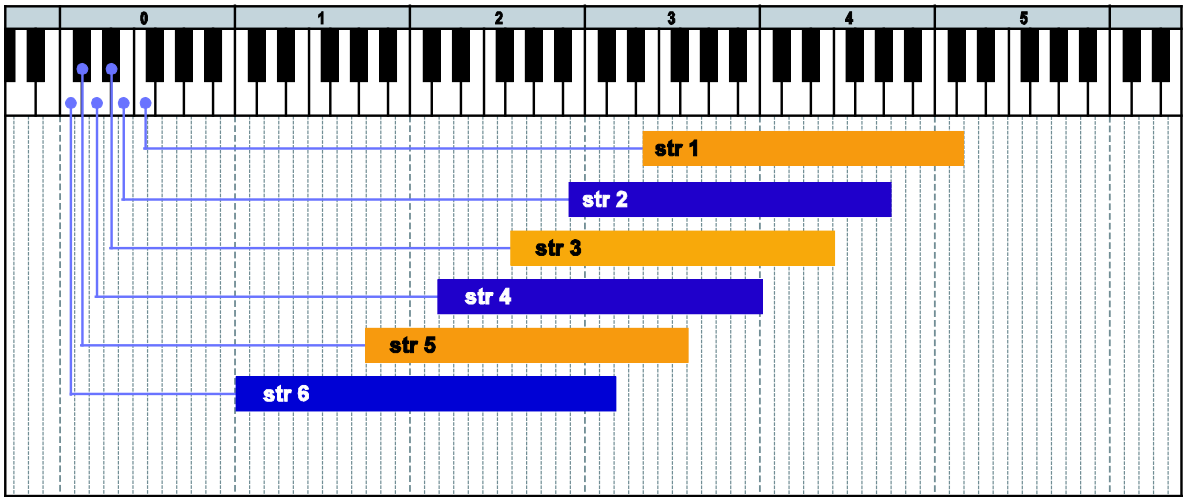


Mapping & Key range

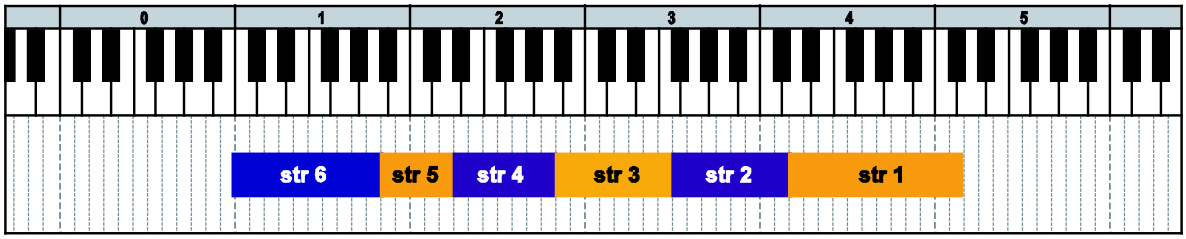
Single note

001_single_sustain

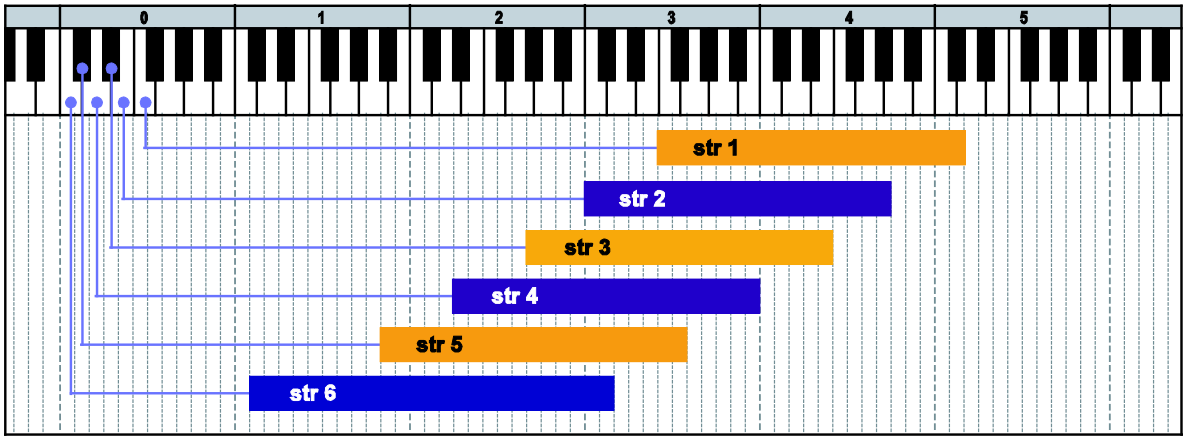
Full mapping



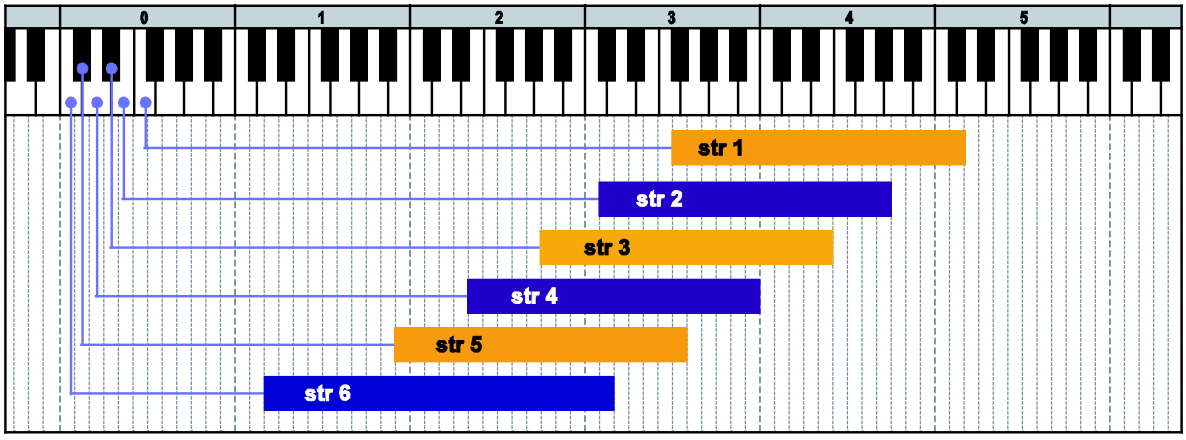
Optimized Mapping



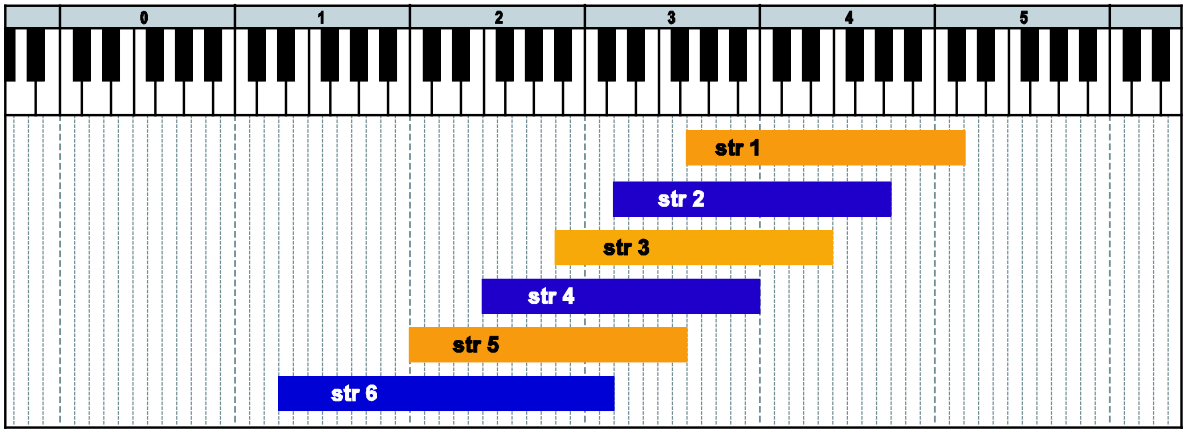
004_single_slide_down_1fret



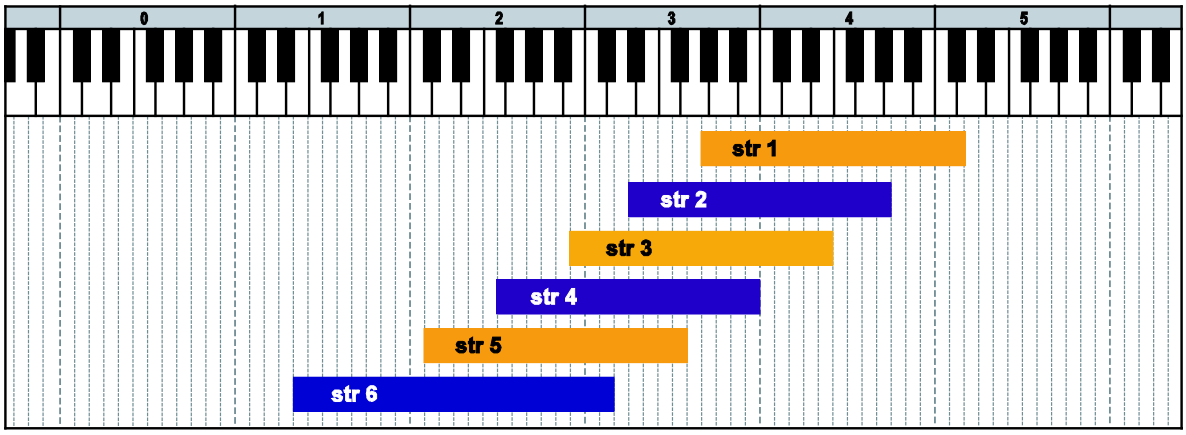
005_single_slide_down_2fret



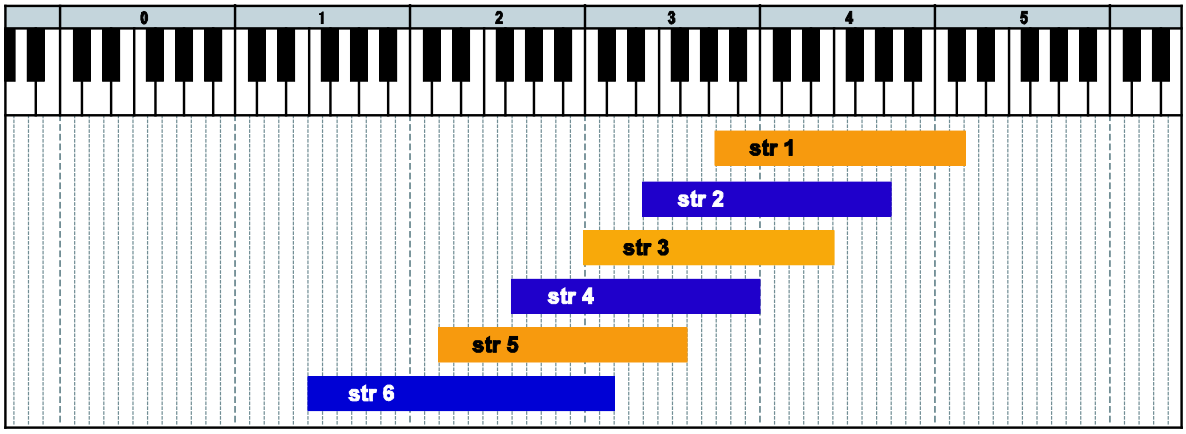
006_single_slide_down_3fret



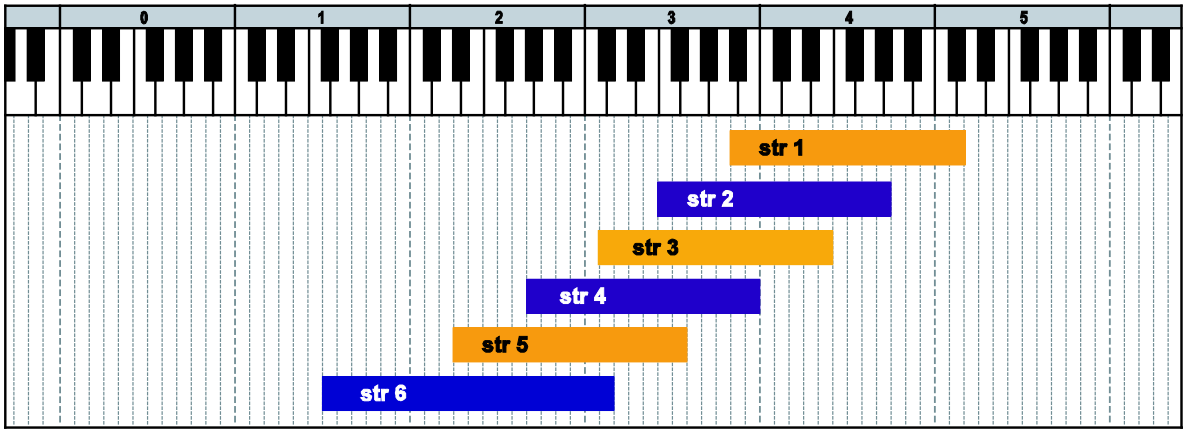
007_single_slide_down_4fret



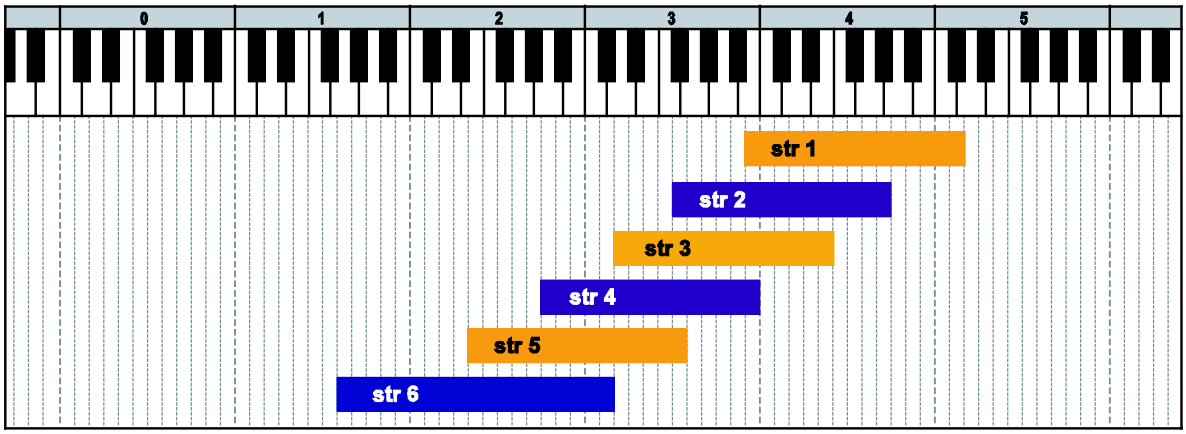
008_single_slide_down_5fret



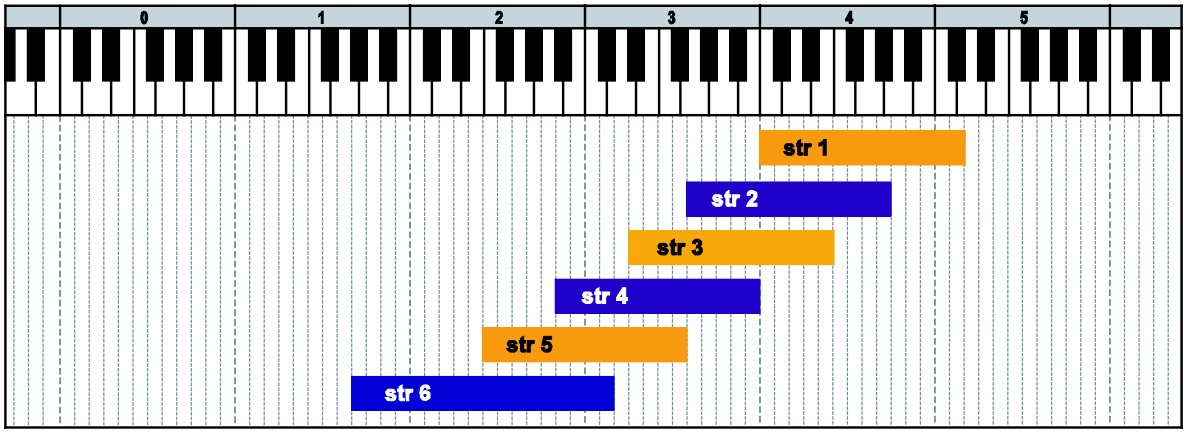
009_single_slide_down_6fret



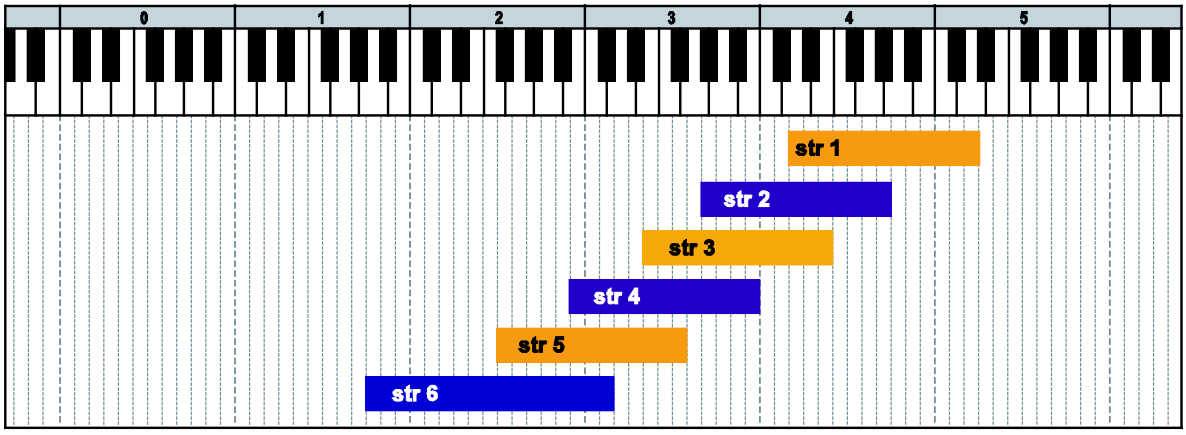
010_single_slide_down_7fret



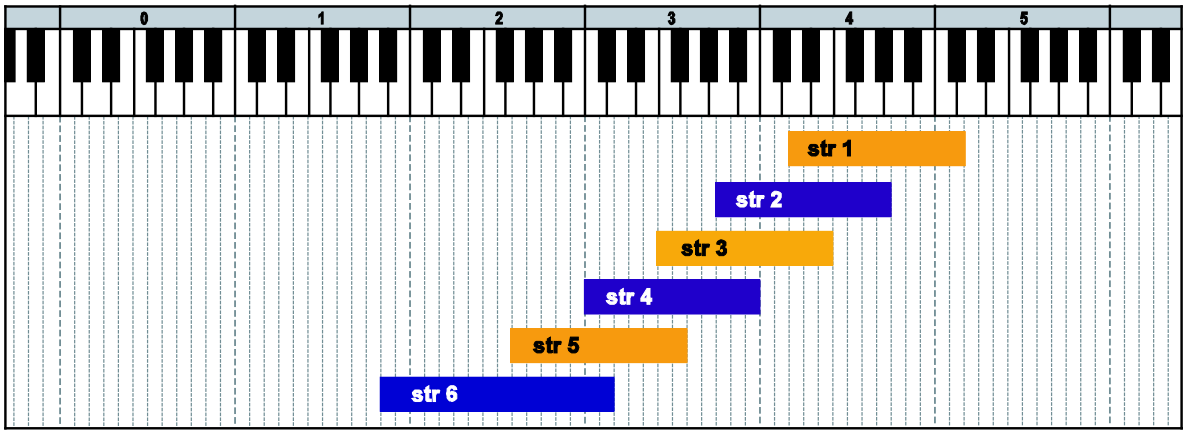
011_single_slide_down_8fret



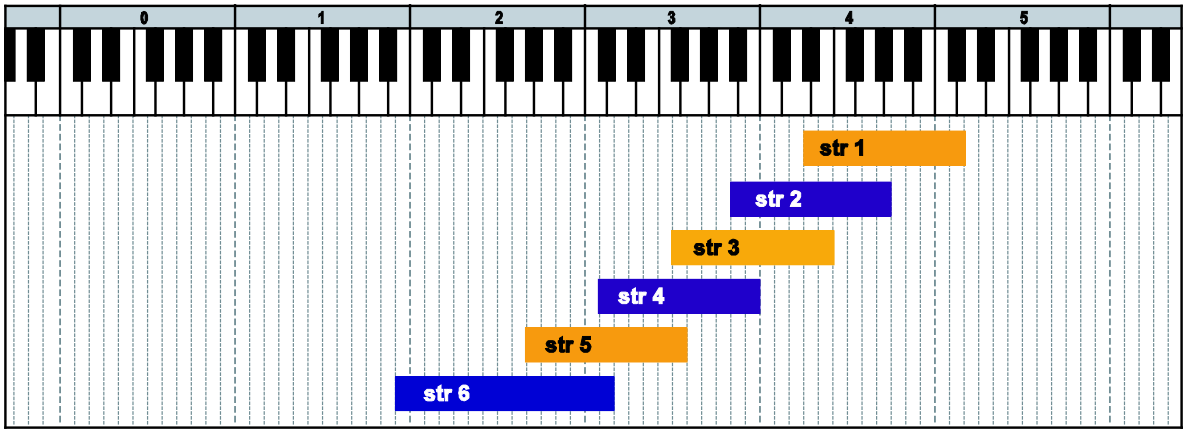
012_single_slide_down_9fret



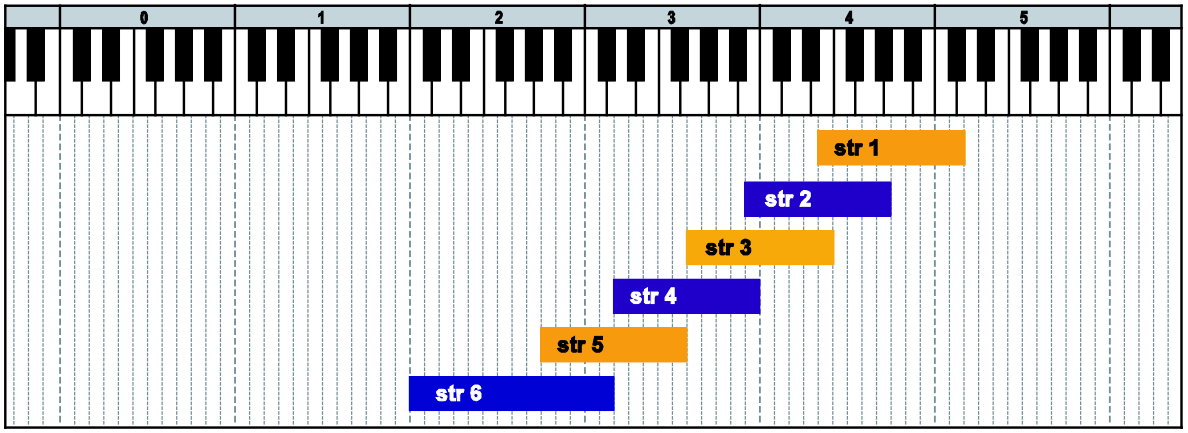
013_single_slide_down_10fret



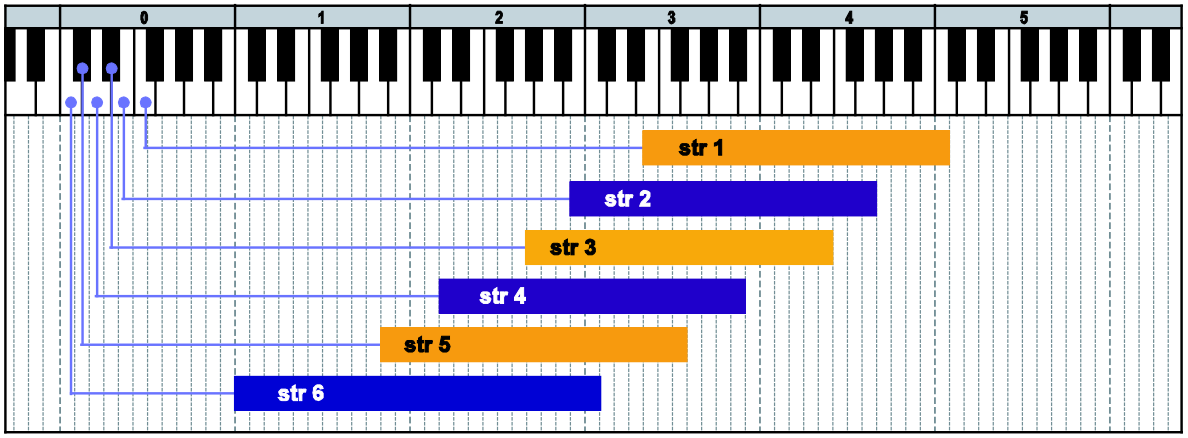
014_single_slide_down_11fret



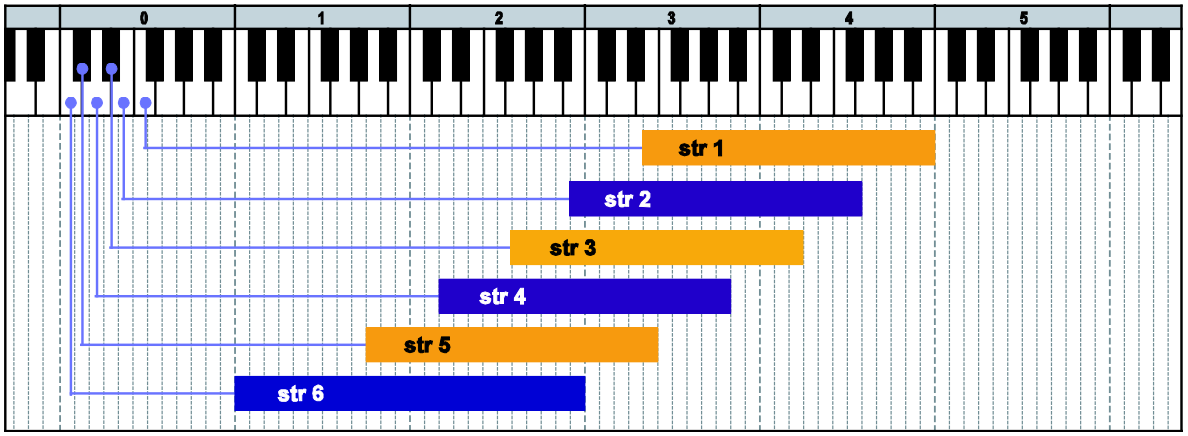
015_single_slide_down_12fret



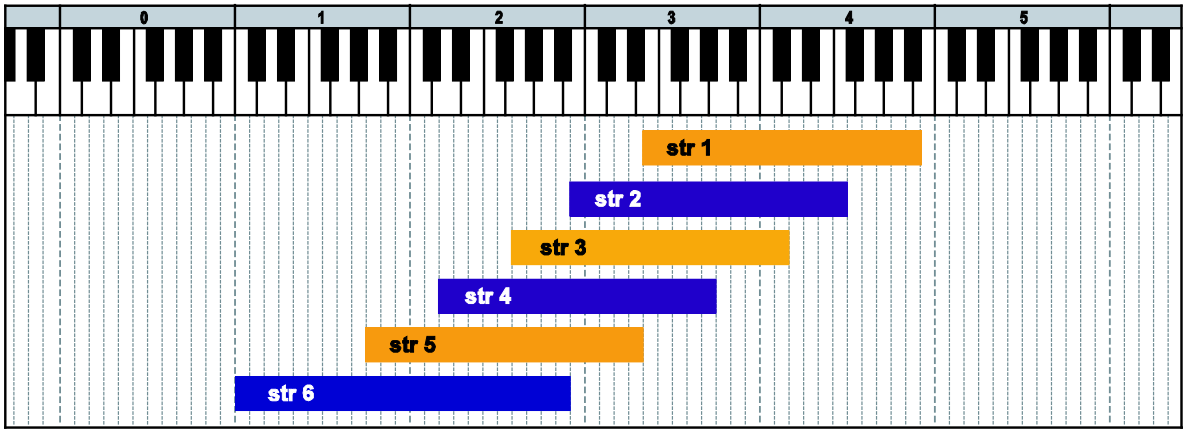
016_single_slide_up_1fret



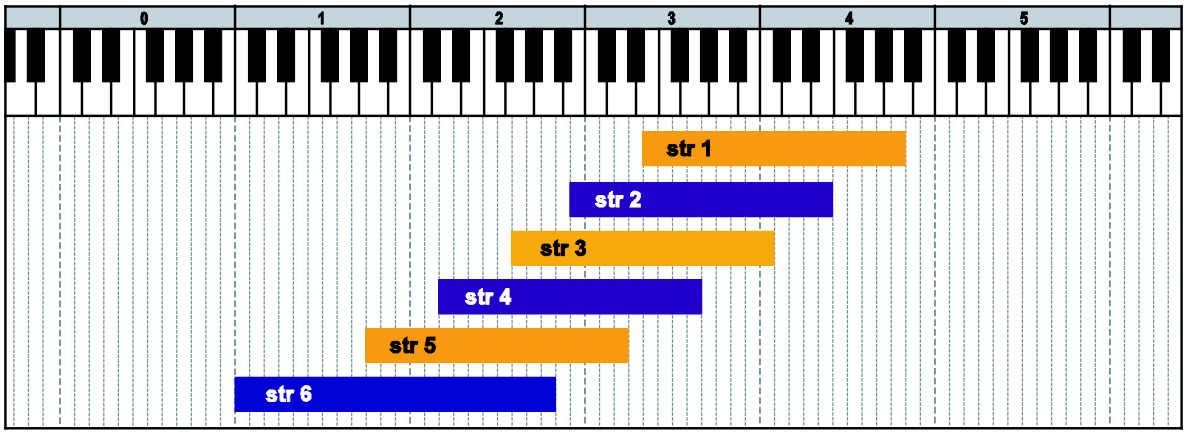
017_single_slide_up_2fret



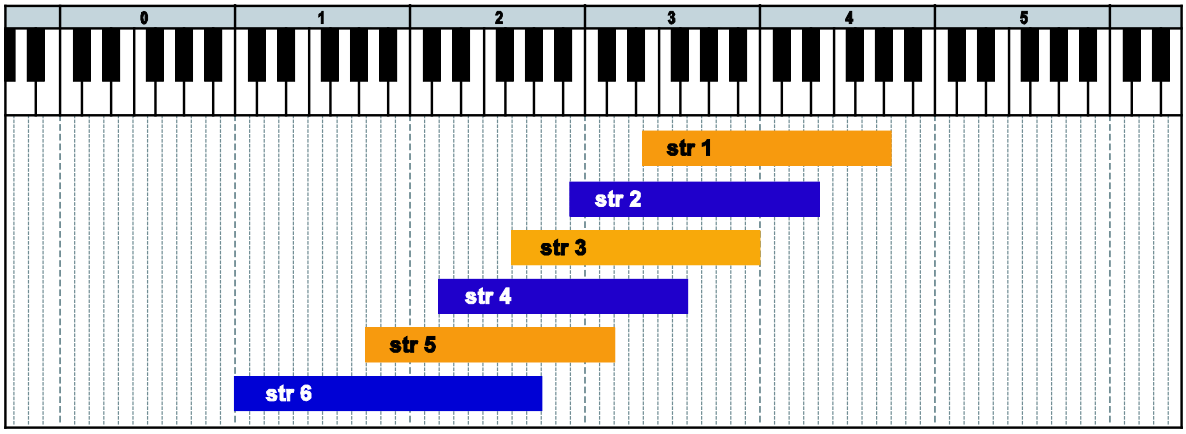
018_single_slide_up_3fret



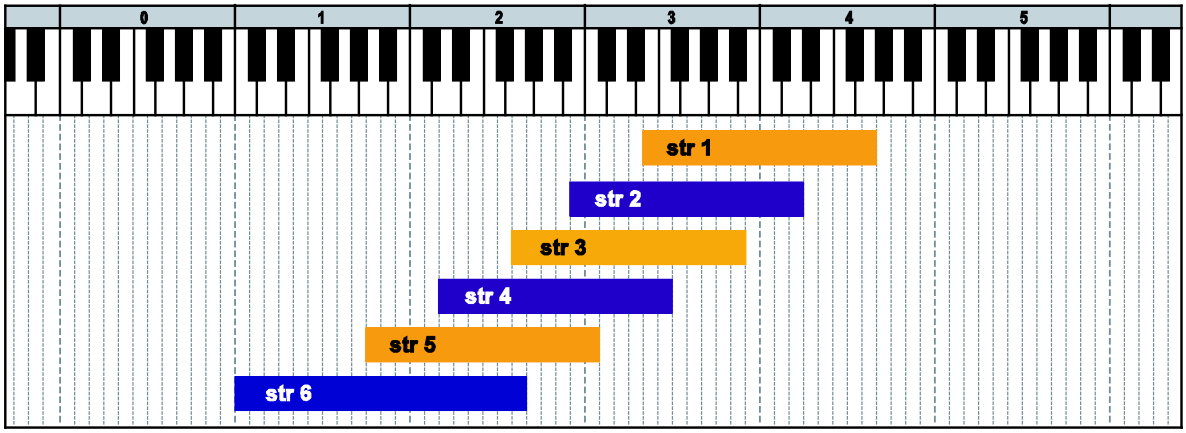
019_single_slide_up_4fret



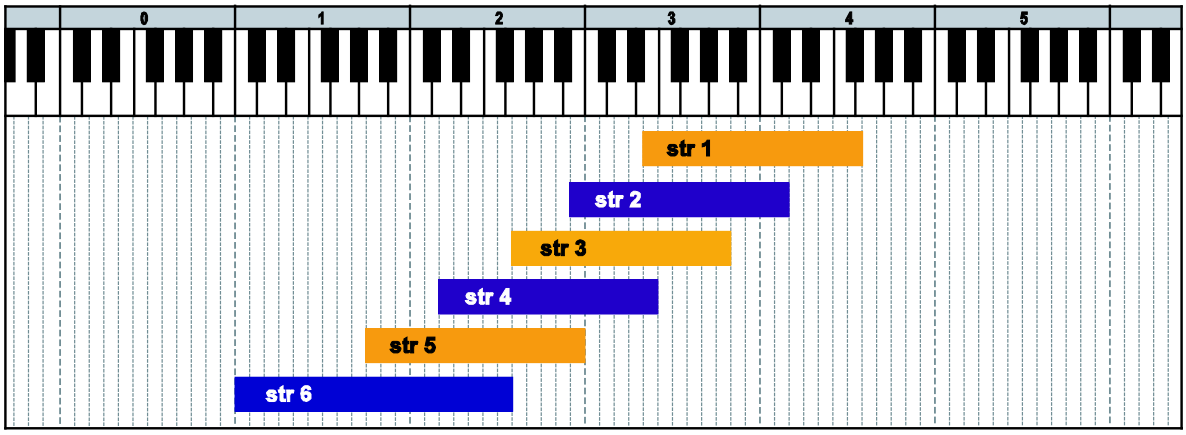
020_single_slide_up_5fret



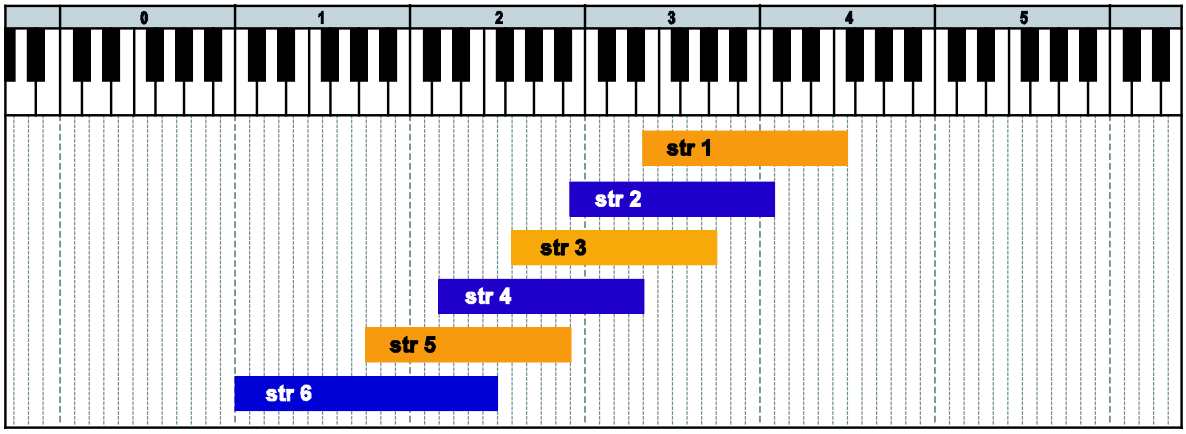
021_single_slide_up_6fret



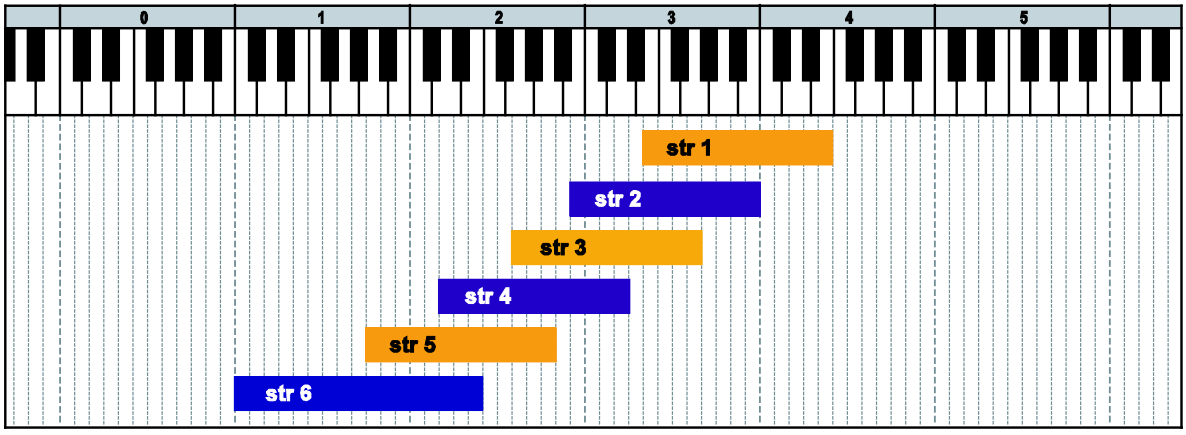
022_single_slide_up_7fret



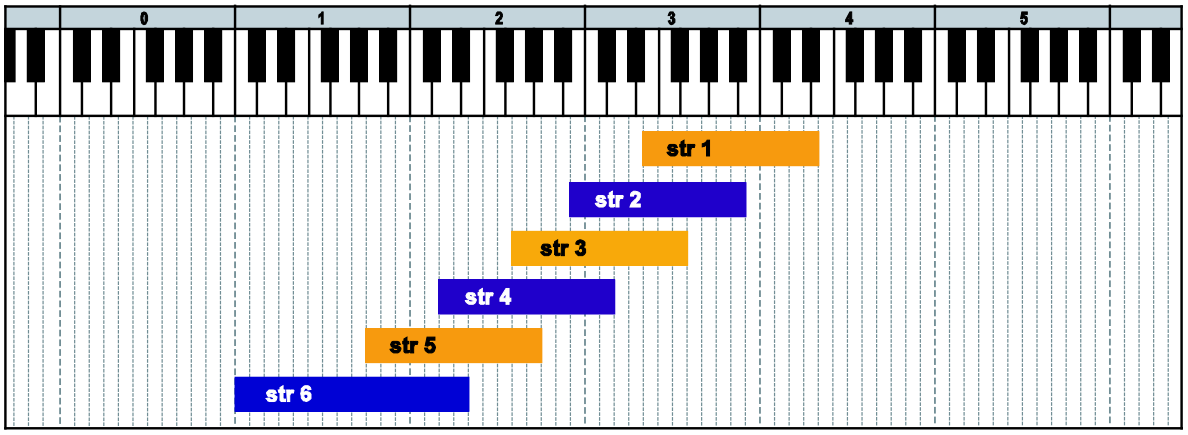
023_single_slide_up_8fret



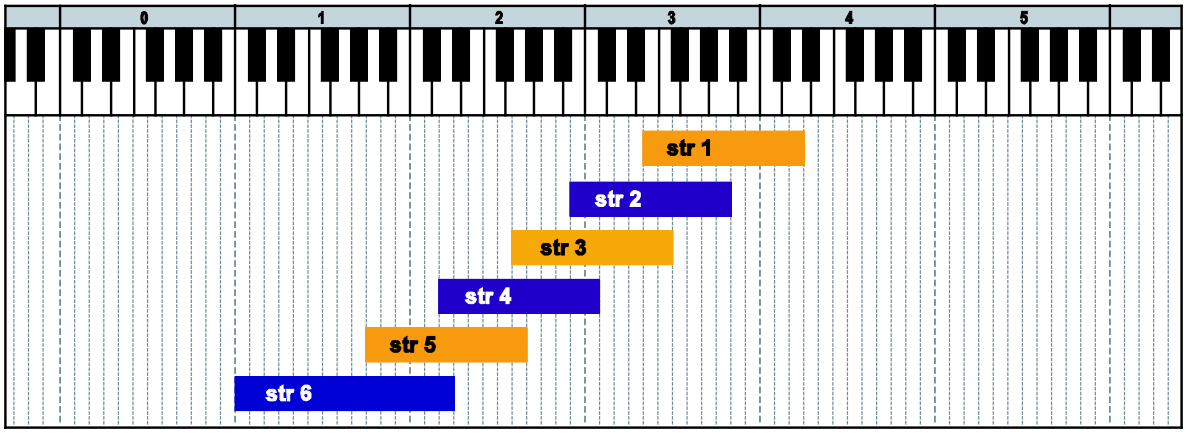
024_single_slide_up_9fret



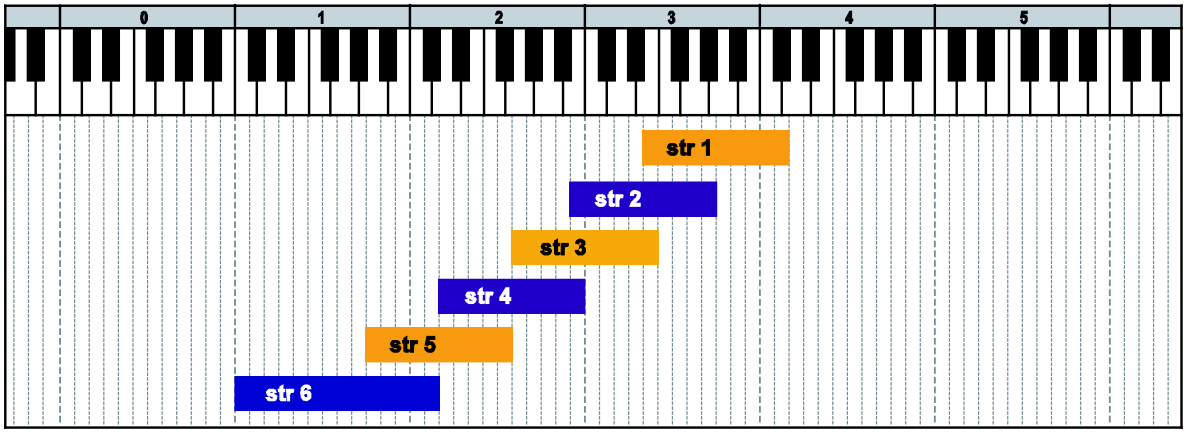
025_single_slide_up_10fret



026_single_slide_up_11fret

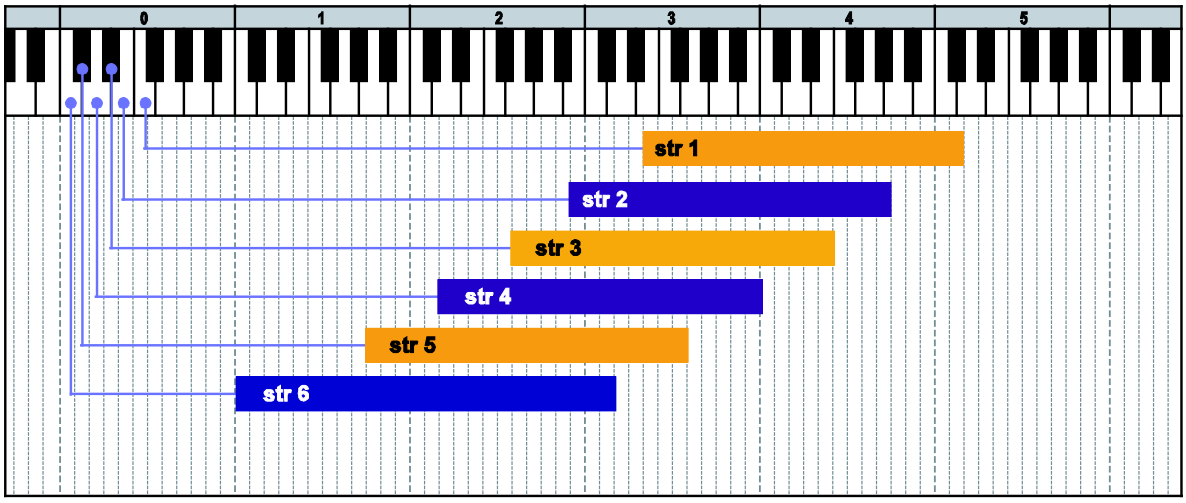


027_single_slide_up_12fret

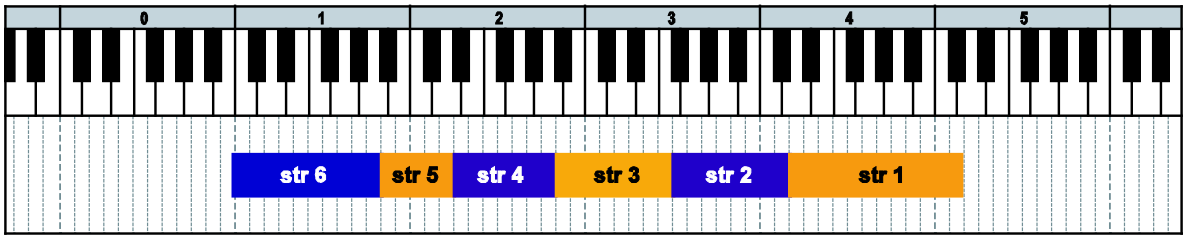


028_single_mute

Full mapping

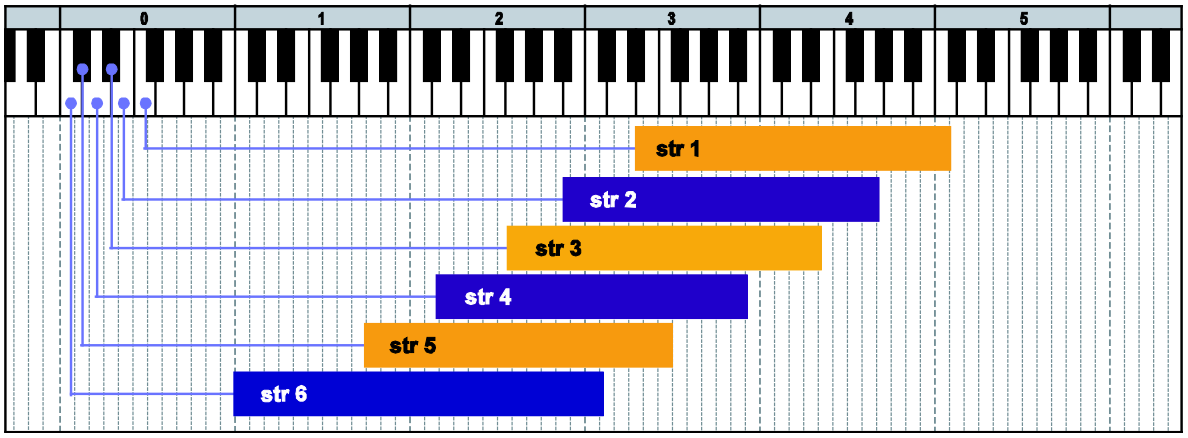


Optimized Mapping

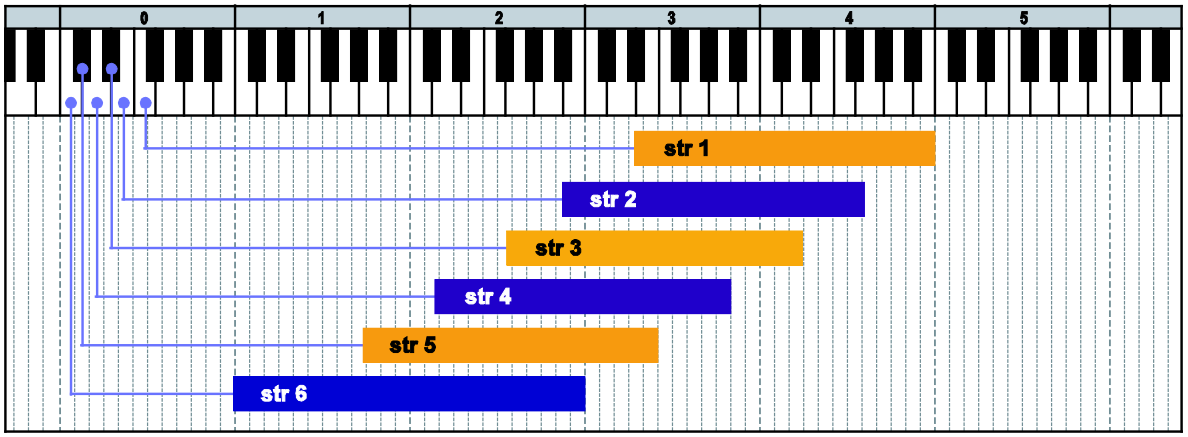


031_single_trill

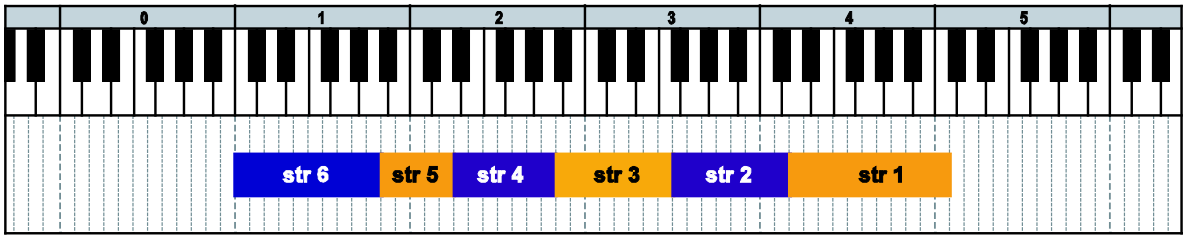
Full mapping (half step)



Full mapping (whole step)

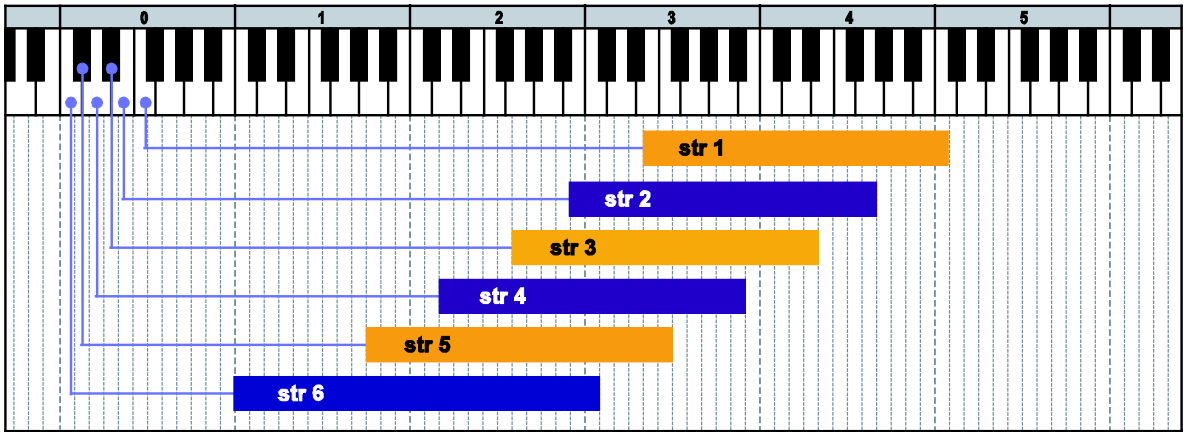


Optimized Mapping

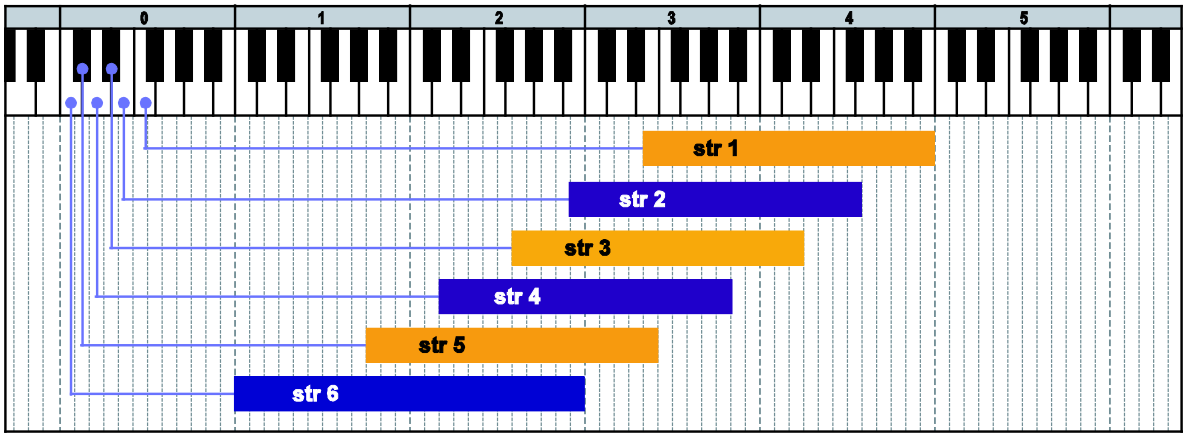


032_single_hammer_on

Full mapping (half step hammer-on)

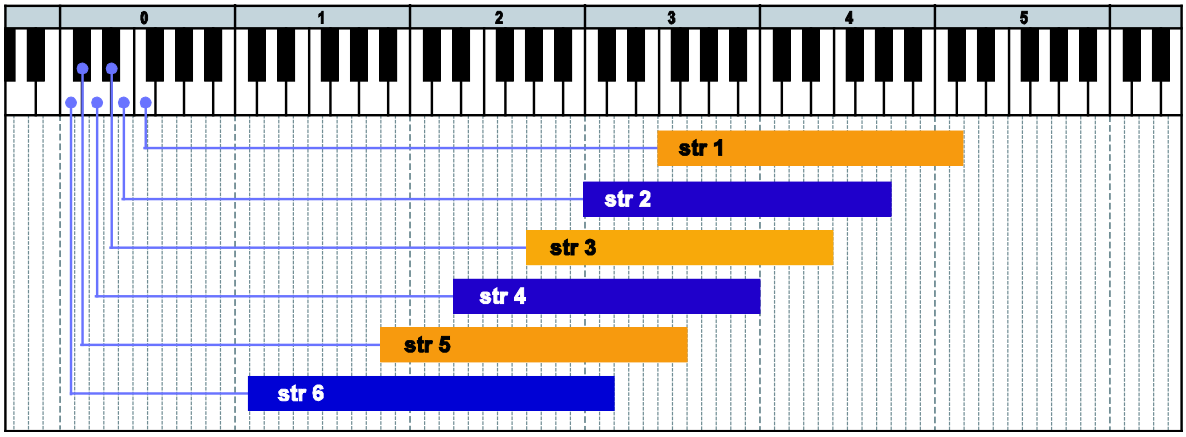


Full mapping (whole step hammer-on)

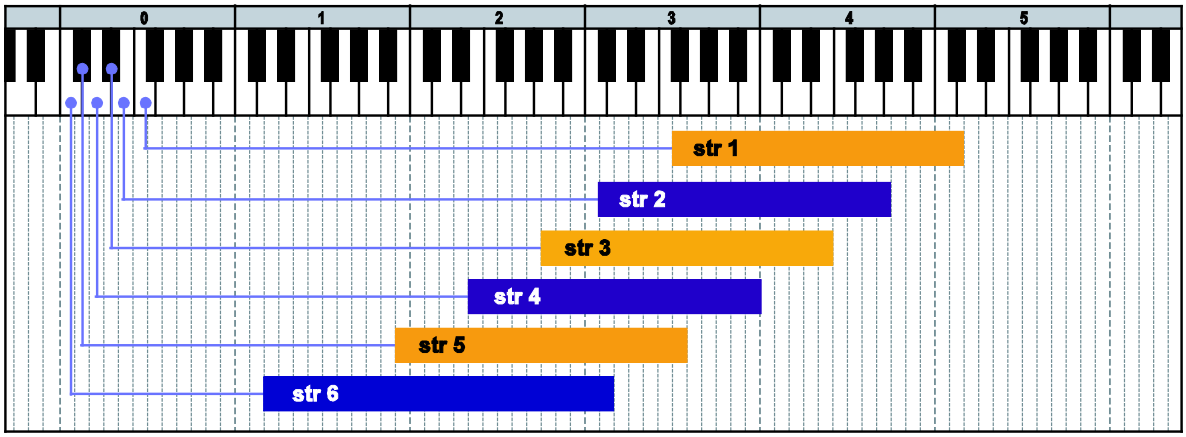


033_single_pull_off

Full mapping (half step pull-off)

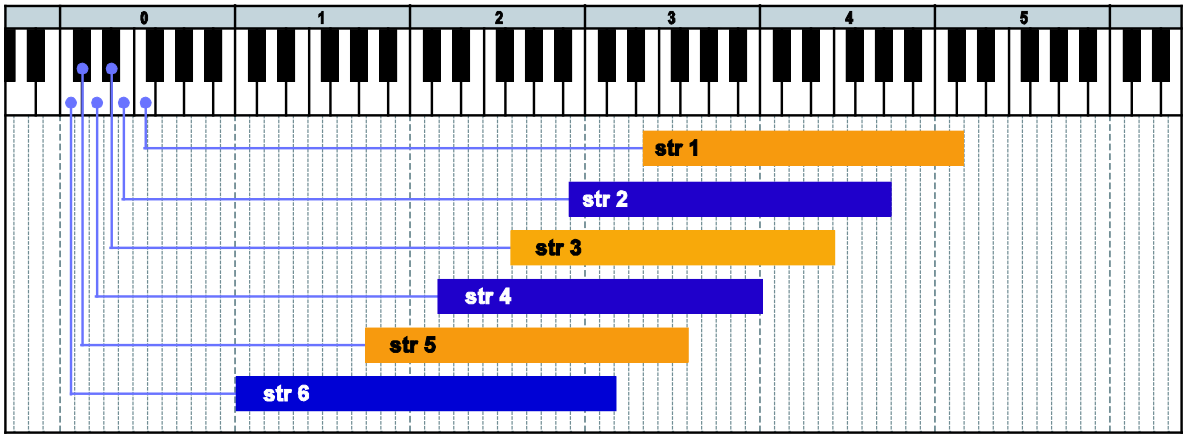


Full mapping (whole step pull-off)

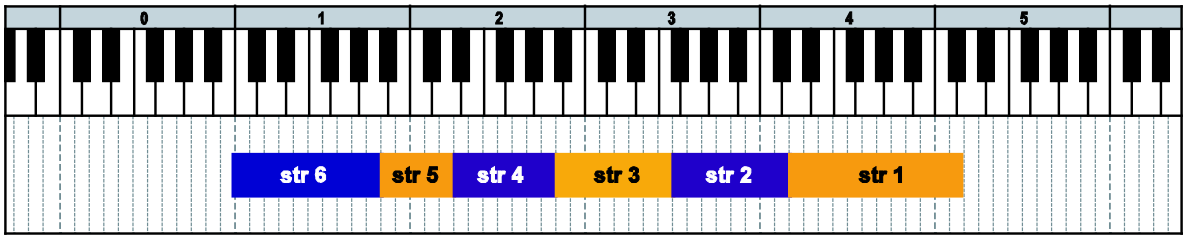


034_single_picking_harmonics

Full mapping

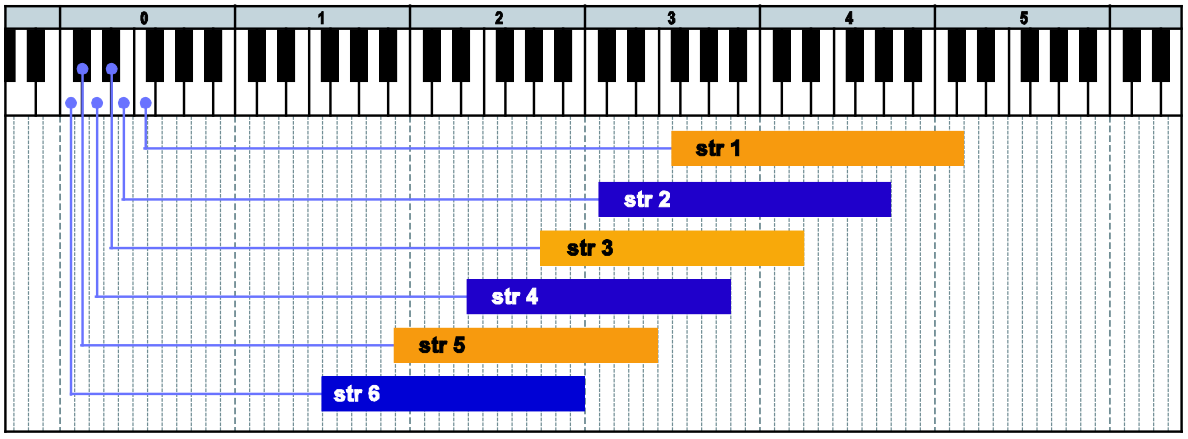


Optimized mapping

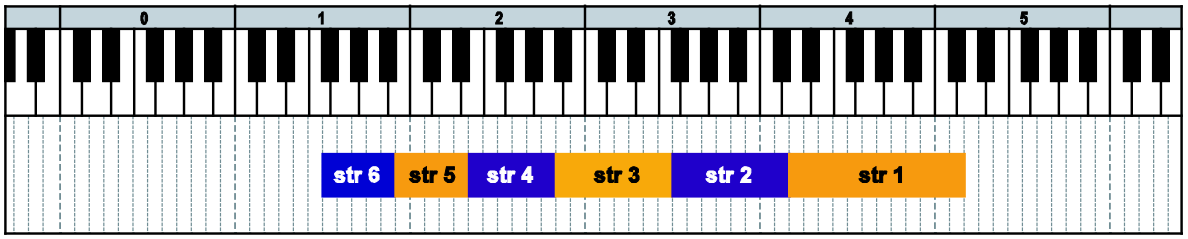


035_single_bend

Full mapping

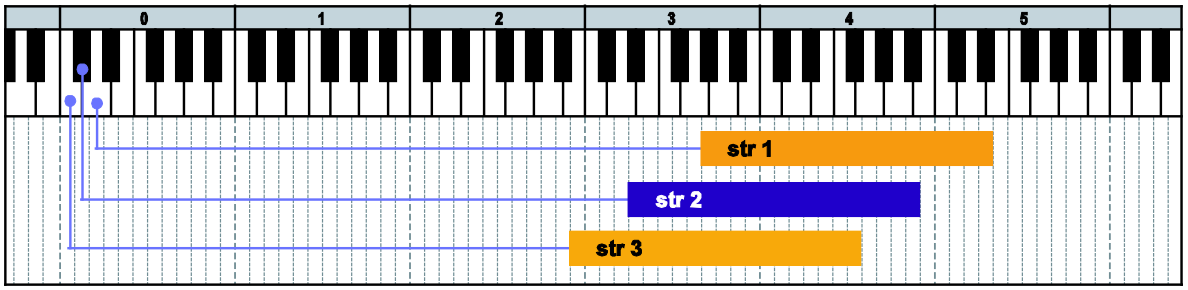


Optimized mapping



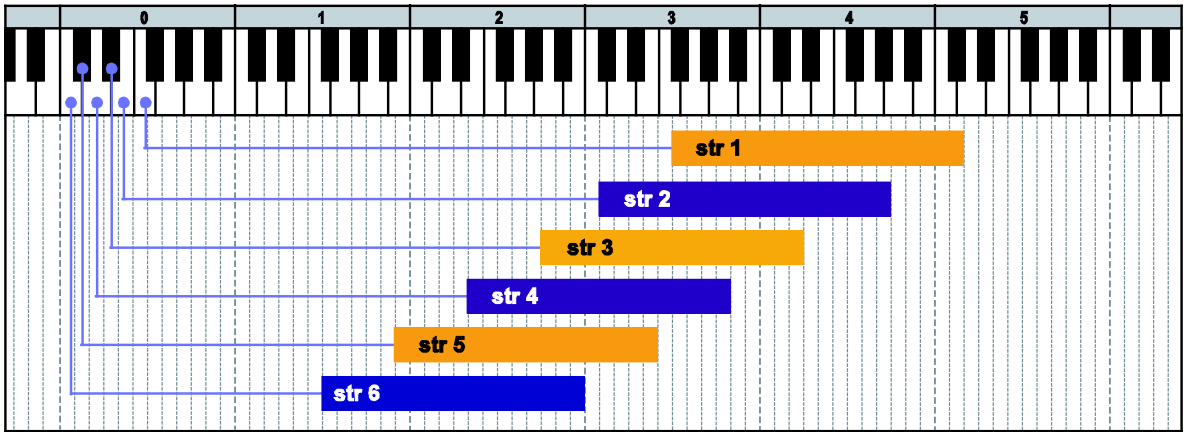
Fast / slow bend with vibrato

Full mapping (after bend mapping)

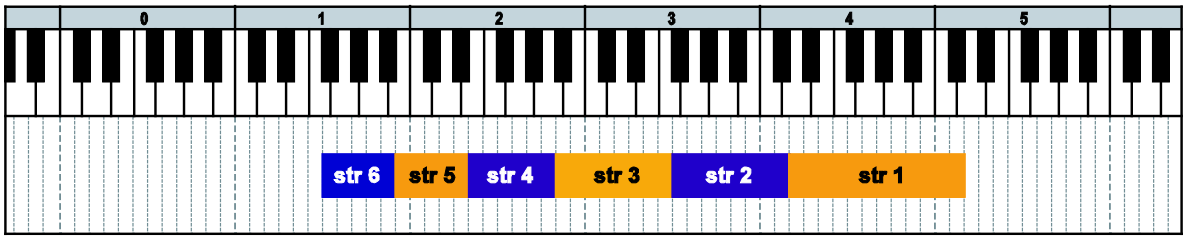


036_s_bend_pick_harm

Full mapping

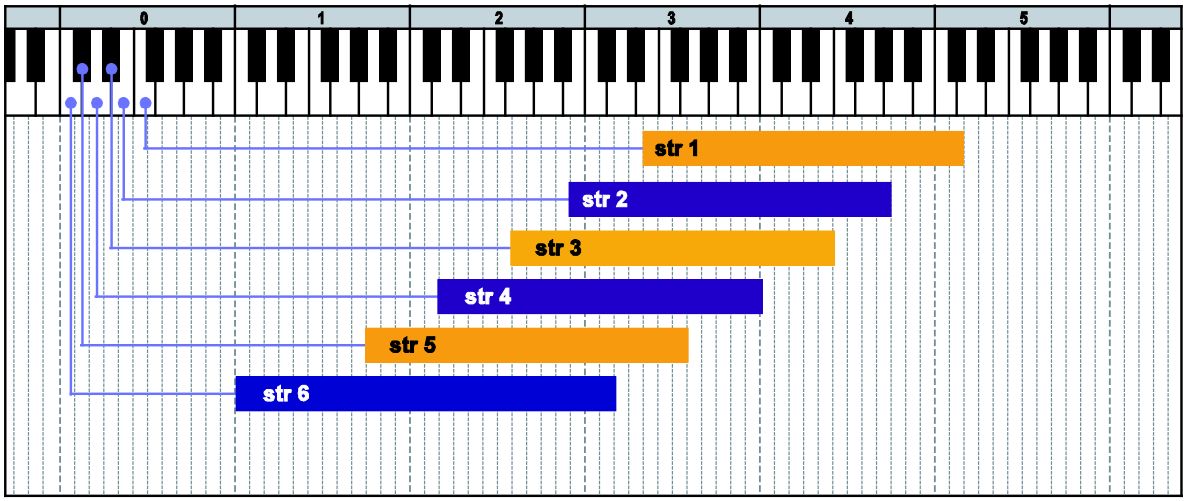


Optimized mapping

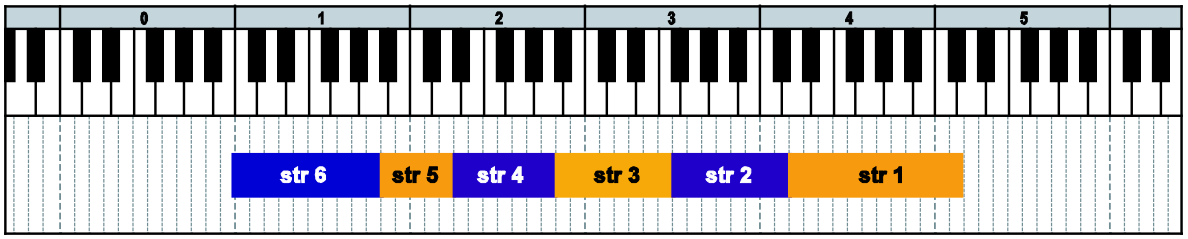


126_tremolo_picking

Full mapping

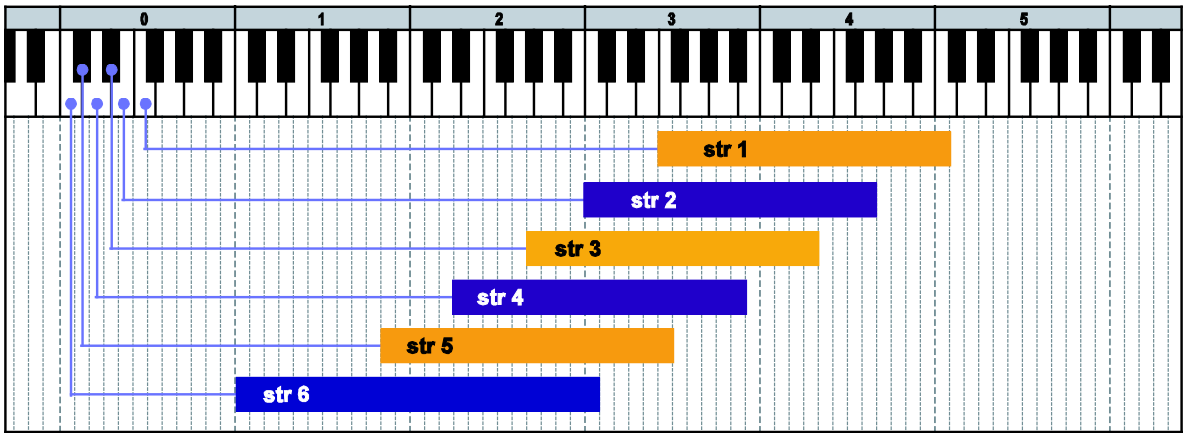


Optimized Mapping

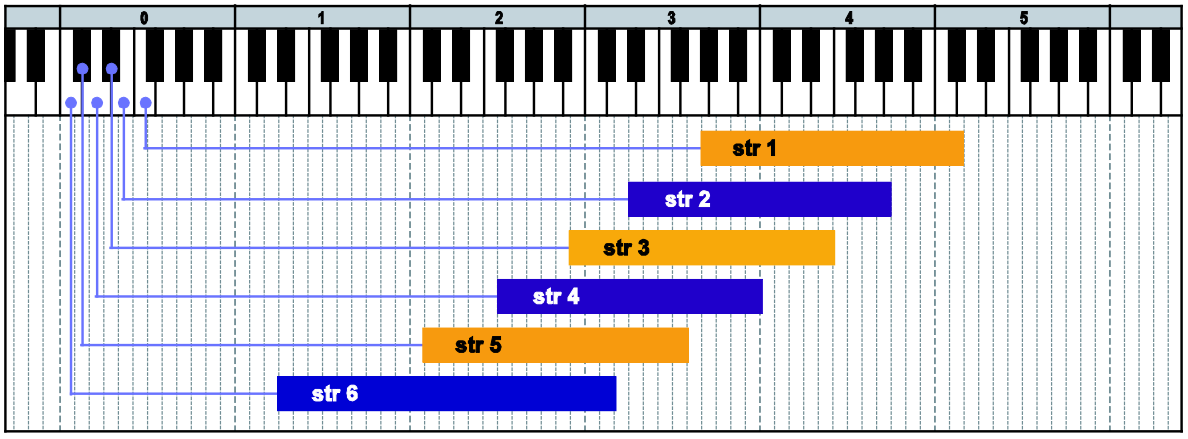


162_single_note_gliss_up_down

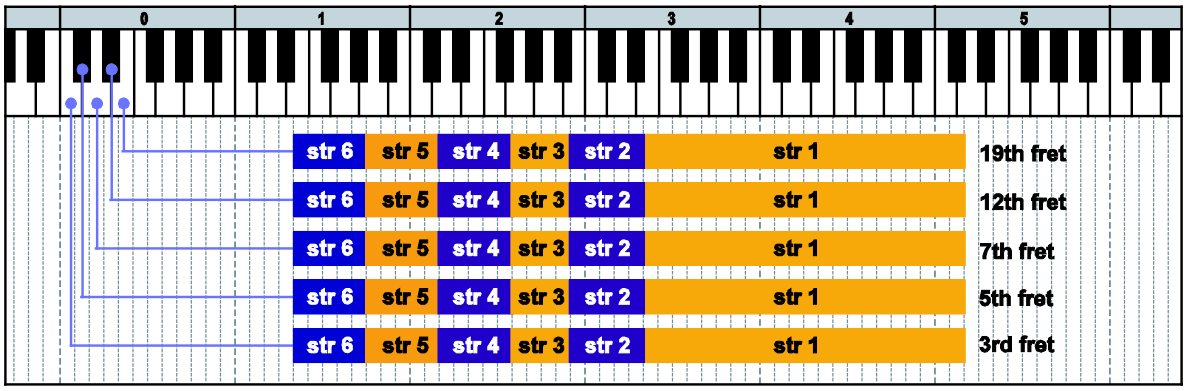
Gliss up



Gliss down



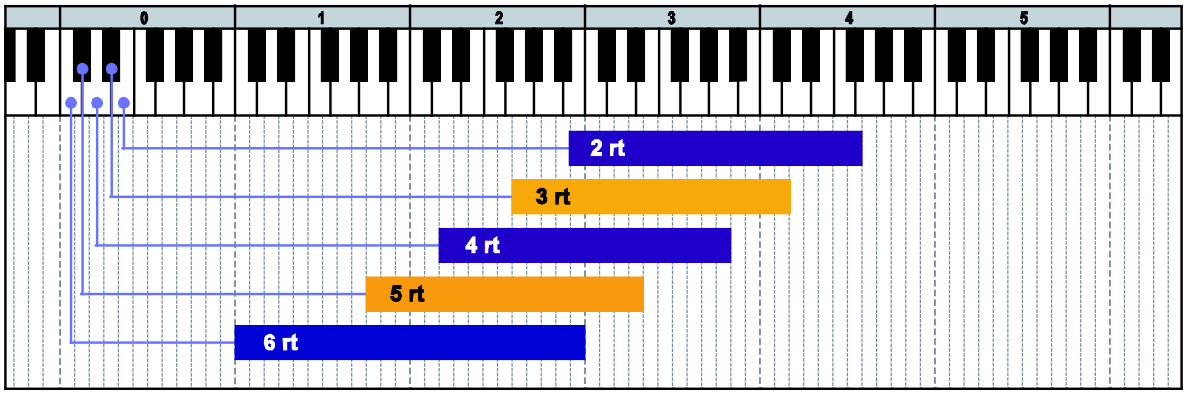
600_natural_harmonics



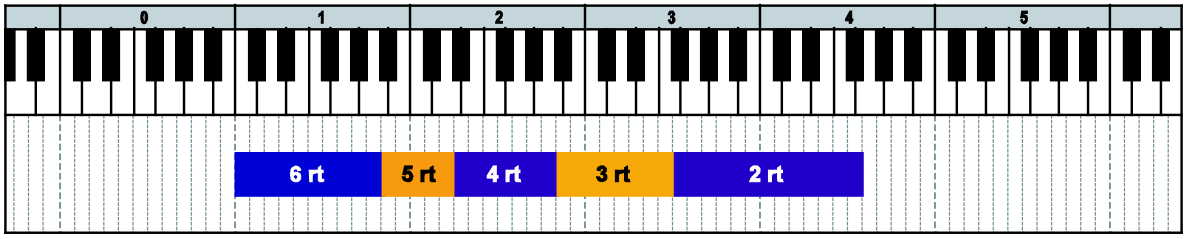
5th-dyad chord

037_5th_sustain

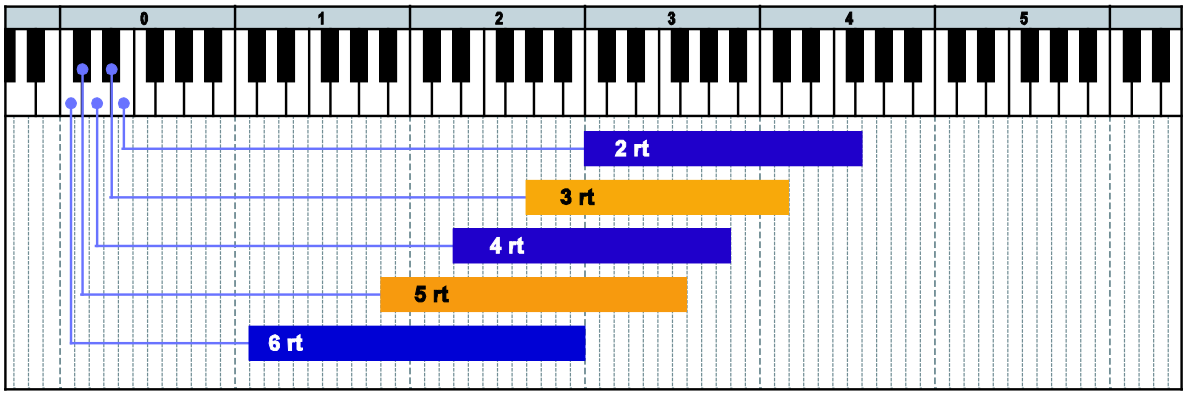
Full mapping



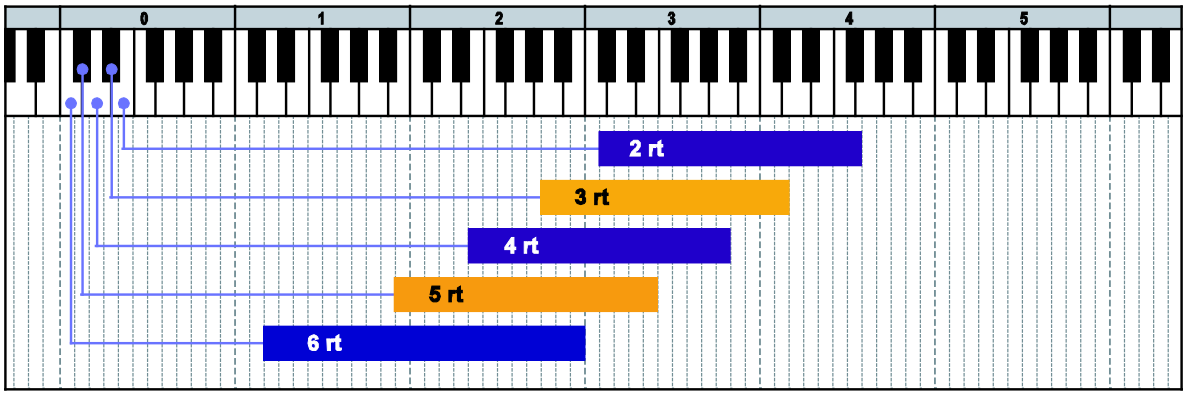
Optimized Mapping



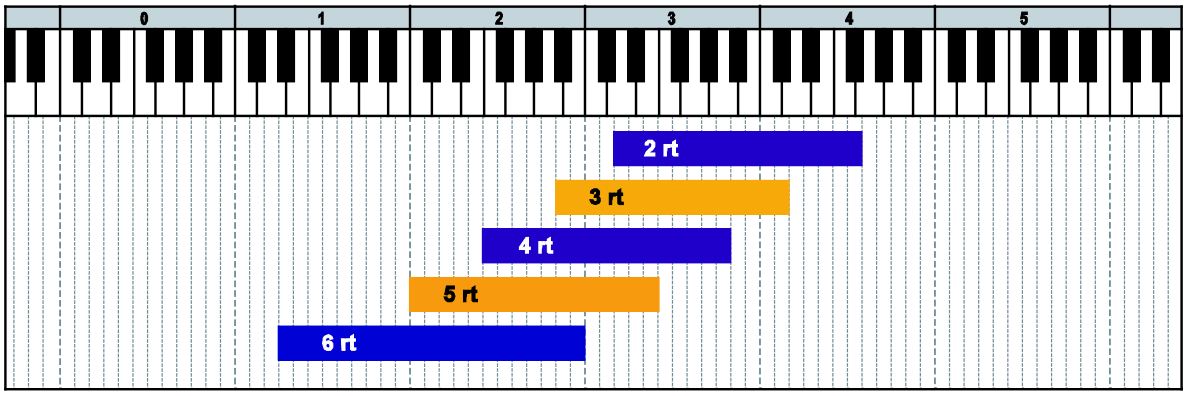
040_5th_slide_down_1fret



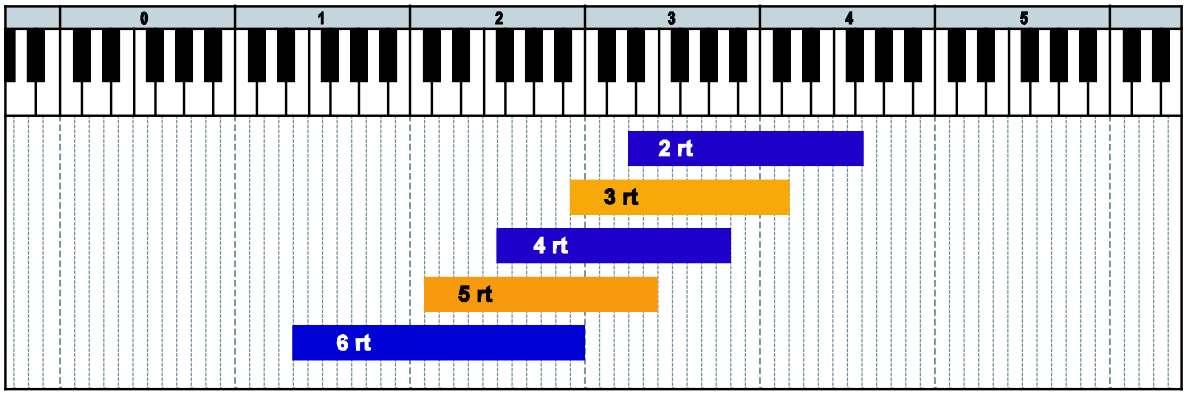
041_5th_slide_down_2fret



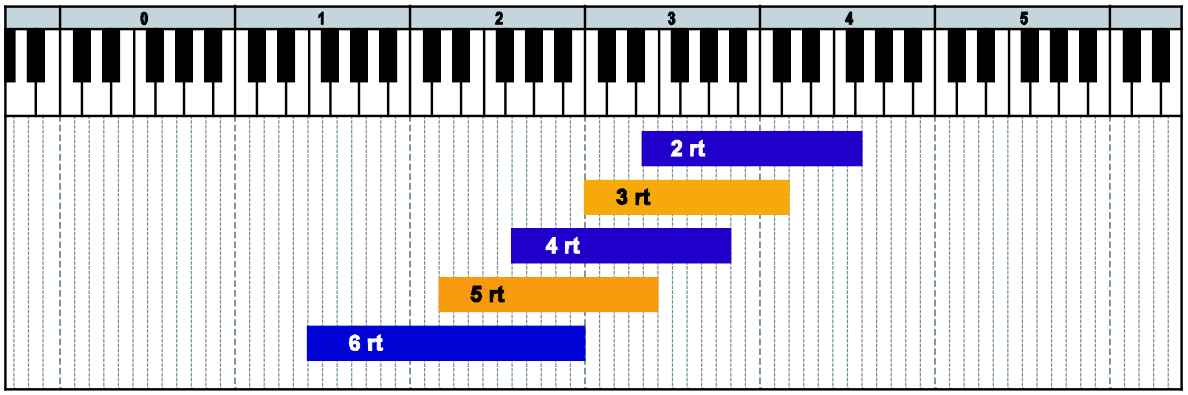
042_5th_slide_down_3fret



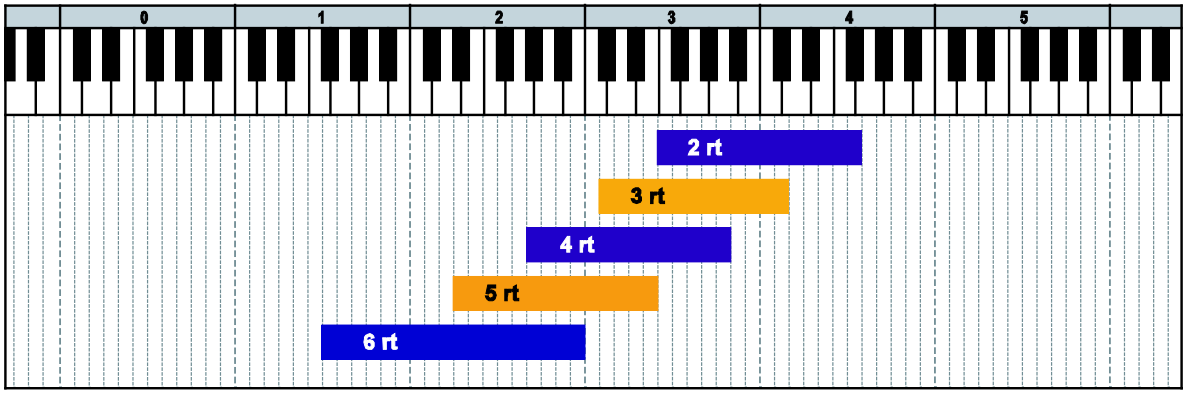
043_5th_slide_down_4fret



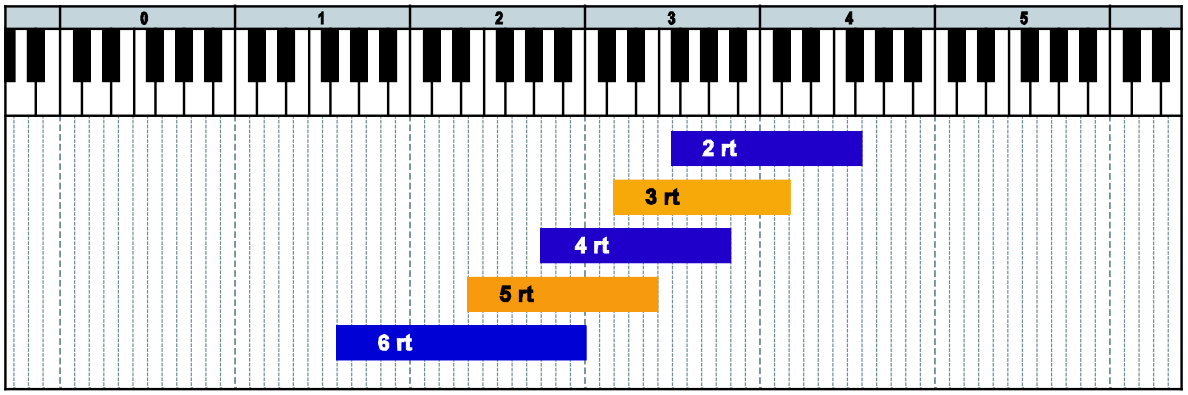
044_5th_slide_down_5fret



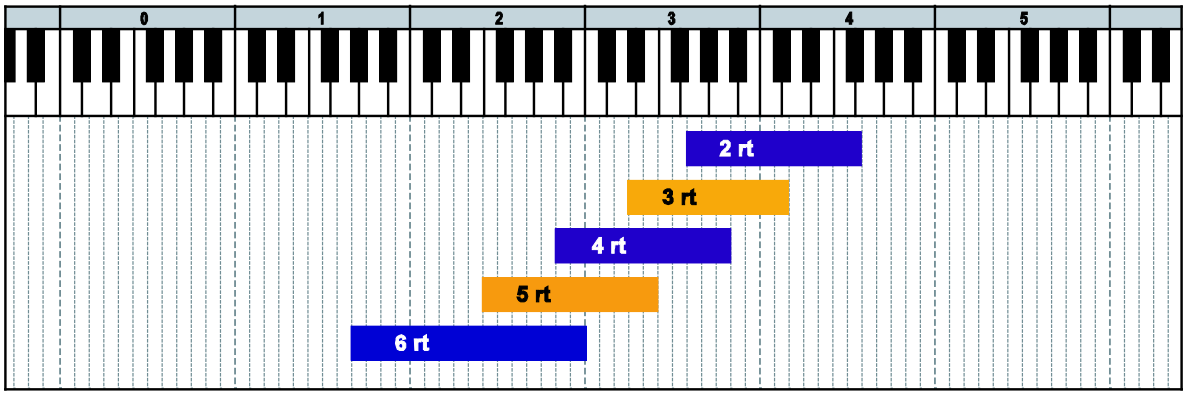
045_5th_slide_down_6fret



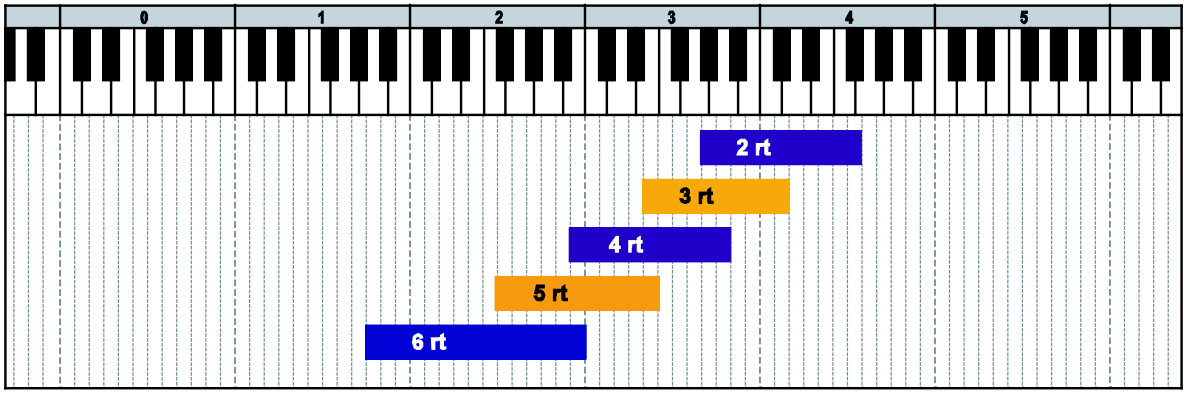
046_5th_slide_down_7fret



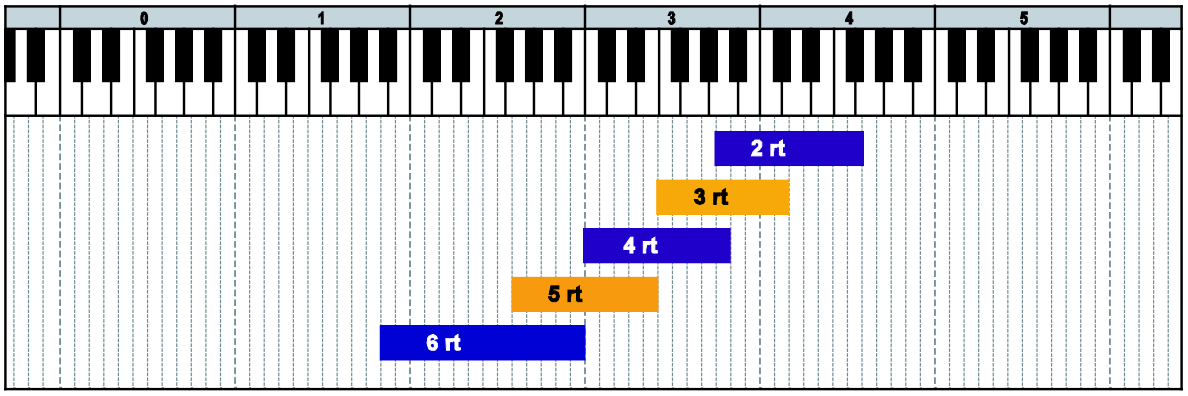
047_5th_slide_down_8fret



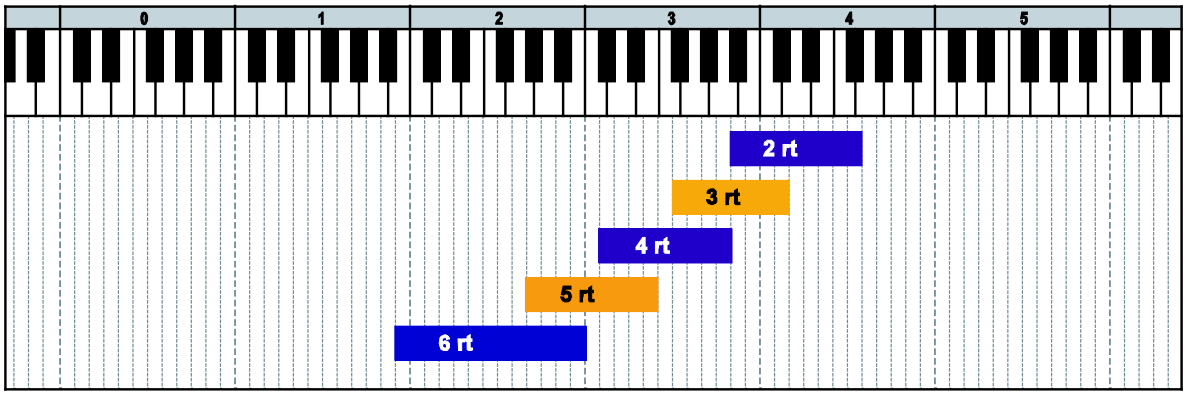
048_5th_slide_down_9fret



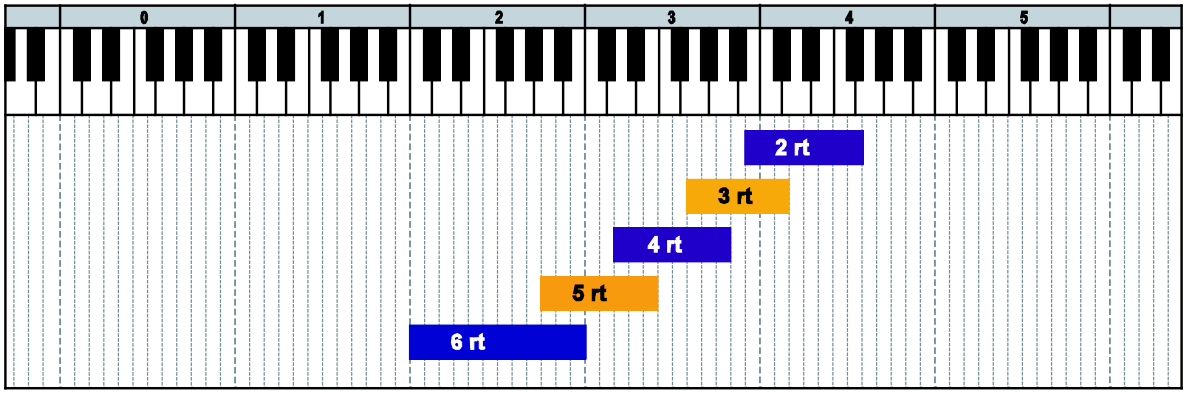
049_5th_slide_down_10fret



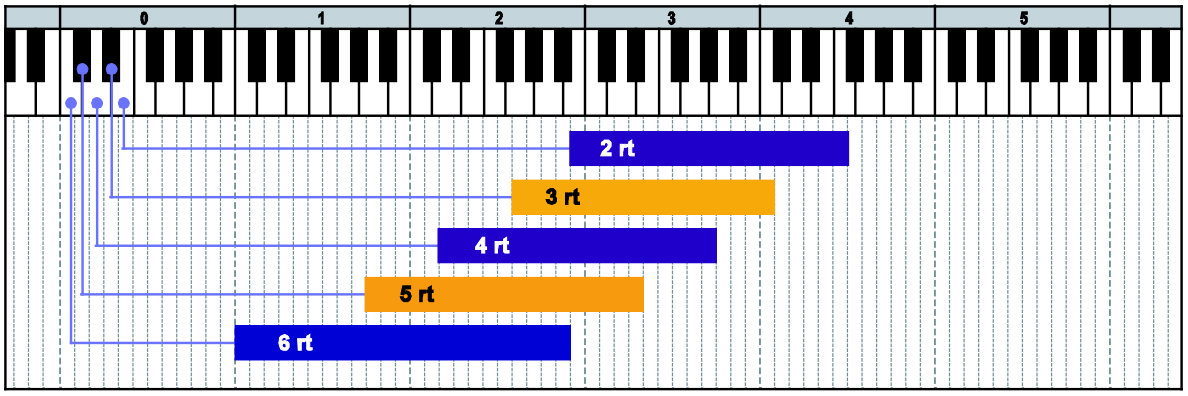
050_5th_slide_down_11fret



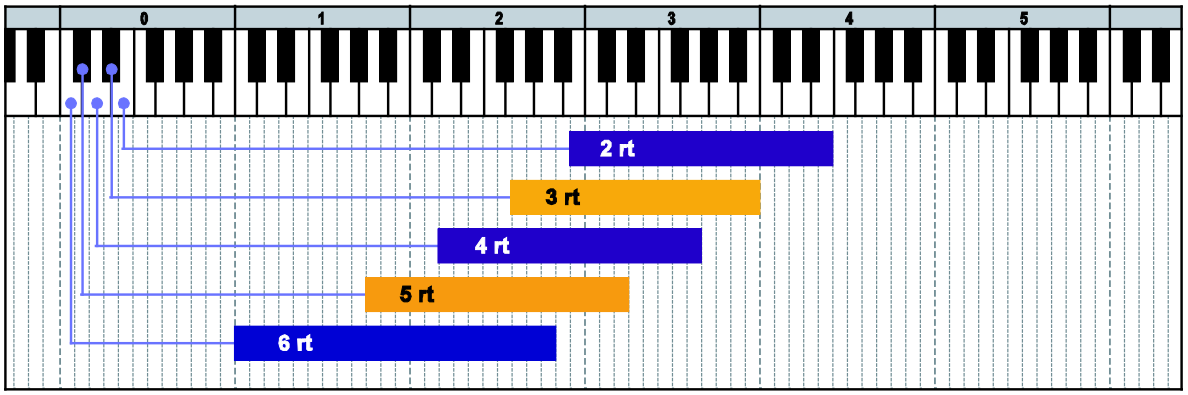
051_5th_slide_down_12fret



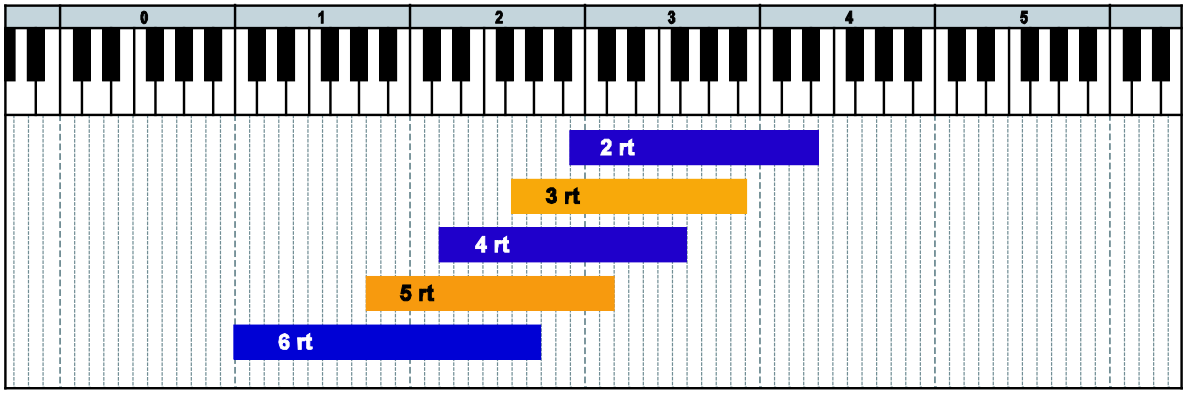
052_5th_slide_up_1fret



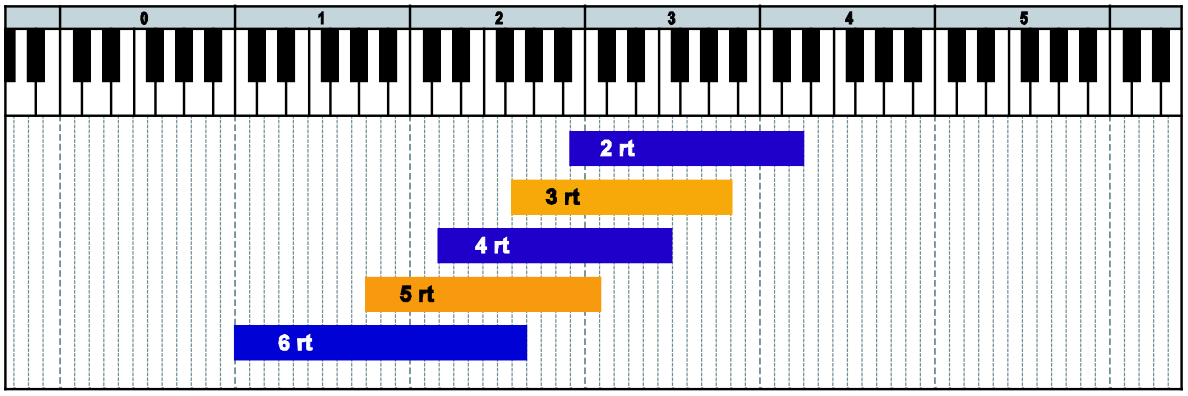
053_5th_slide_up_2fret



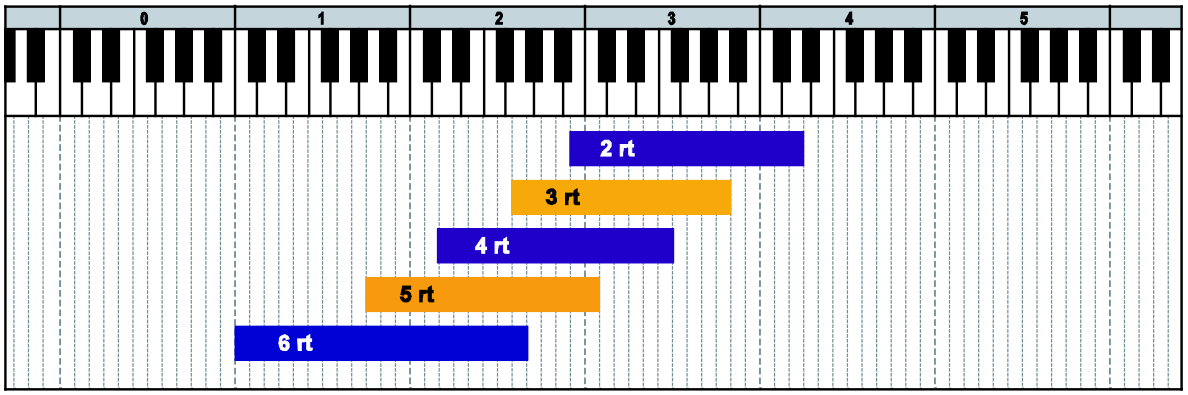
054_5th_slide_up_3fret



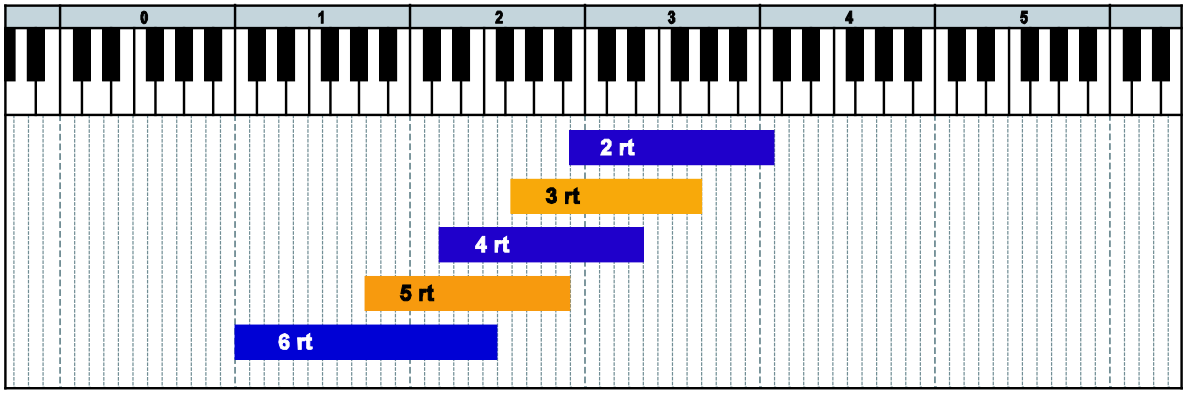
055_5th_slide_up_4fret



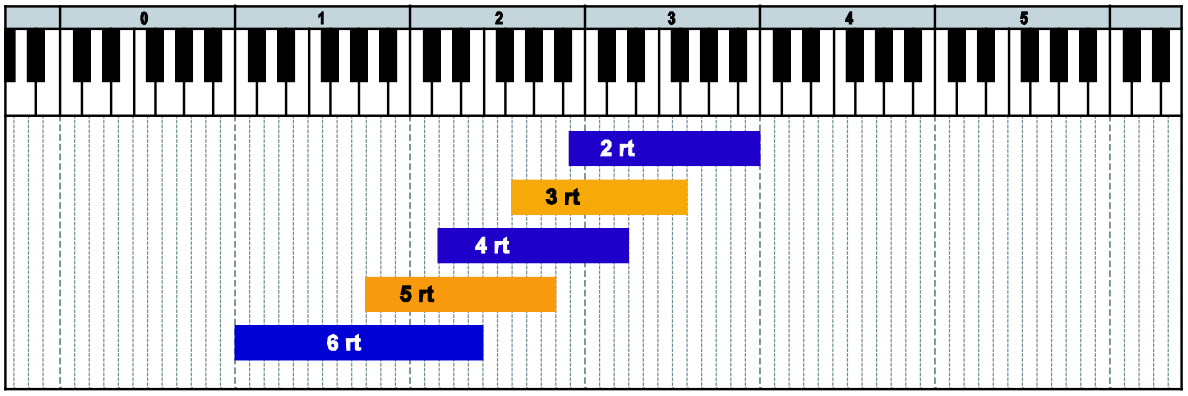
056_5th_slide_up_5fret



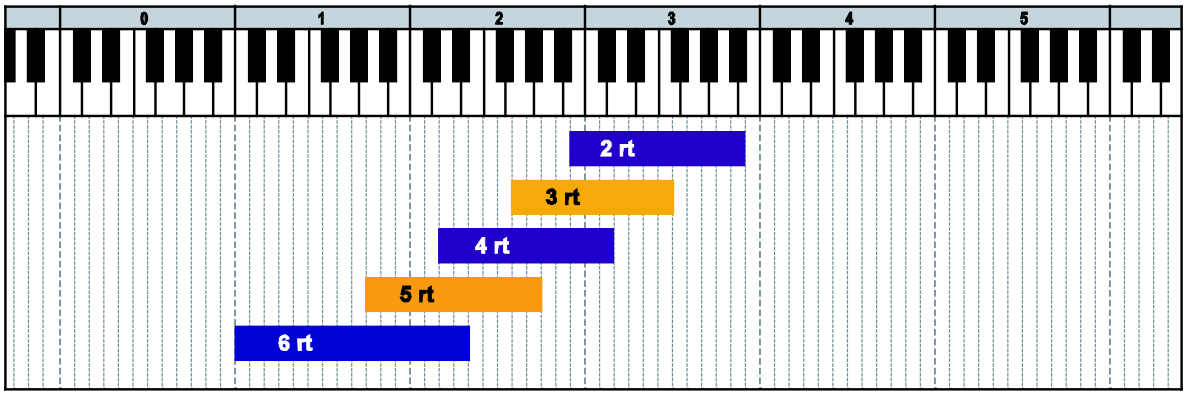
057_5th_slide_up_6fret



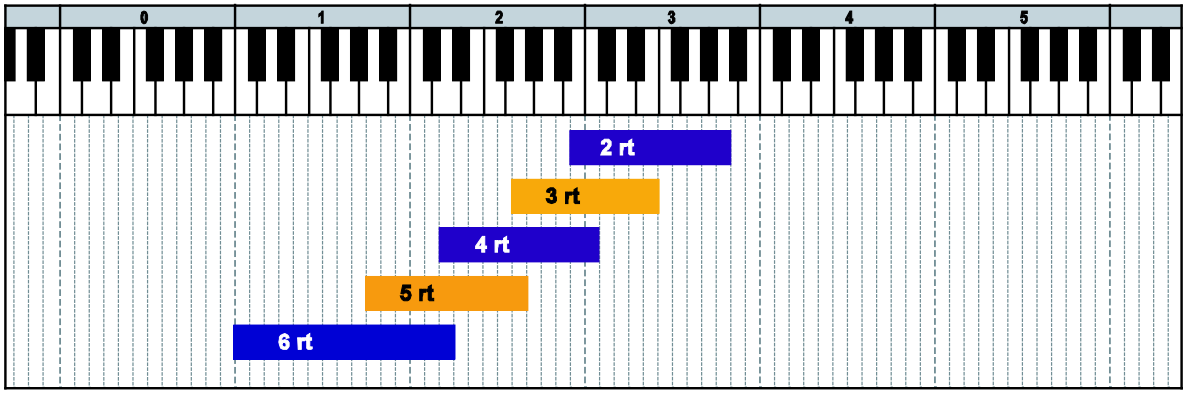
058_5th_slide_up_7fret



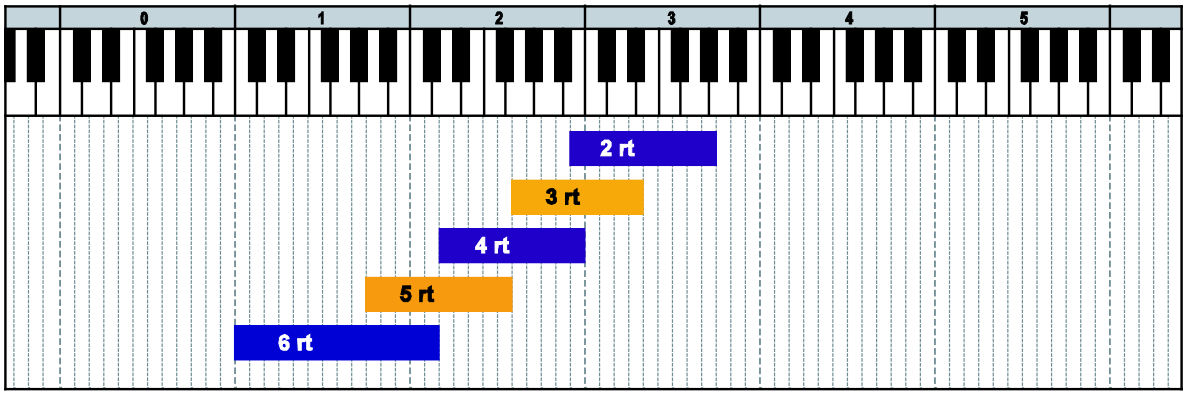
059_5th_slide_up_8fret



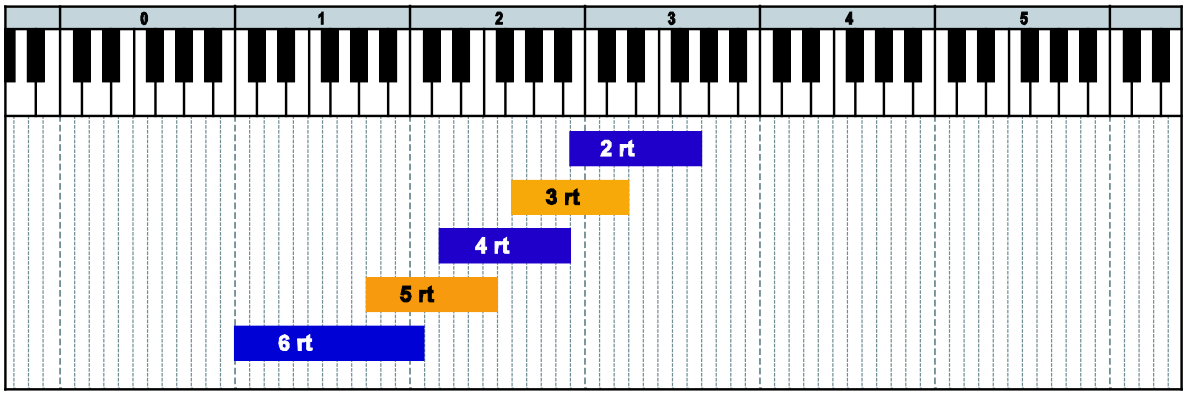
060_5th_slide_up_9fret



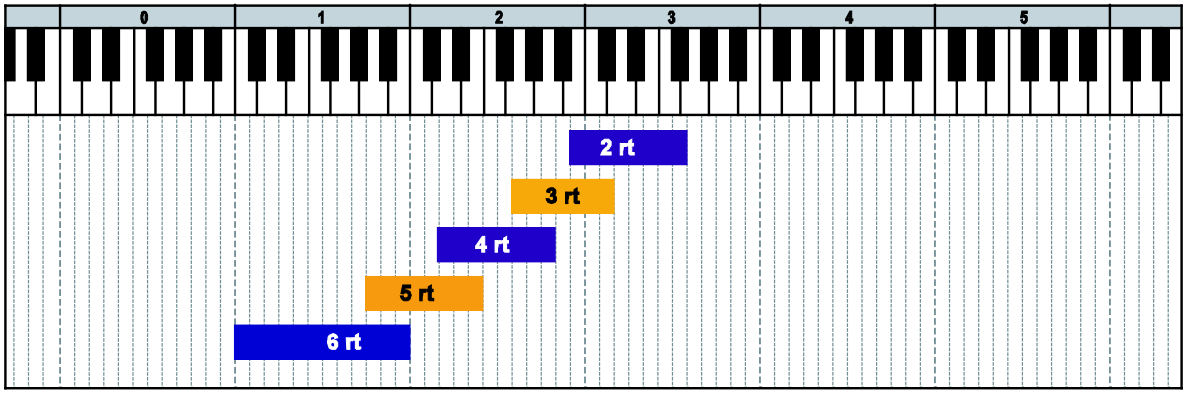
061_5th_slide_up_10fret



062_5th_slide_up_11fret

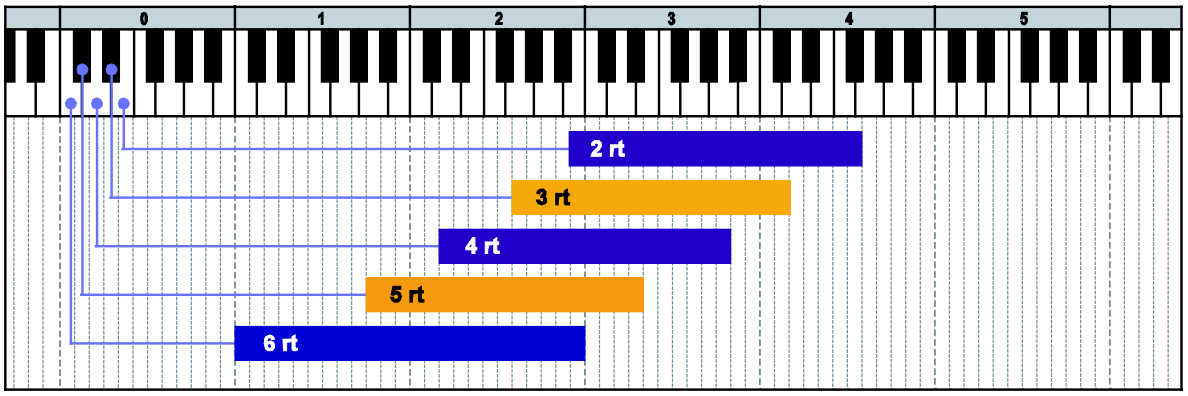


063_5th_slide_up_12fret

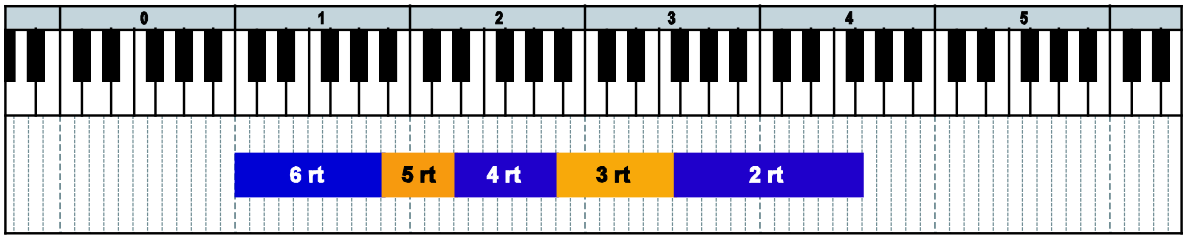


064_5th_mute

Full mapping

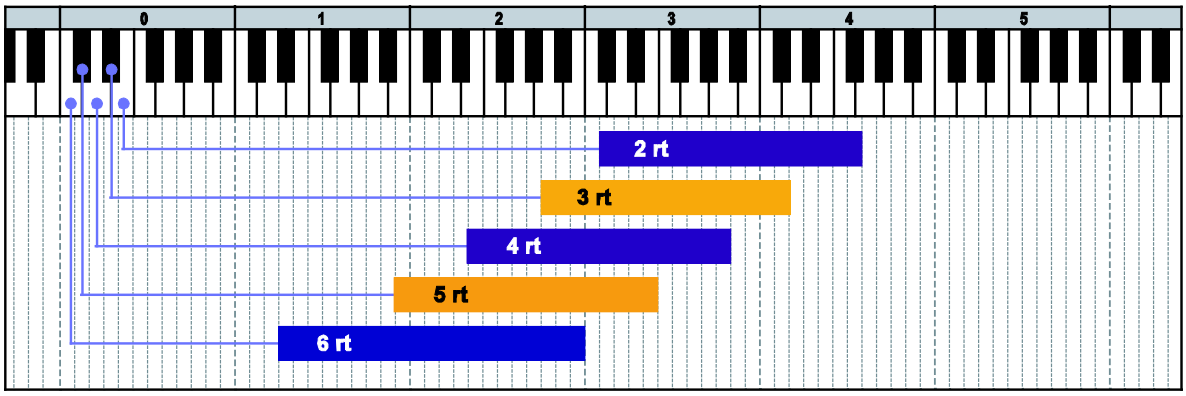


Optimized Mapping

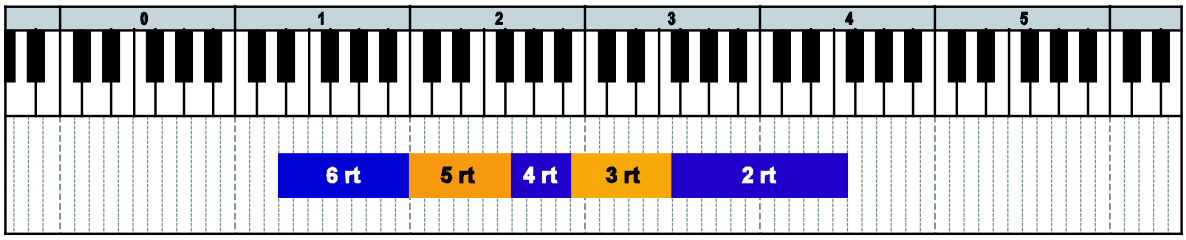


065_5th_gliss_down

Full mapping

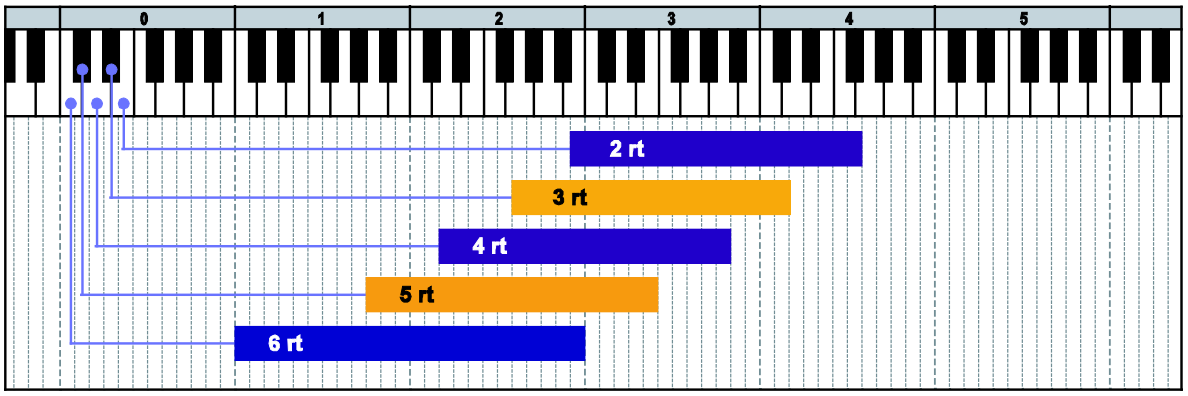


Optimized Mapping

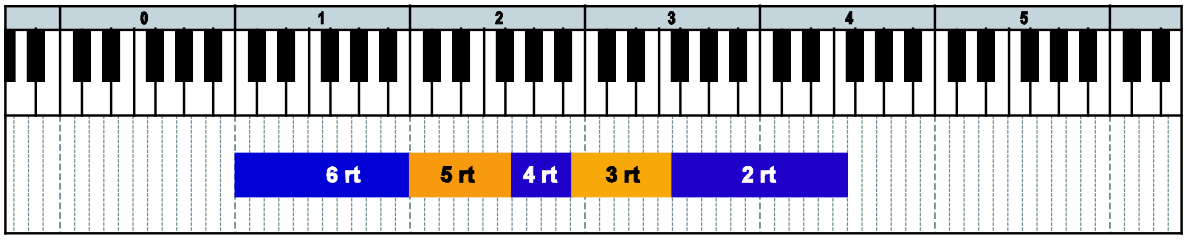


165_5th_whammy_down

Full mapping



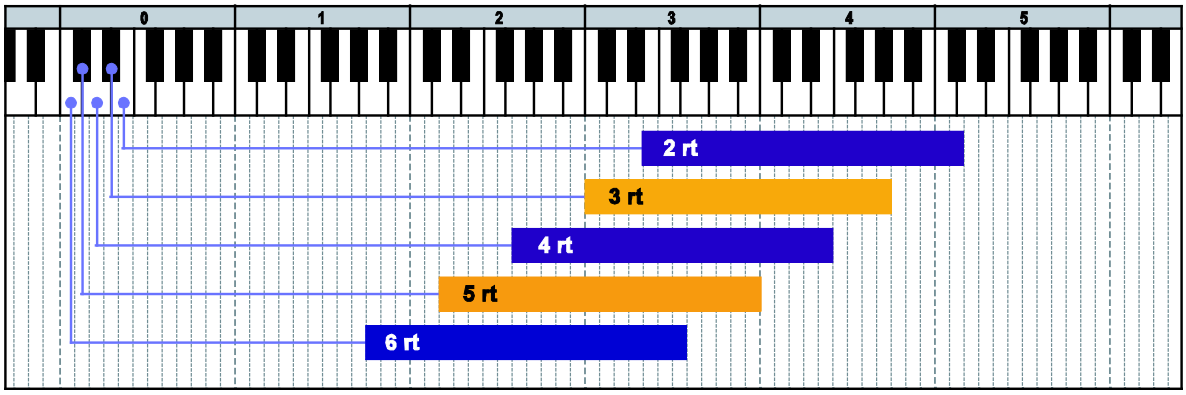
Optimized Mapping



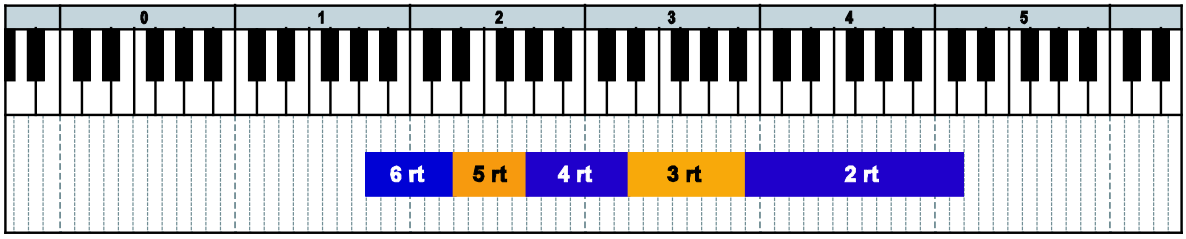
4th-dyad chord

071_4th_sustain

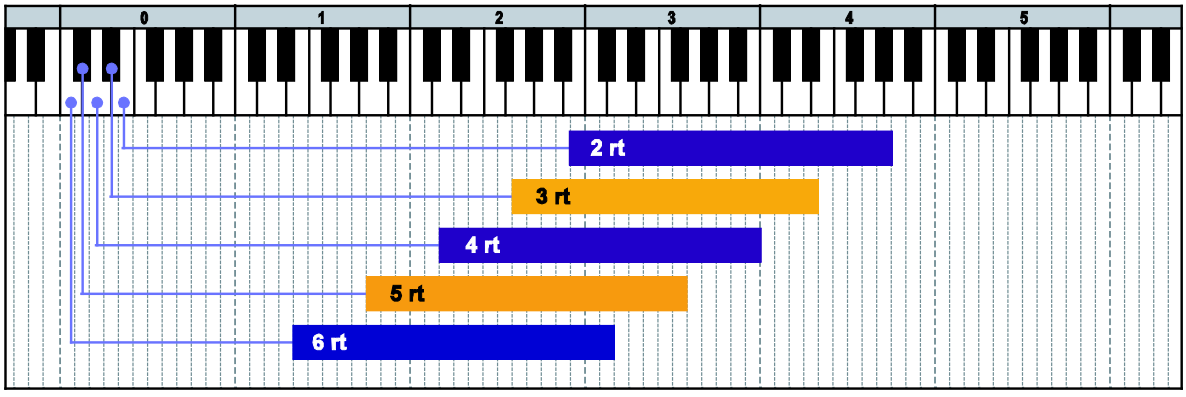
Full mapping (top note = key)



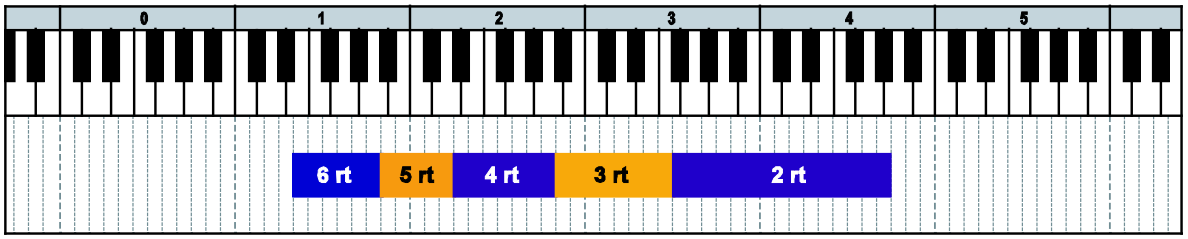
Optimized Mapping (top note = key)



Full mapping (bottom note = key)

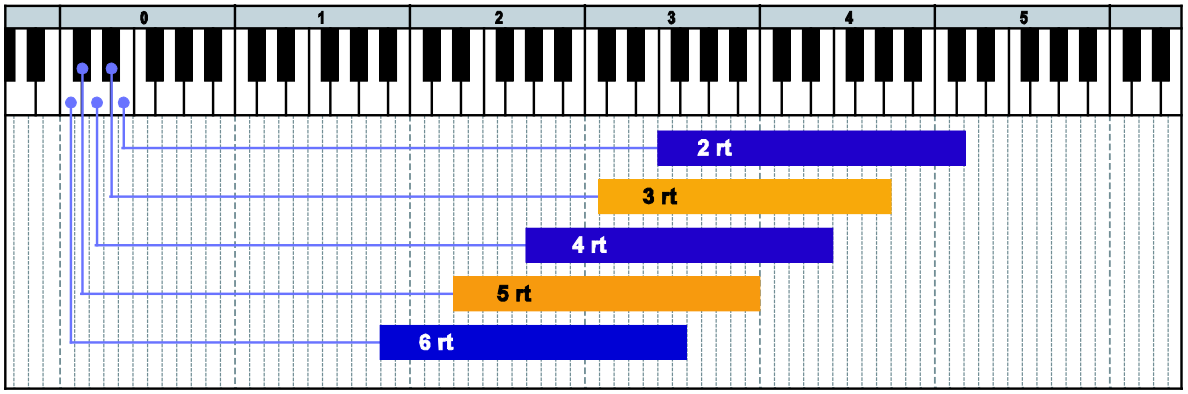


Optimized mapping (bottom note = key)

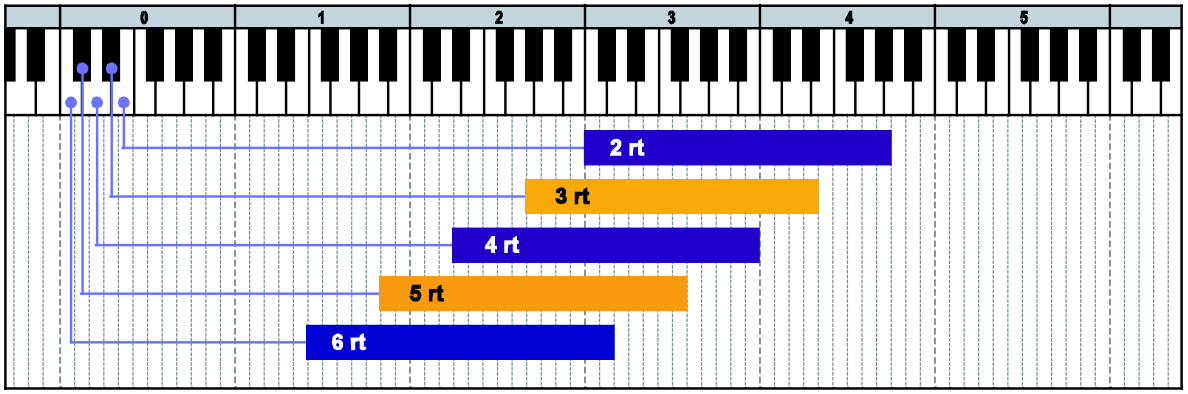


074_4th_slide_down_1fret

(top note = key)

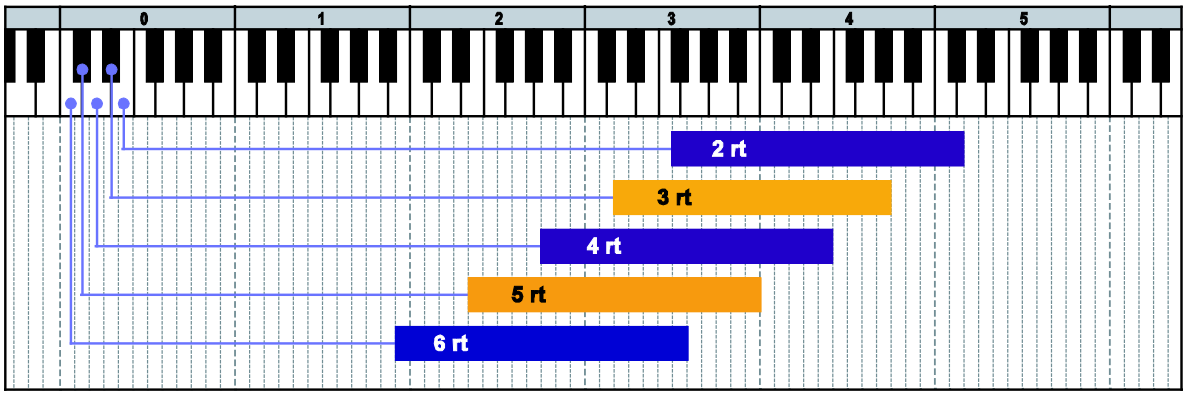


(bottom note = key)

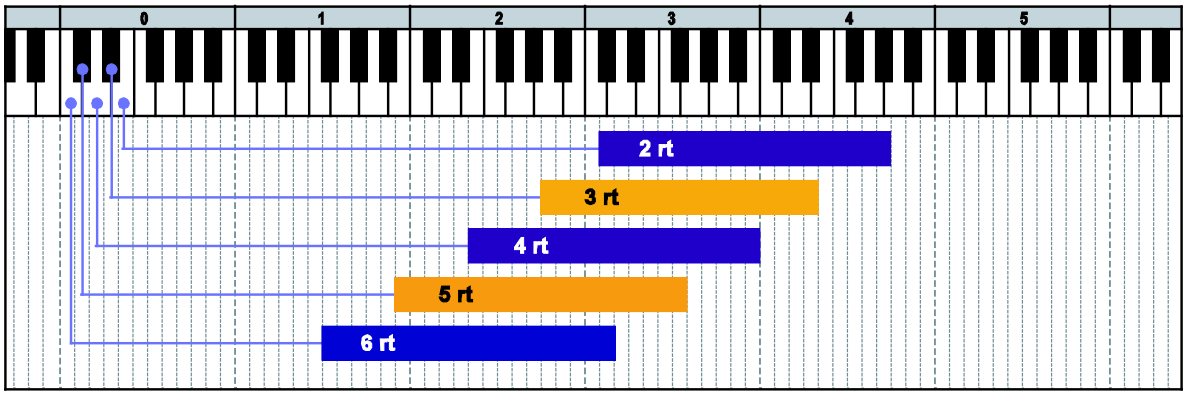


075_4th_slide_down_2fret

(top note = key)

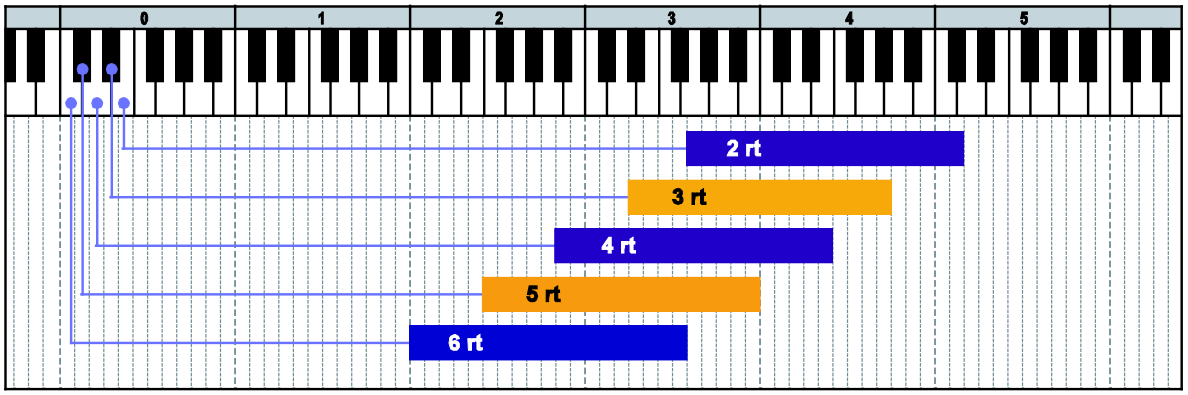


(bottom note = key)

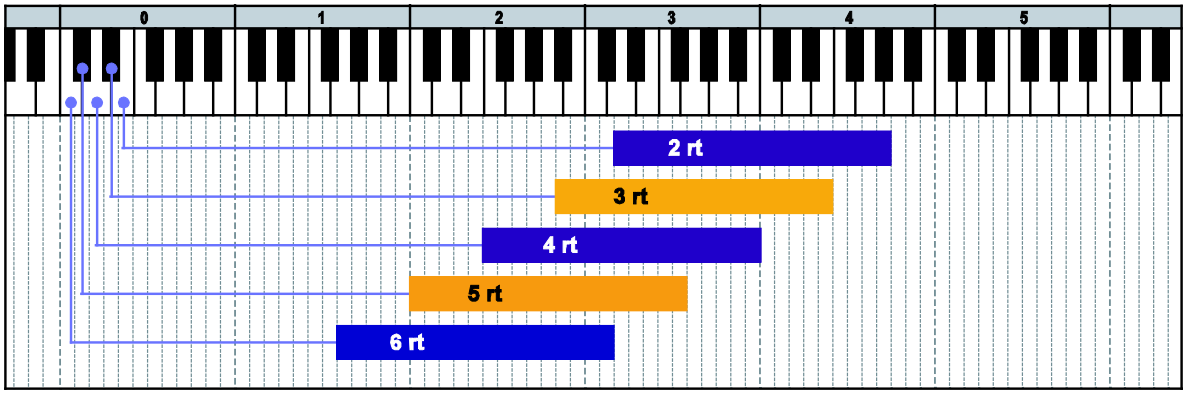


076_4th_slide_down_3fret

(top note = key)

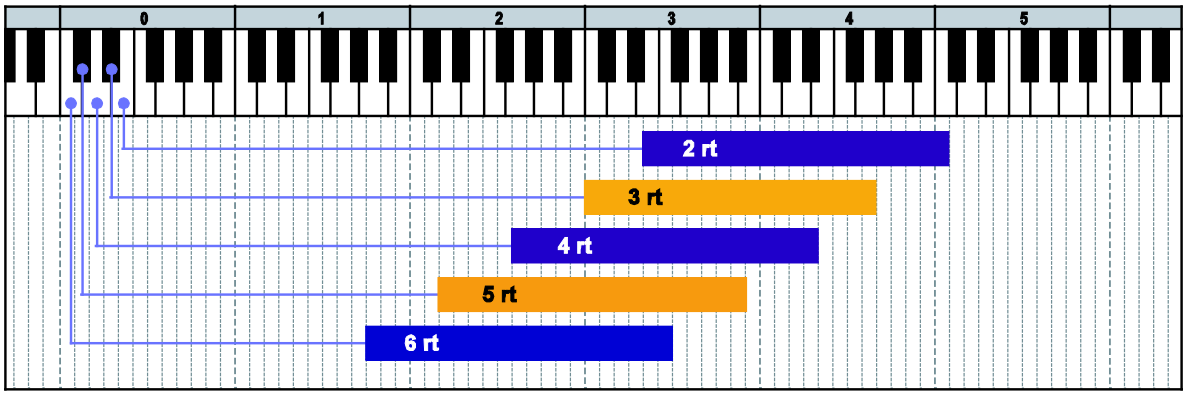


(bottom note = key)

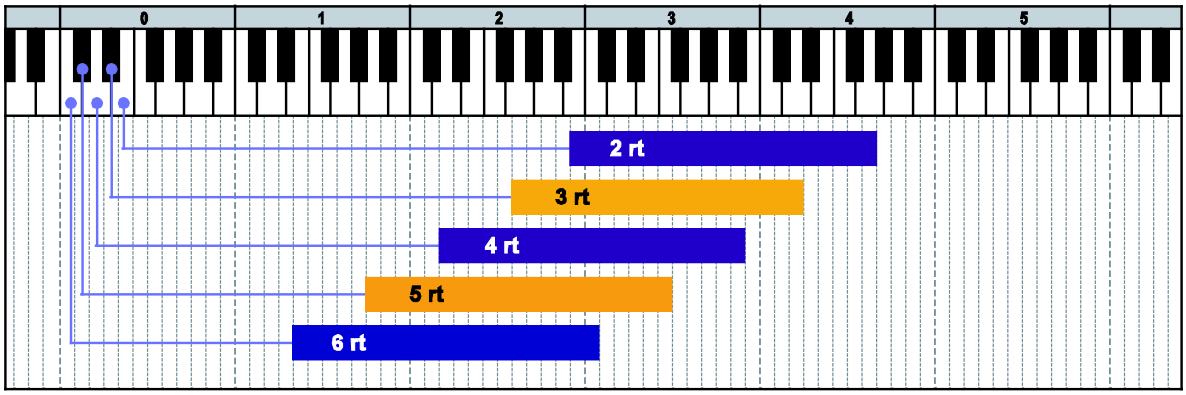


086_4th_slide_up_1fret

(top note = key)

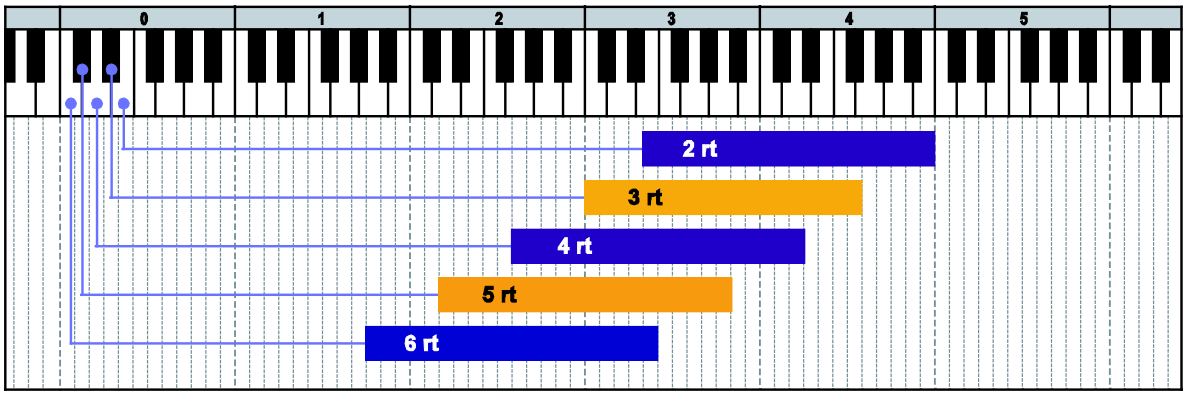


(bottom note = key)

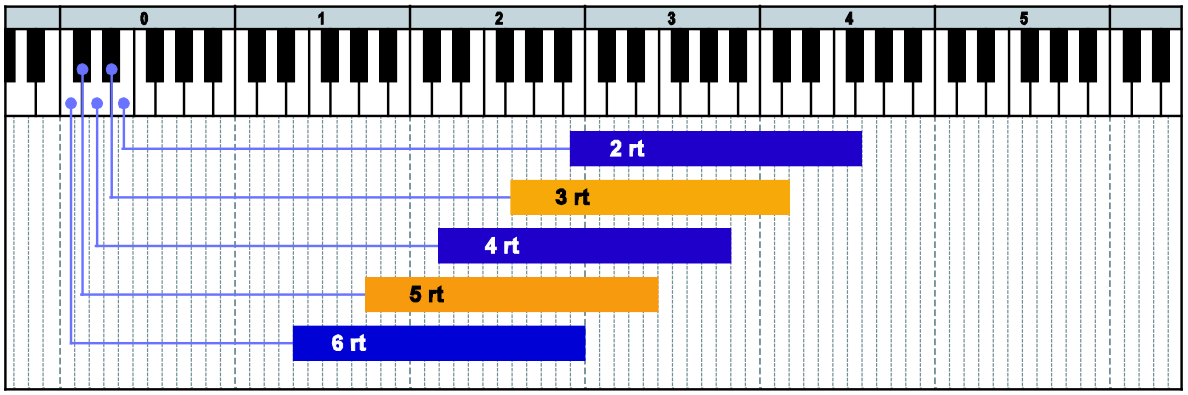


087_4th_slide_up_2fret

(top note = key)

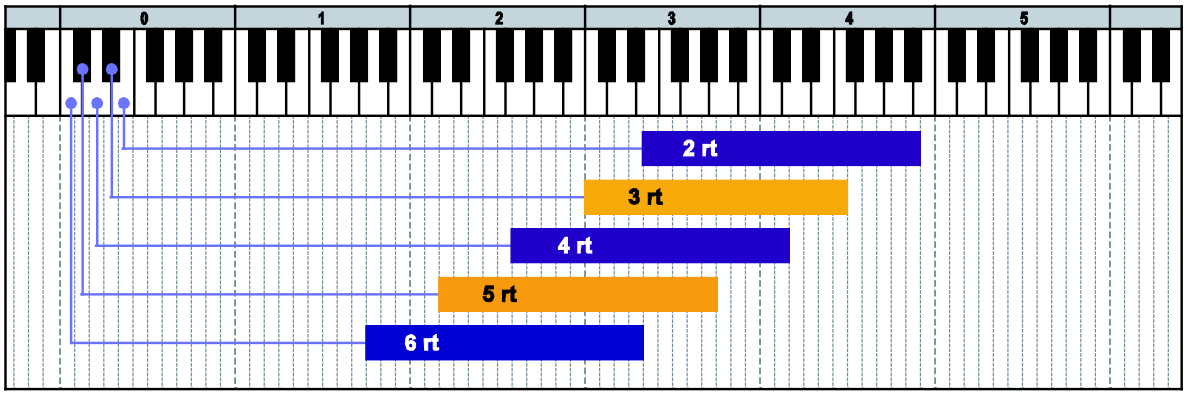


(bottom note = key)

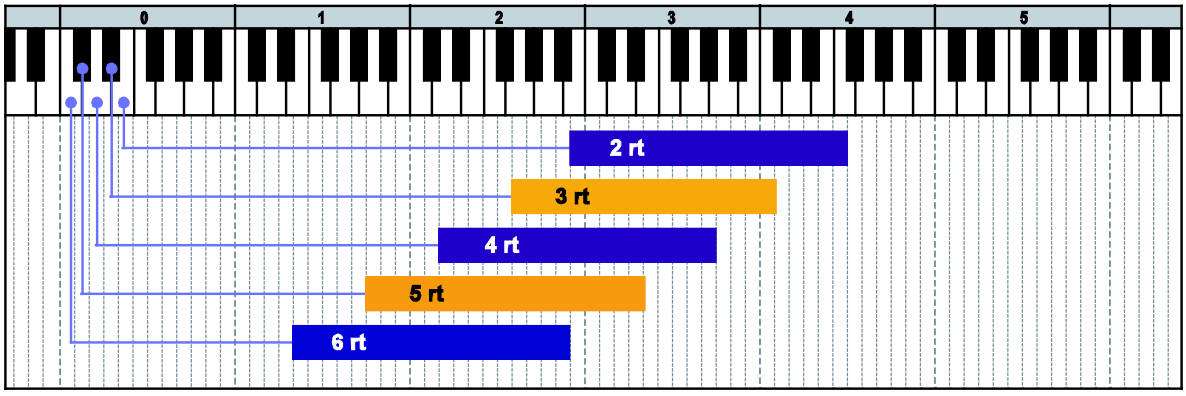


088_4th_slide_up_3fret

(top note = key)

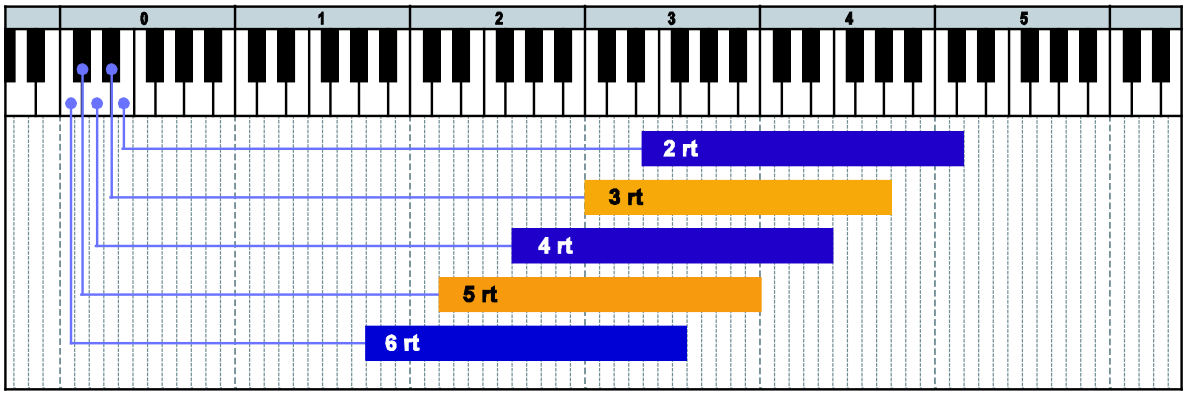


(bottom note = key)

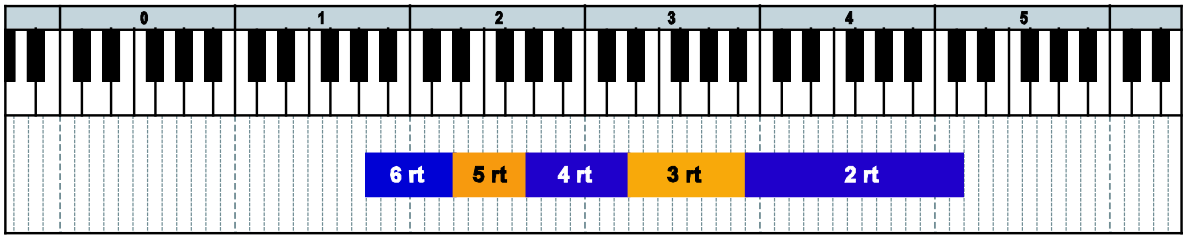


098_4th_mute

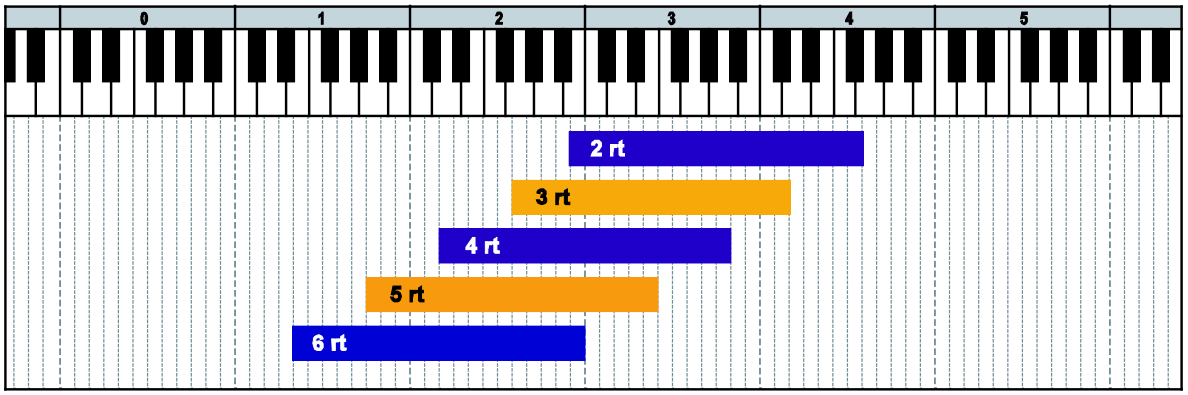
Full mapping (top note = key)



Optimized Mapping (top note = key)



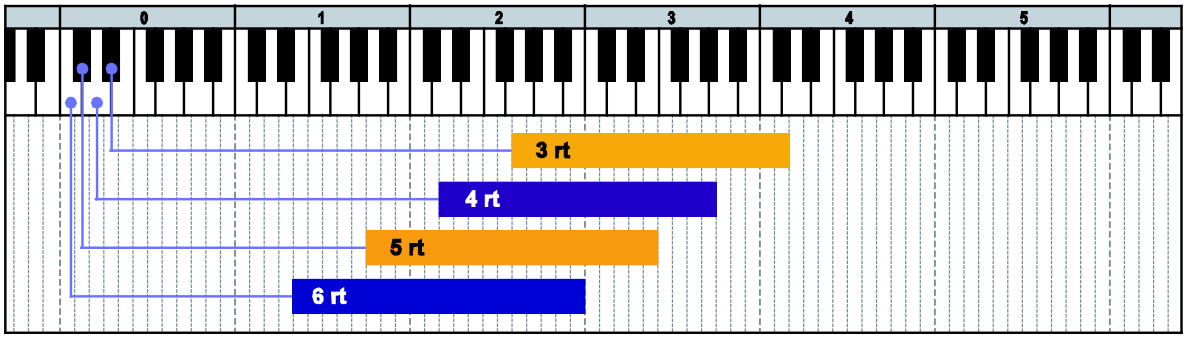
168_4th_5th_hammer_on_pull_off



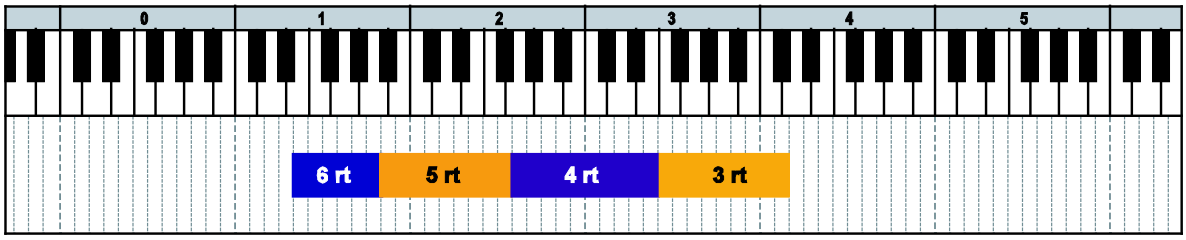
Octave

101_octave_sustain

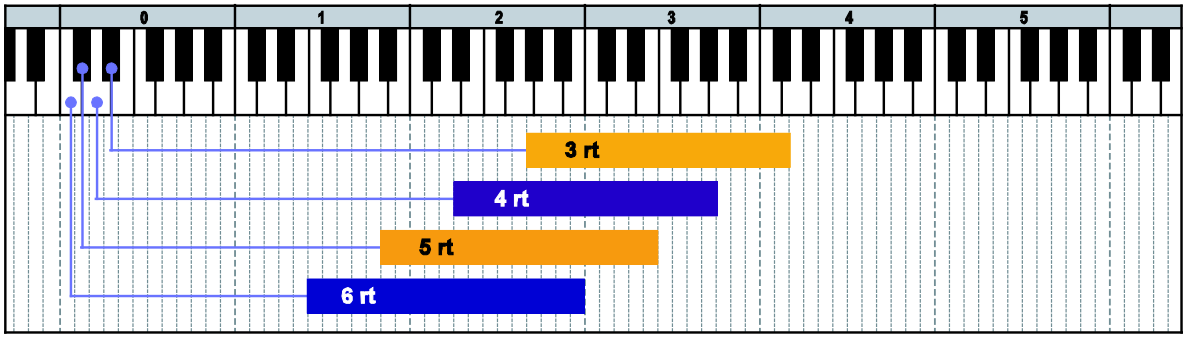
Full mapping



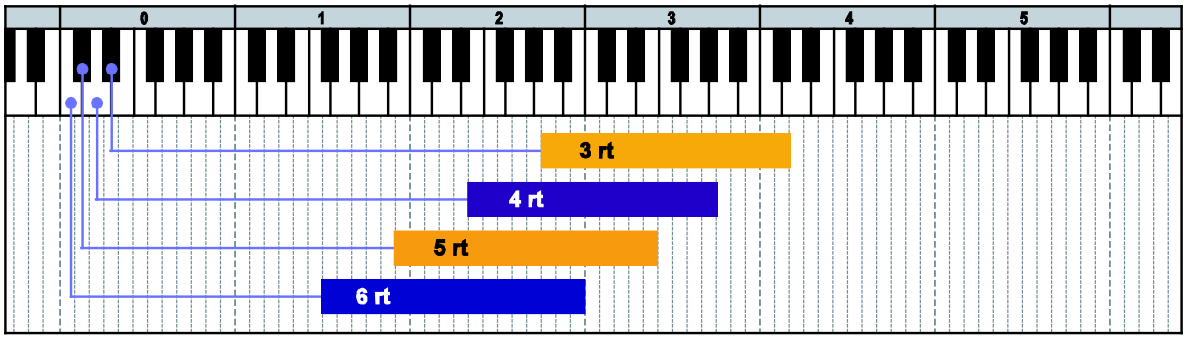
Optimized Mapping



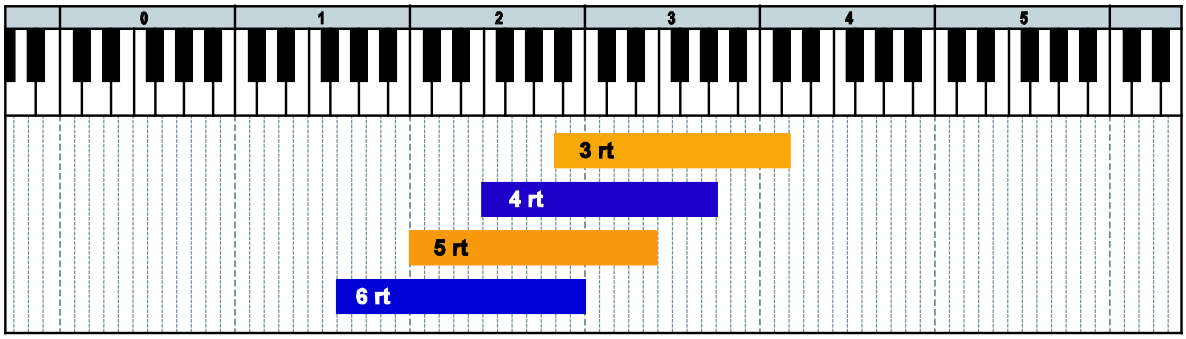
102_octave_slide_down_1fret



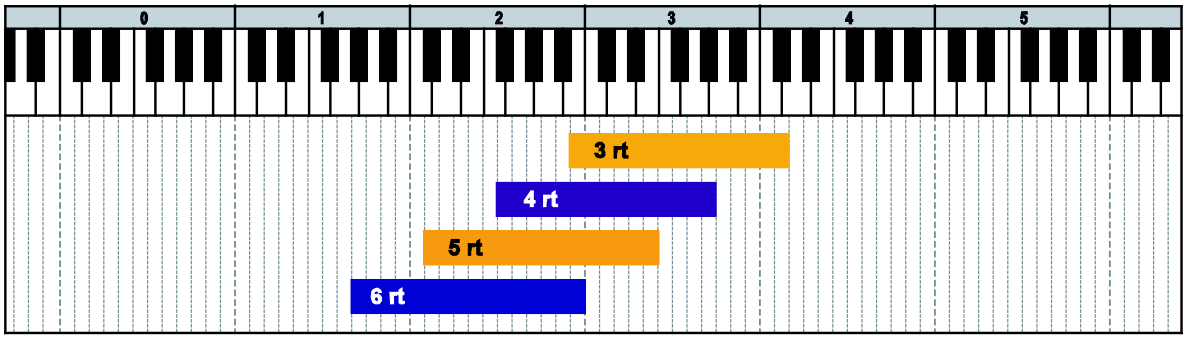
103_octave_slide_down_2fret



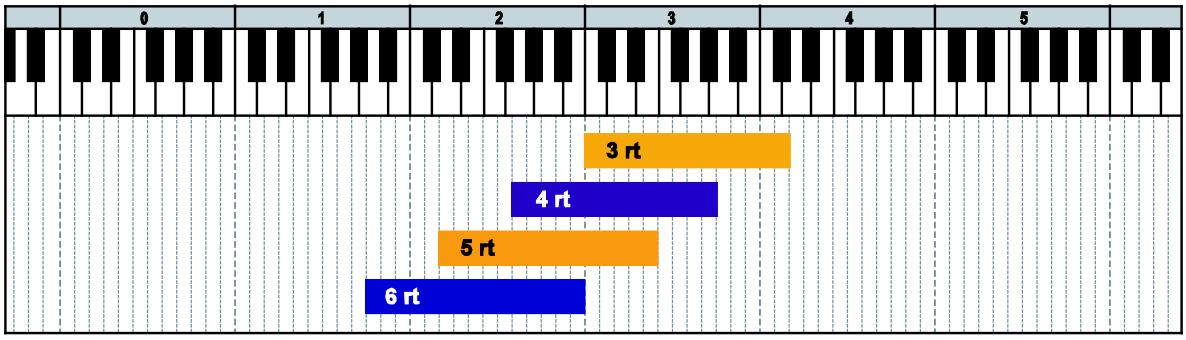
104_octave_slide_down_3fret



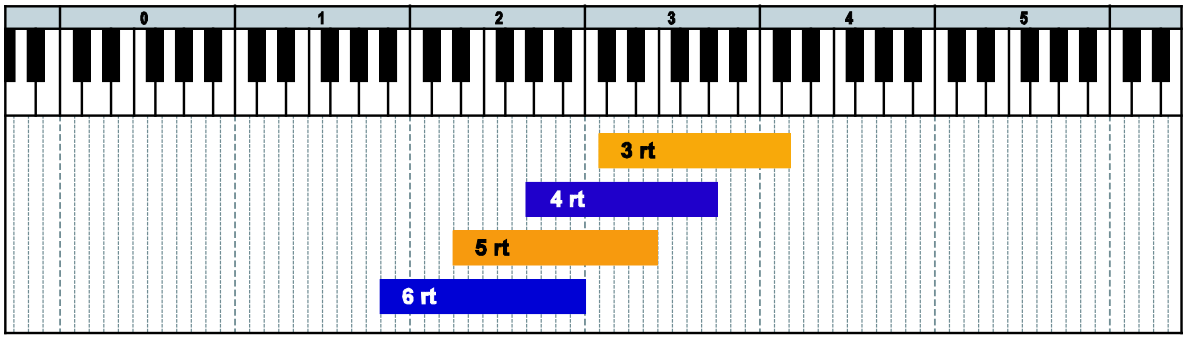
105_octave_slide_down_4fret



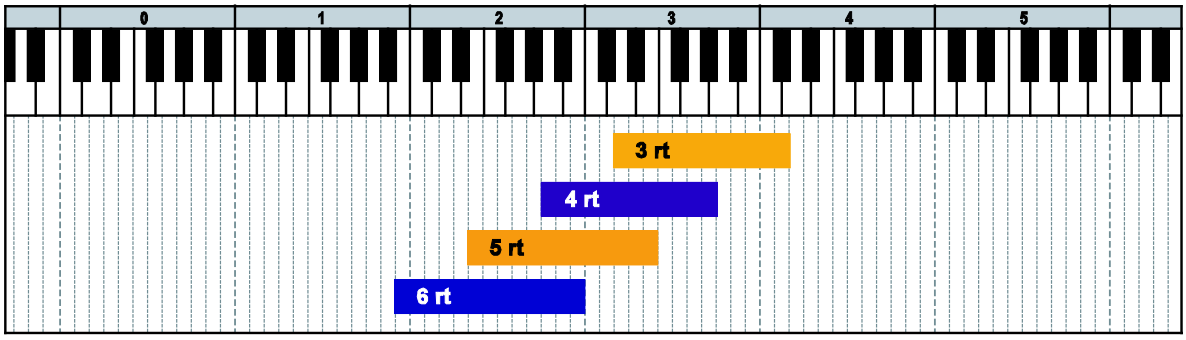
106_octave_slide_down_5fret



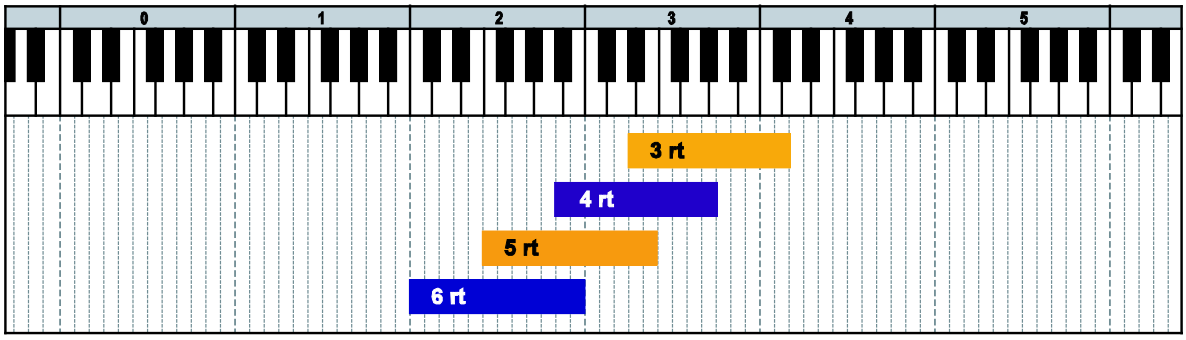
107_octave_slide_down_6fret



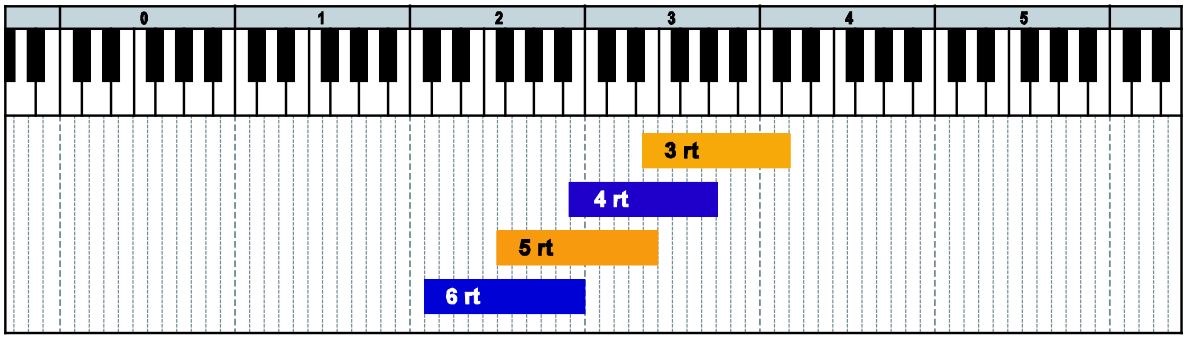
108_octave_slide_down_7fret



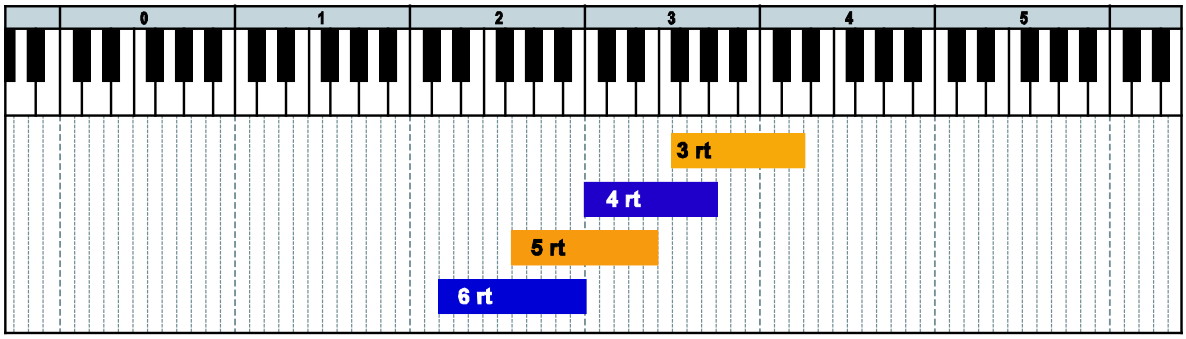
109_octave_slide_down_8fret



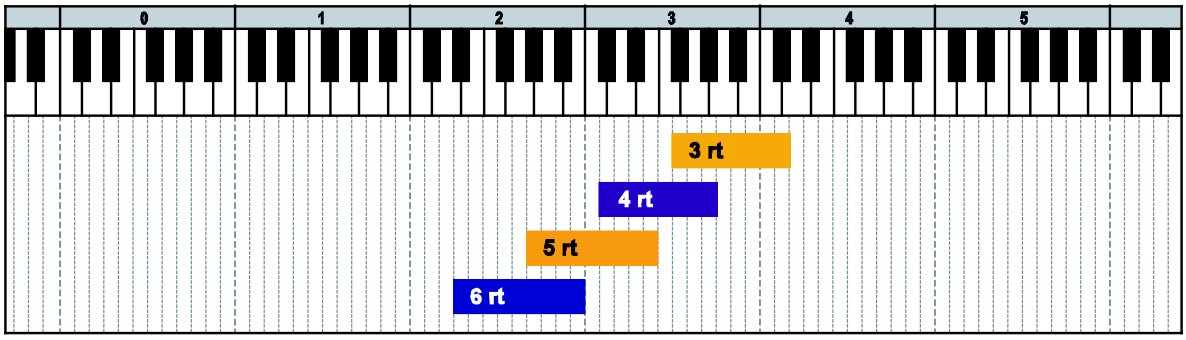
110_octave_slide_down_9fret



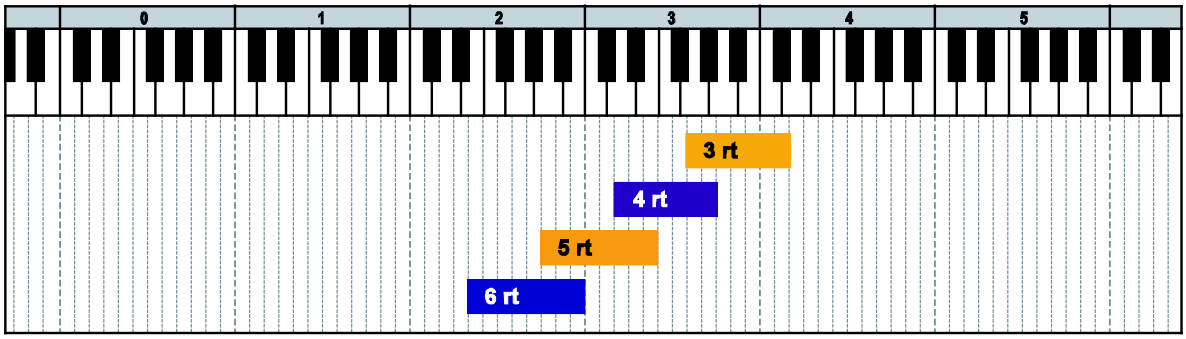
111_octave_slide_down_10fret



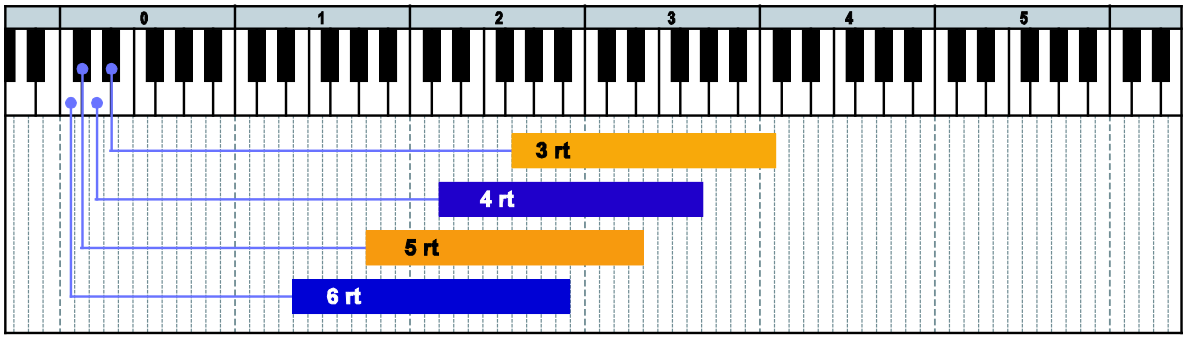
112_octave_slide_down_11fret



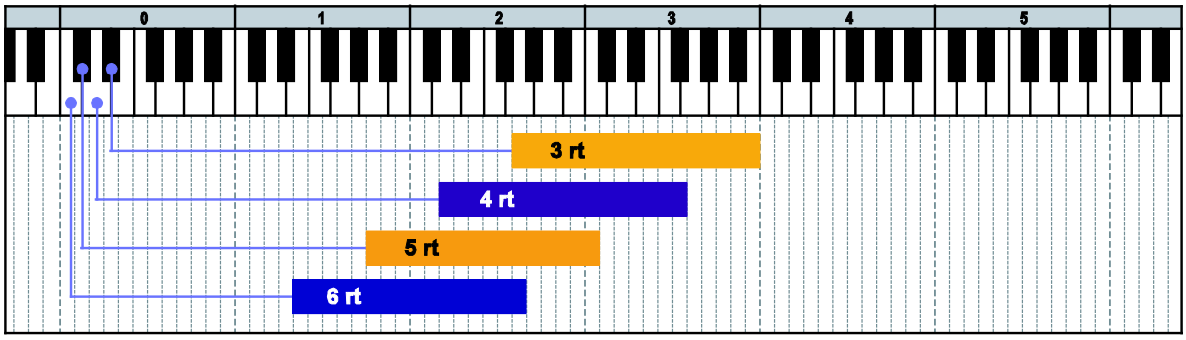
113_octave_slide_down_12fret



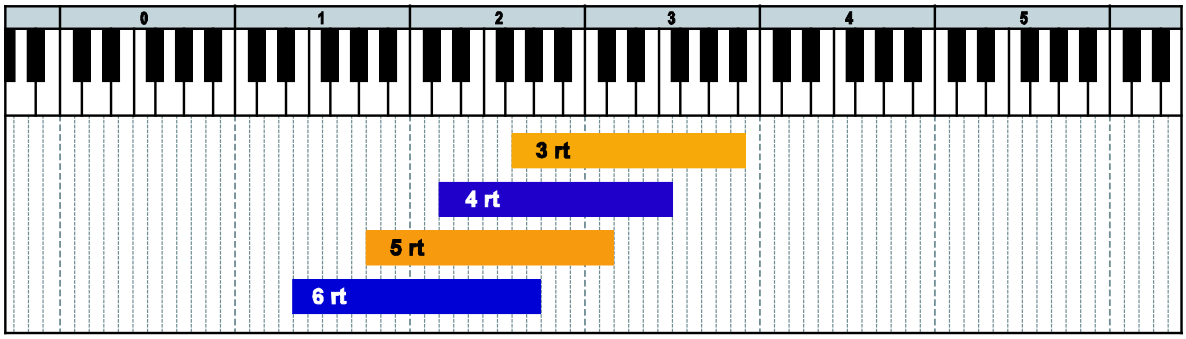
114_octave_slide_up_1fret



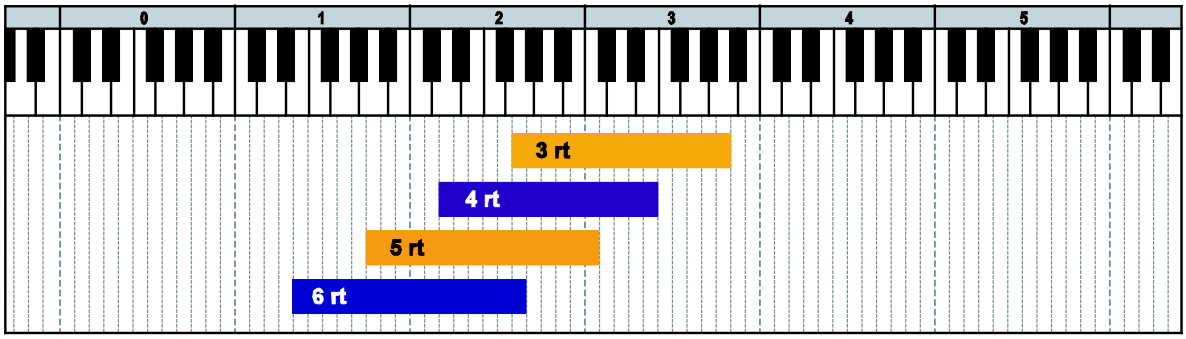
115_octave_slide_up_2ret



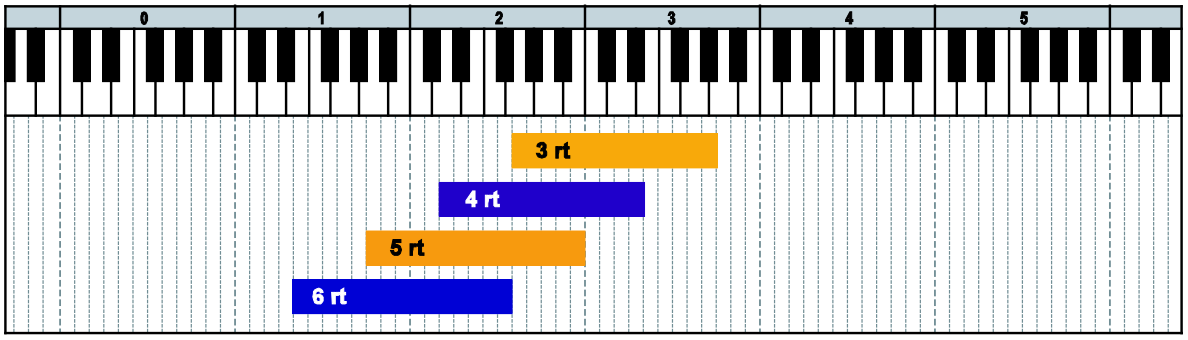
116_octave_slide_up_3fret



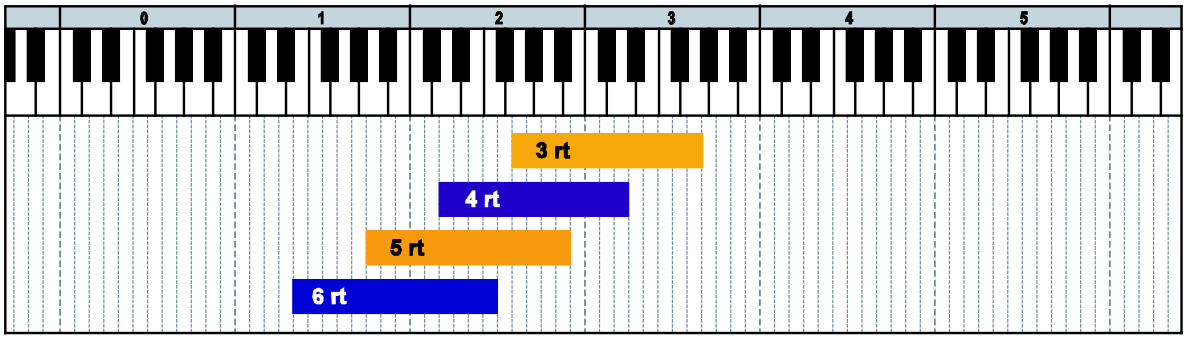
117_octave_slide_up_4fret



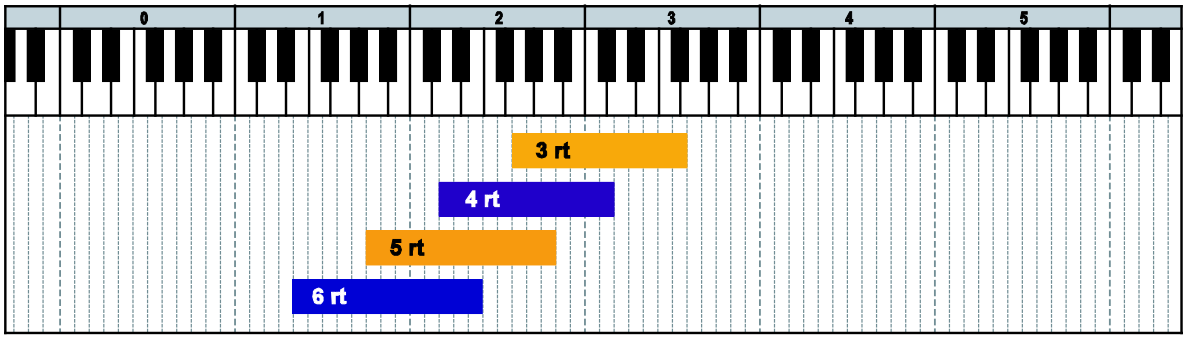
118_octave_slide_up_5fret



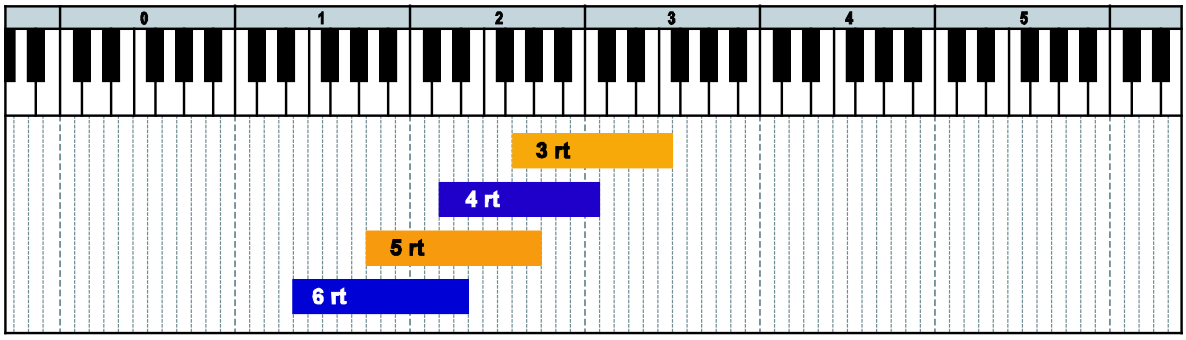
119_octave_slide_up_6fret



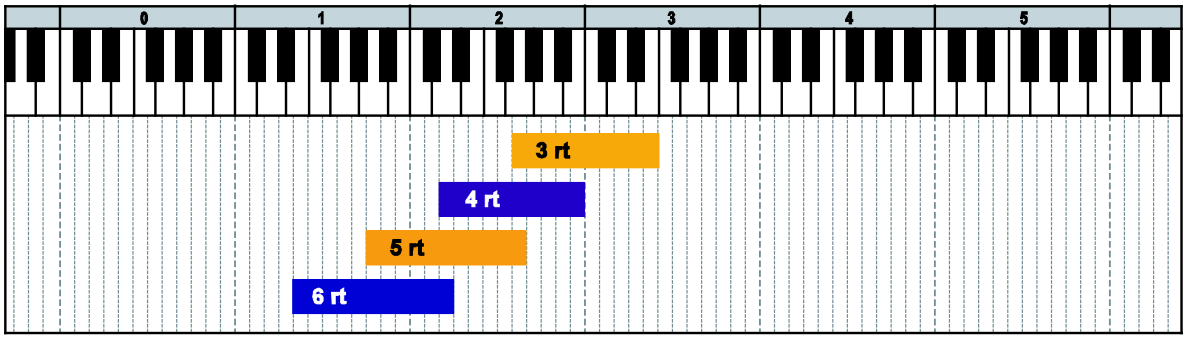
120_octave_slide_up_7fret



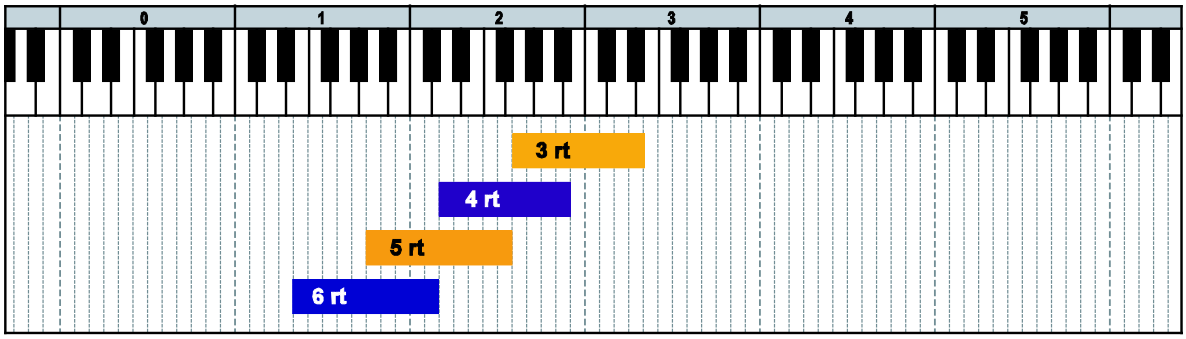
121_octave_slide_up_8fret



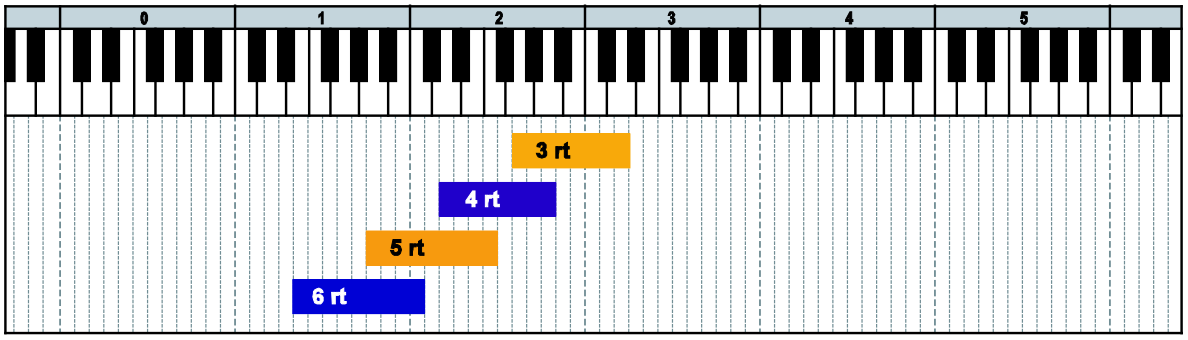
122_octave_slide_up_9fret



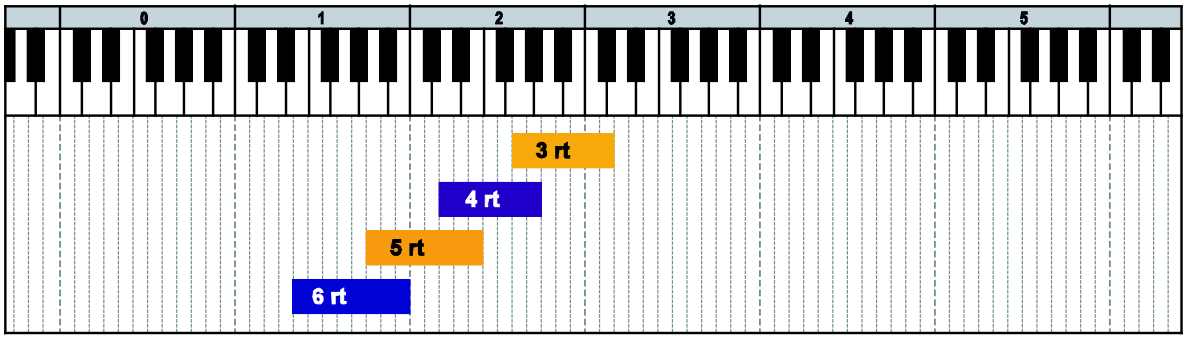
123_octave_slide_up_10fret



124_octave_slide_up_11fret



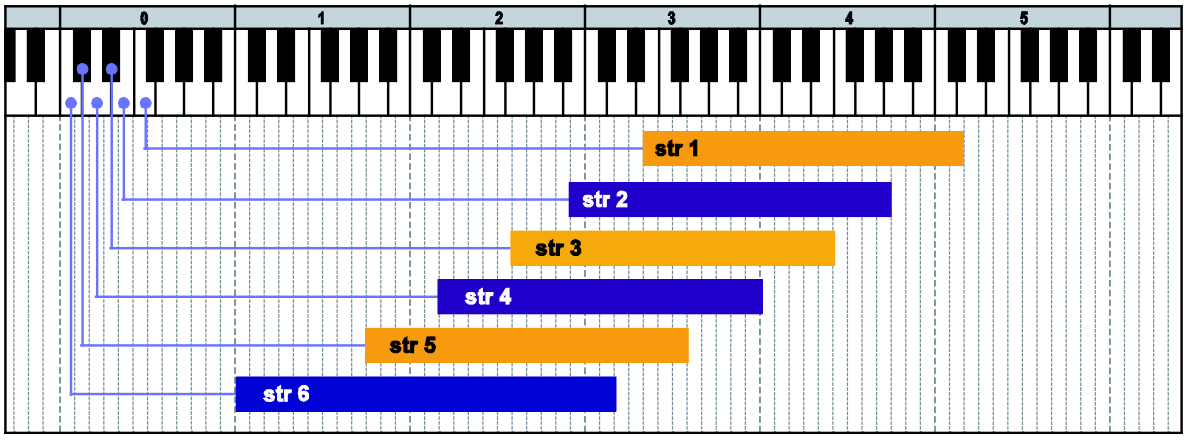
125_octave_slide_up_12fret



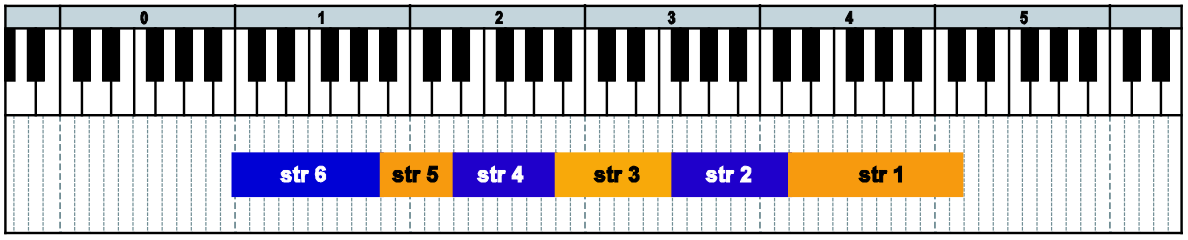
Noise, Special FX

127_single_picking_noise

Full mapping

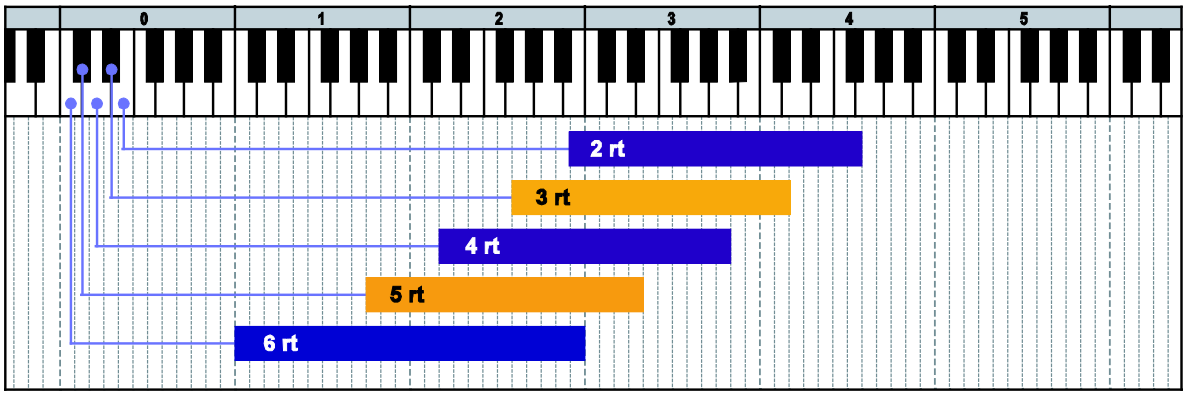


Optimized Mapping

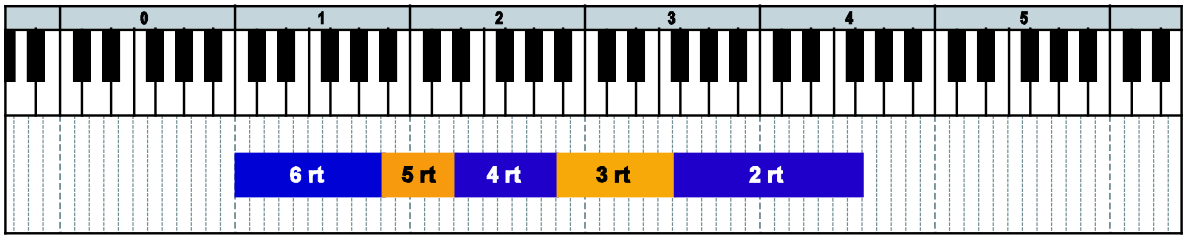


128_5th_picking_noise

Full mapping

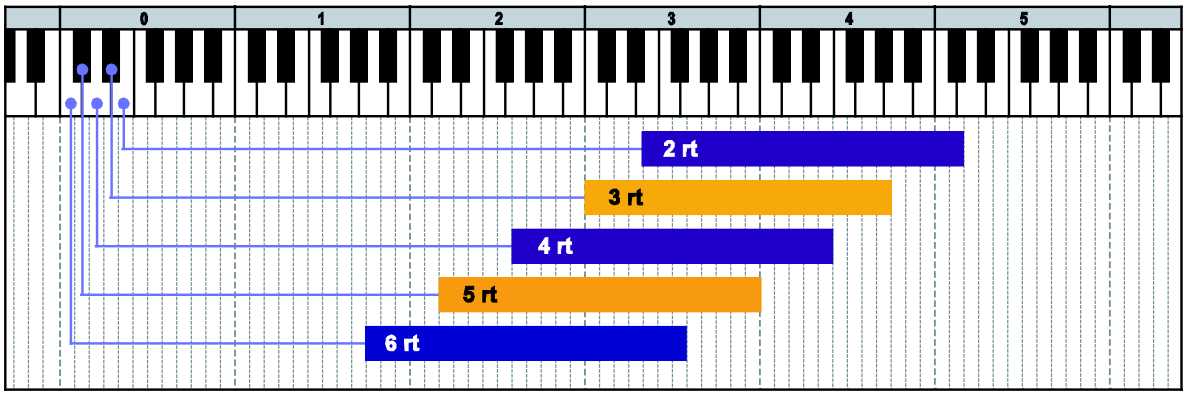


Optimized Mapping

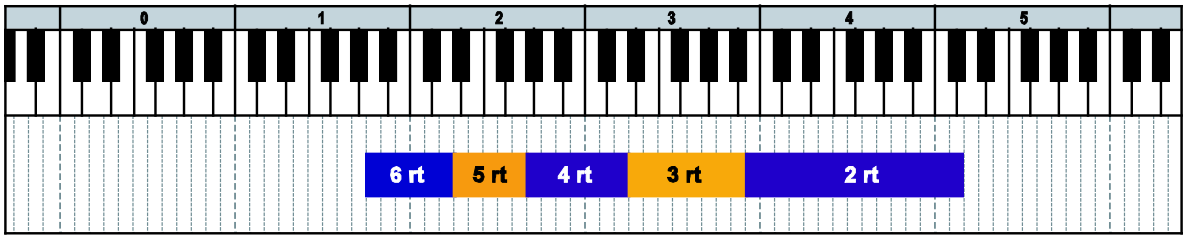


129_4th_picking_noise

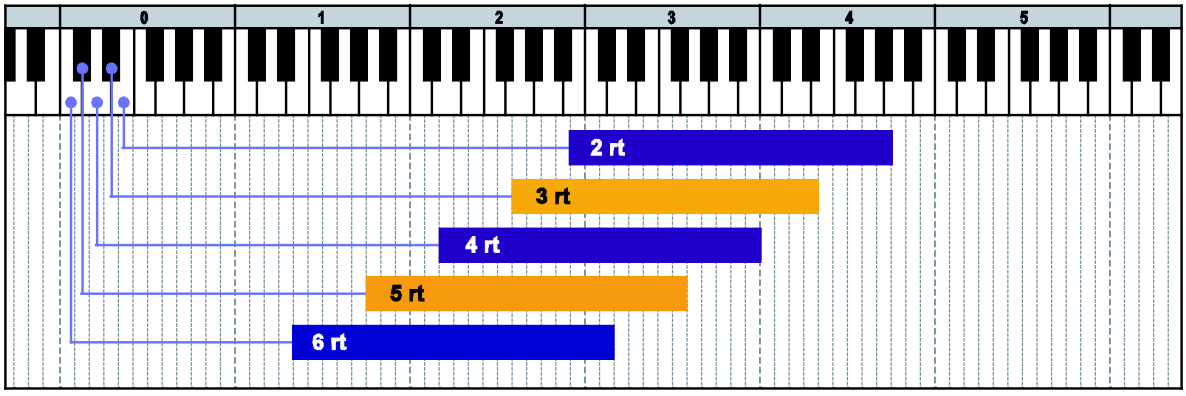
Full Mapping (top note = key)



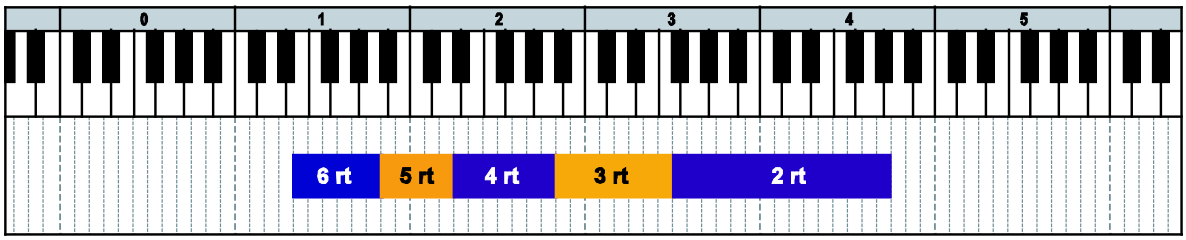
Optimized Mapping (top note = key)



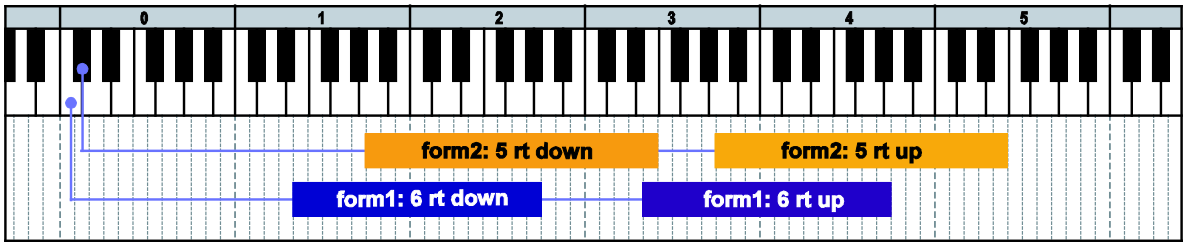
Full Mapping (bottom note = key)



Optimized Mapping (bottom note = key)

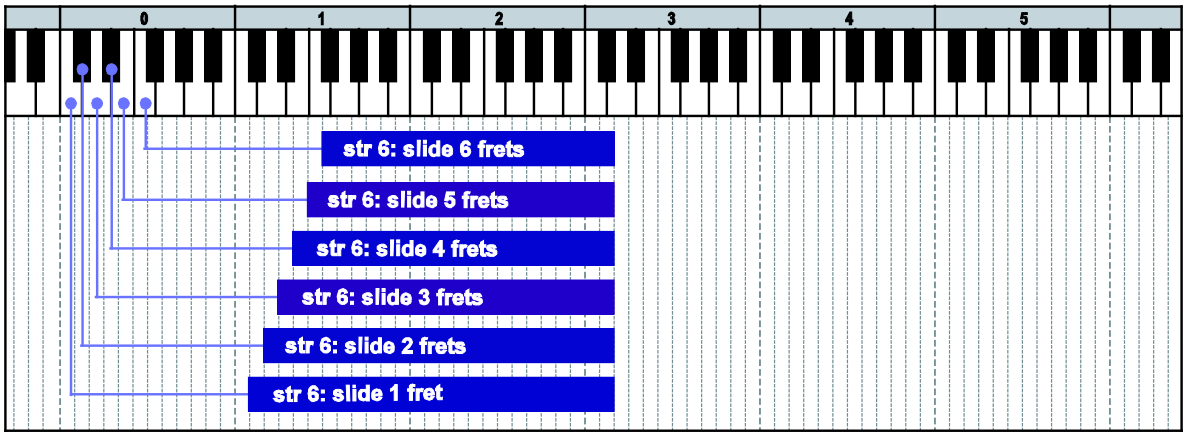


130_brush_noise

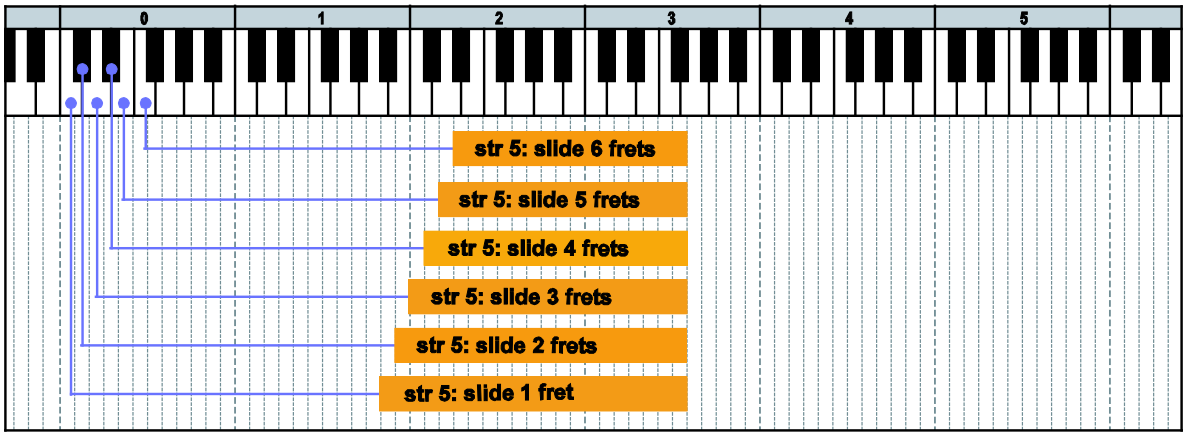


133_fret_noise

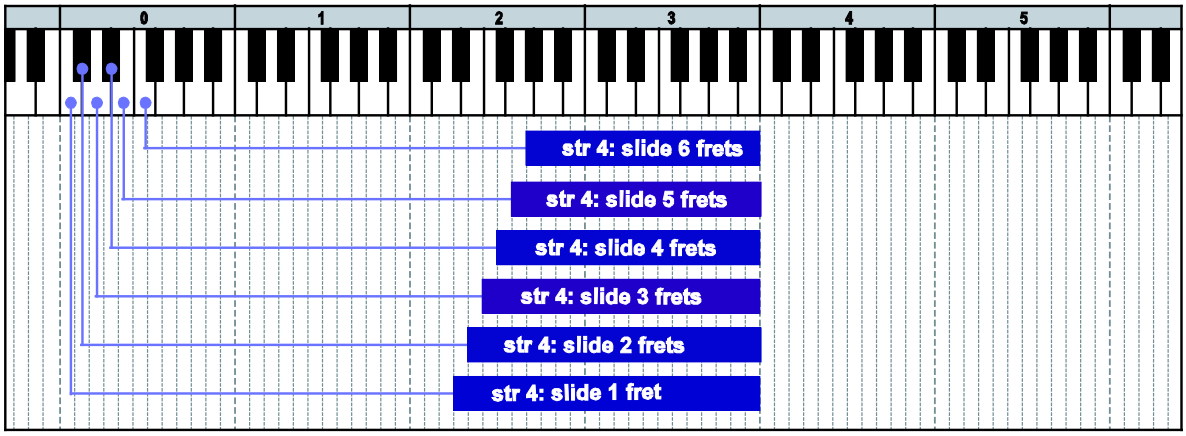
String 6: slide down



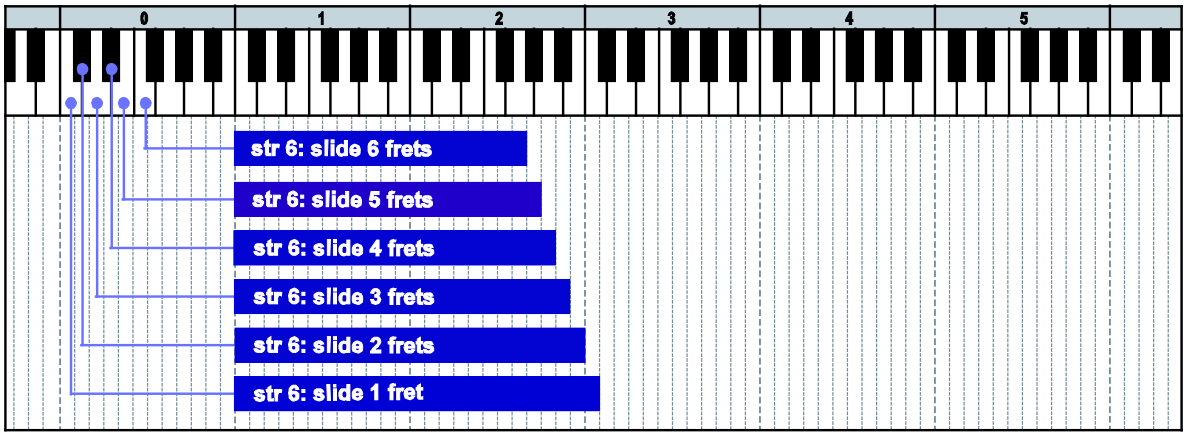
String 5: slide down



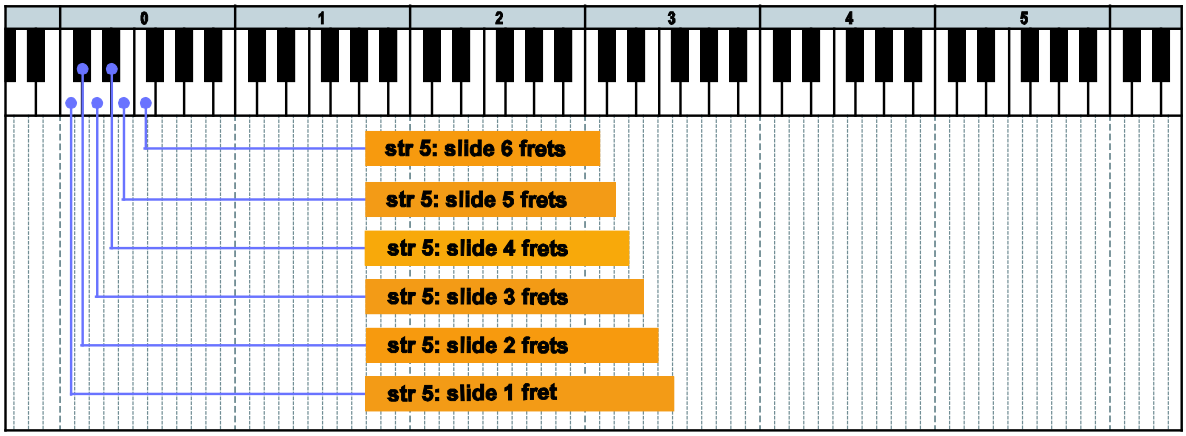
String 4: slide down



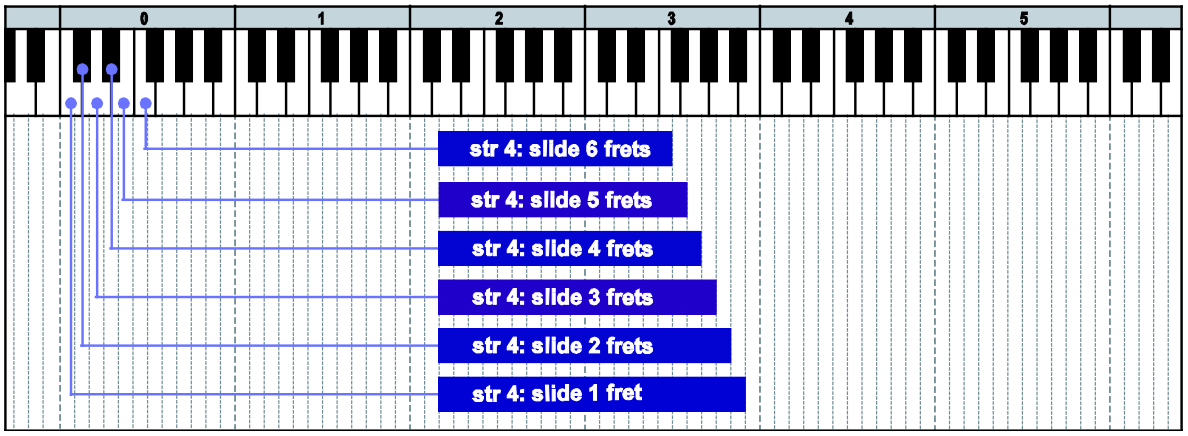
String 6: slide up



String 5: slide up

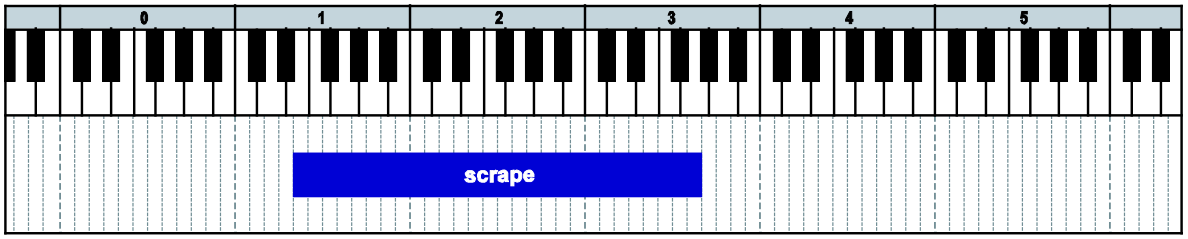


String 4: slide up

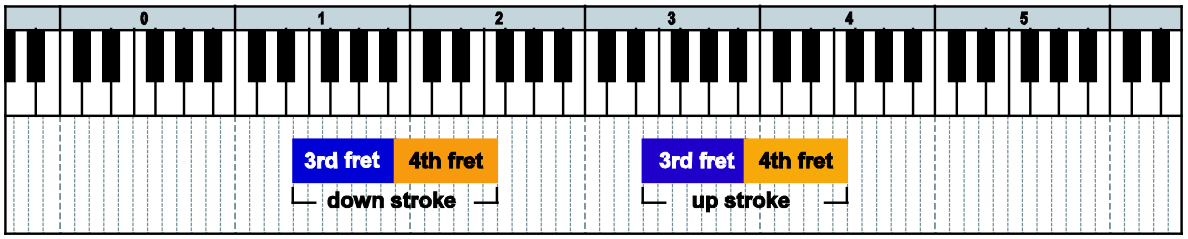


135_other_noise

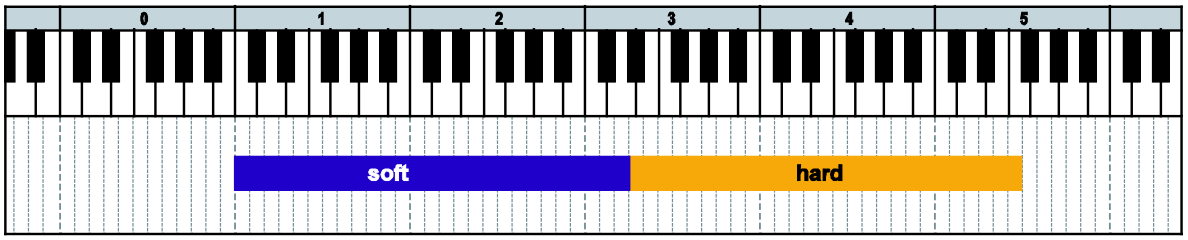
Scrape



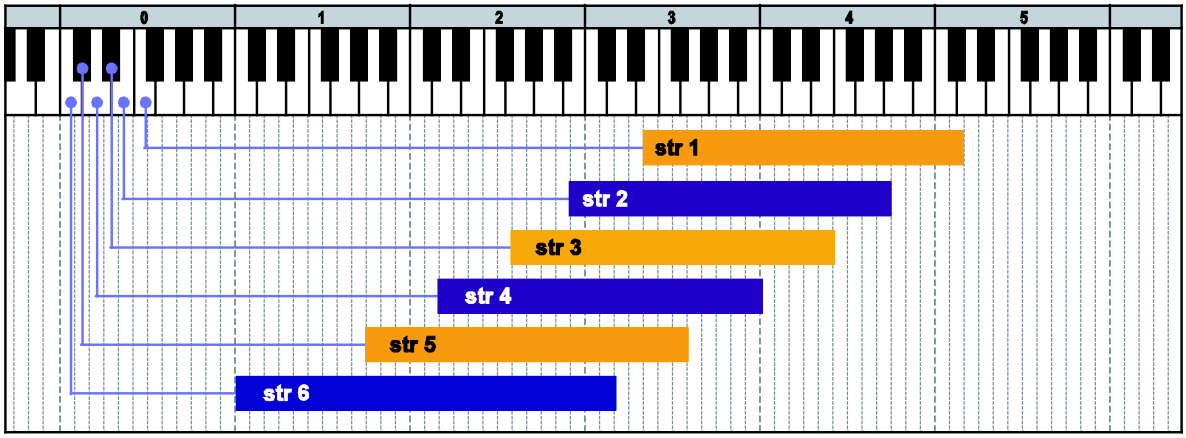
Brush noise with harmonics



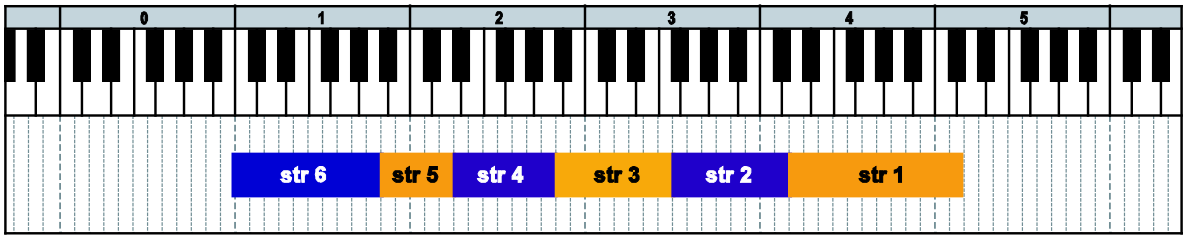
Bridge mute noise



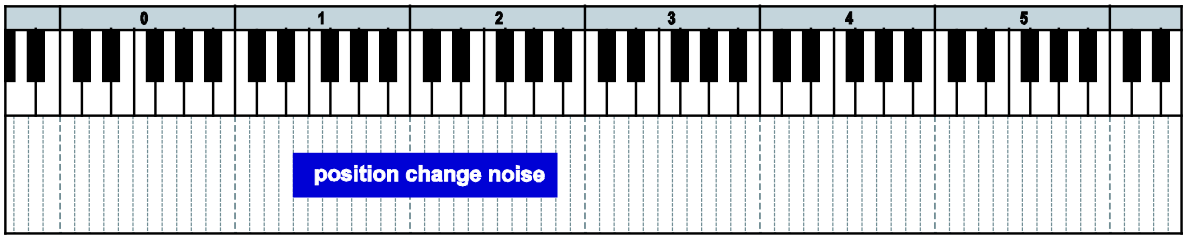
Finger release noise (Full)



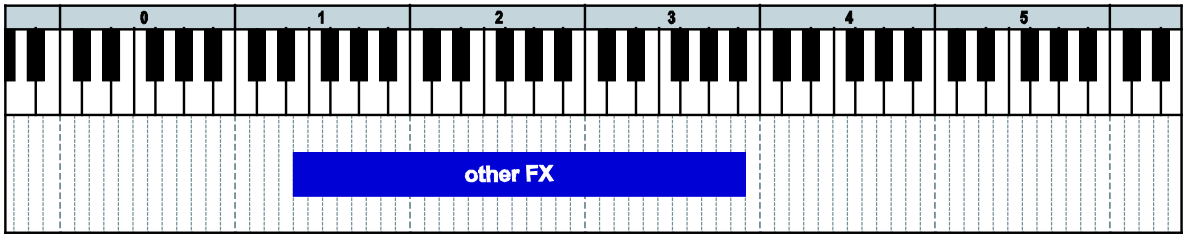
Finger release noise (optimized)



Position change noise

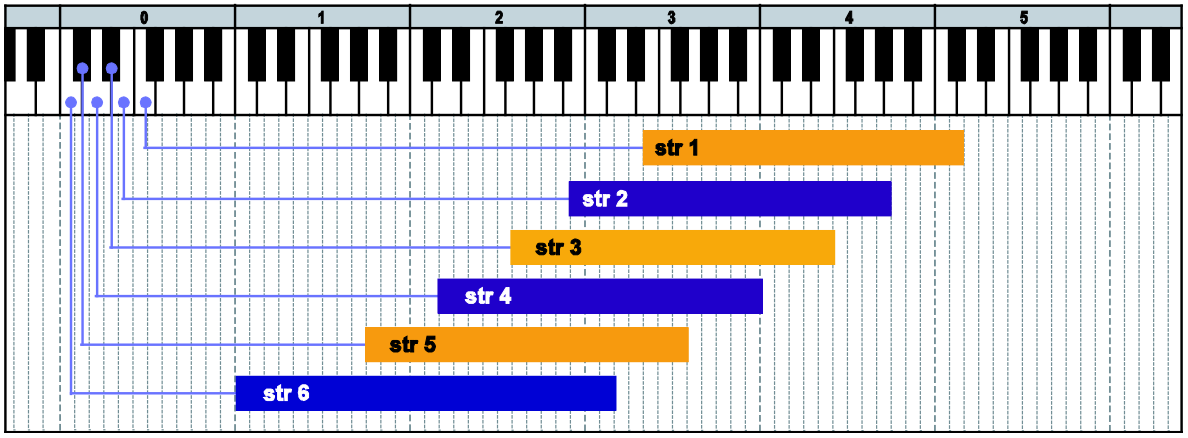


Other FX

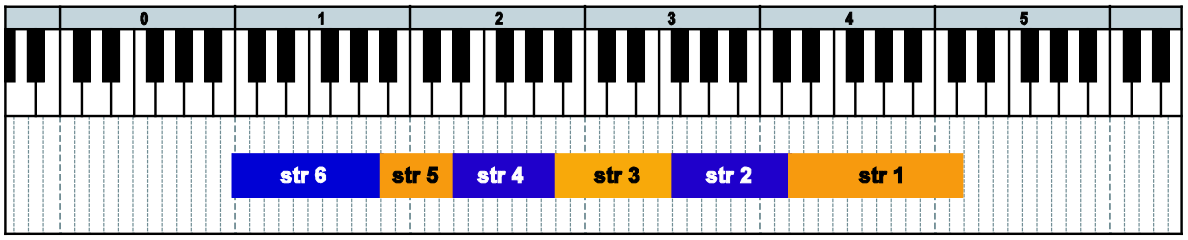


153_pick_stop_noise

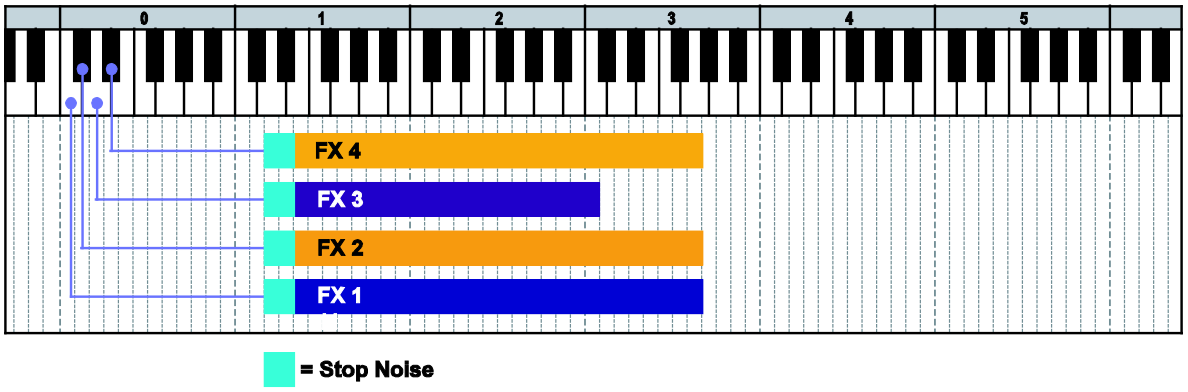
Full mapping



Optimized mapping



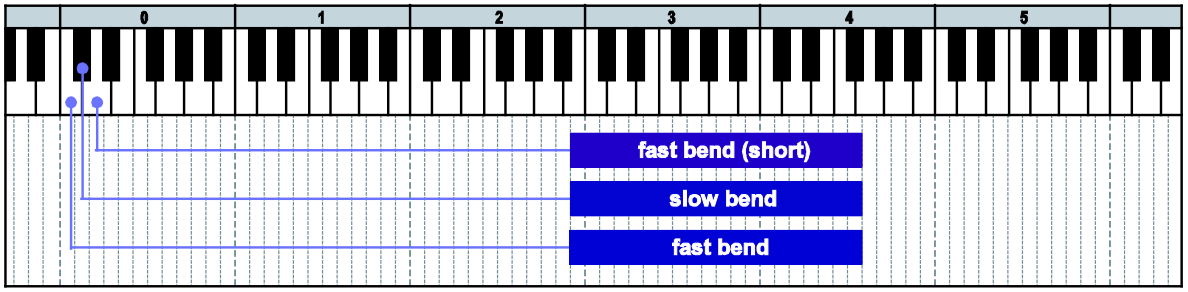
161_whammy_FX



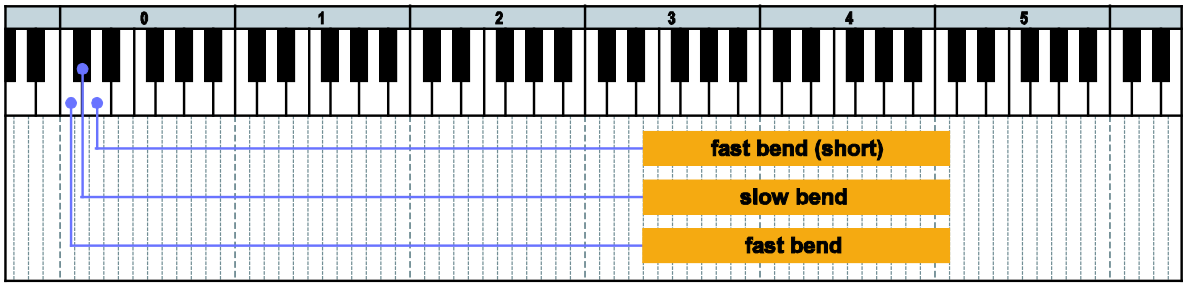
Additional bend techniques

136_unison_bend

String 3+2 (After bend mapping)

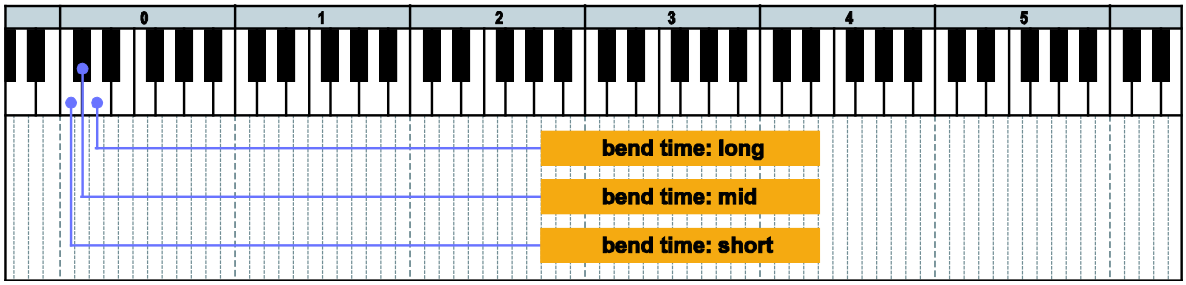


String 2+1 (After bend mapping)

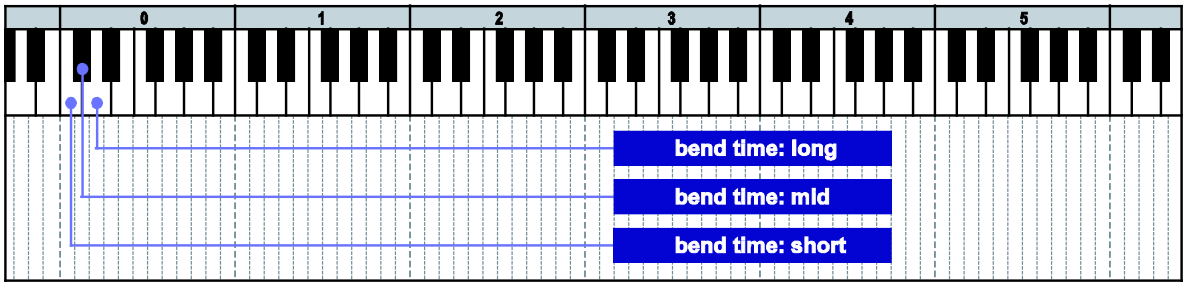


137_stationary_bend

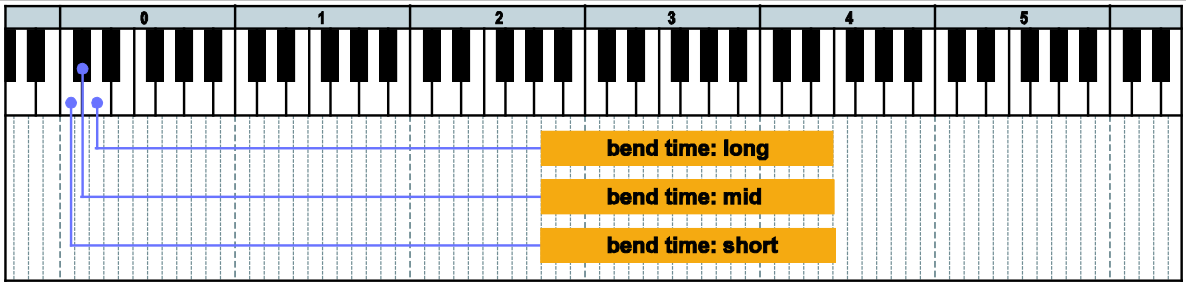
String 3+2



String 2+1



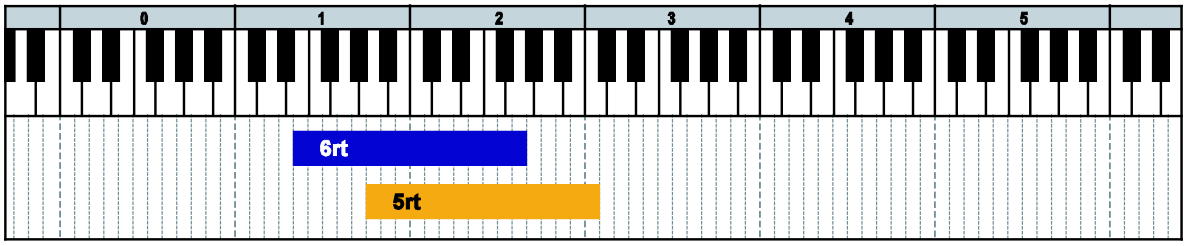
138_double_bend



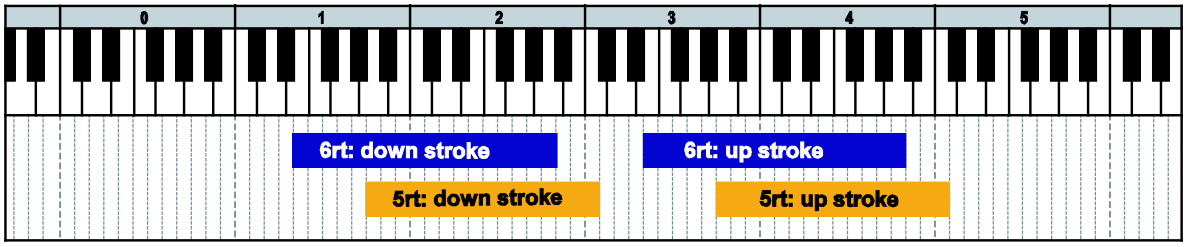
Various Chords

139_major

auto mode

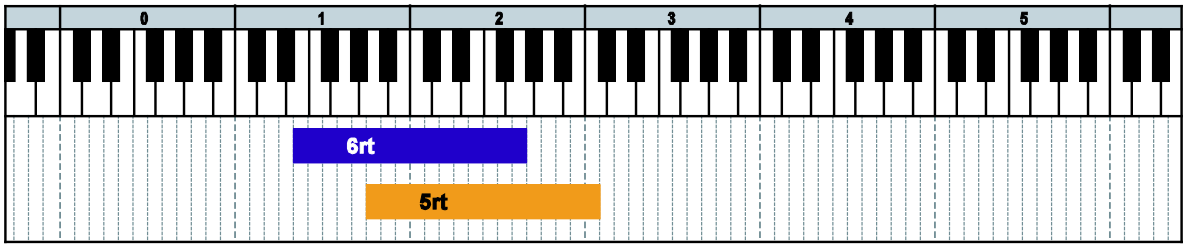


classic mode

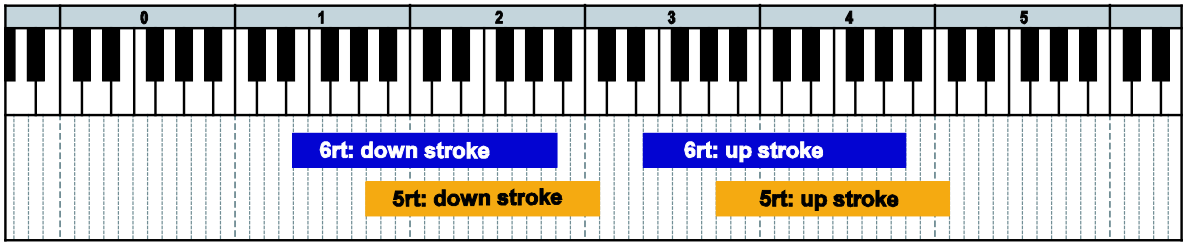


140_minor

auto mode

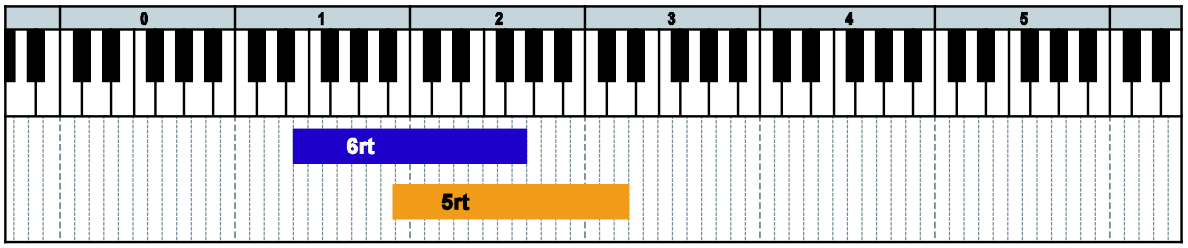


classic mode

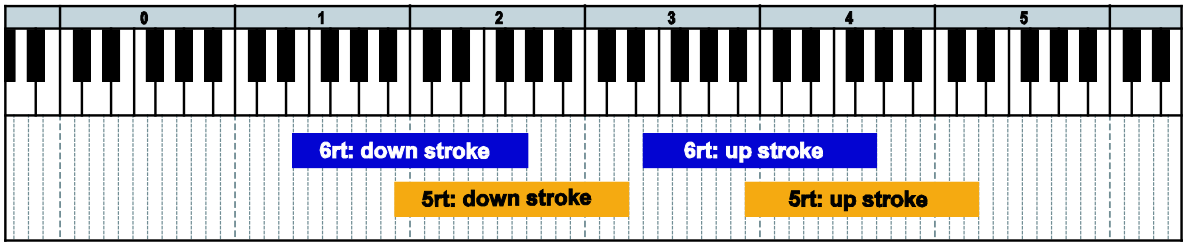


141_7th

auto mode

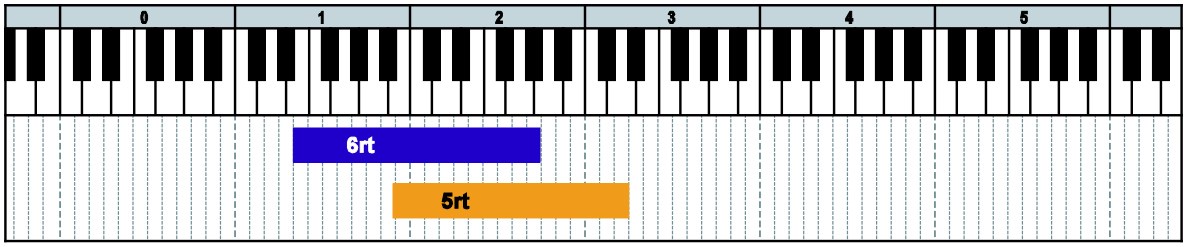


classic mode

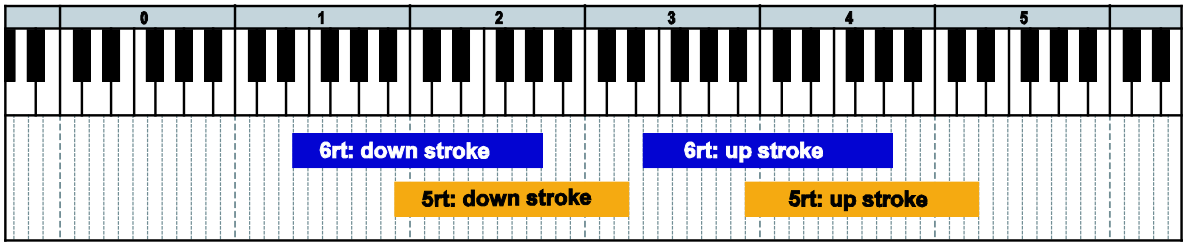


142_m7

auto mode

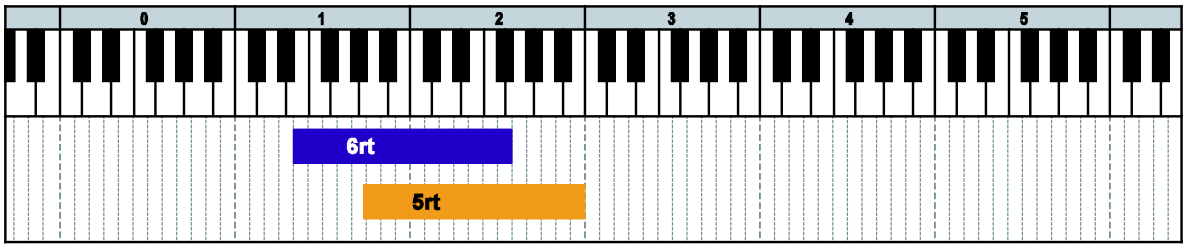


classic mode

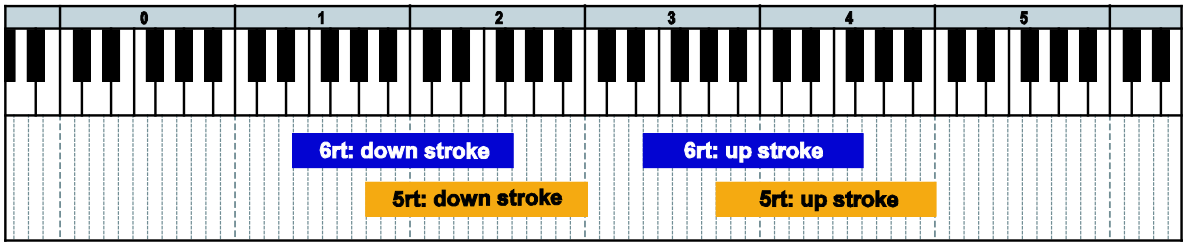


143_maj7th

auto mode

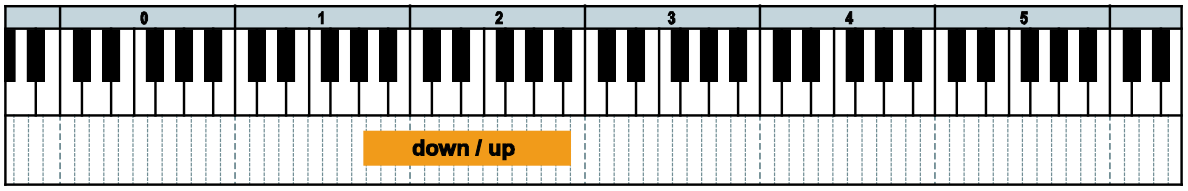


classic mode

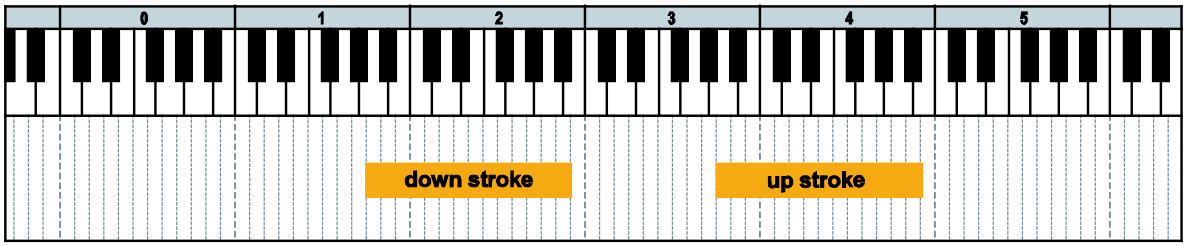


144_add9

auto mode

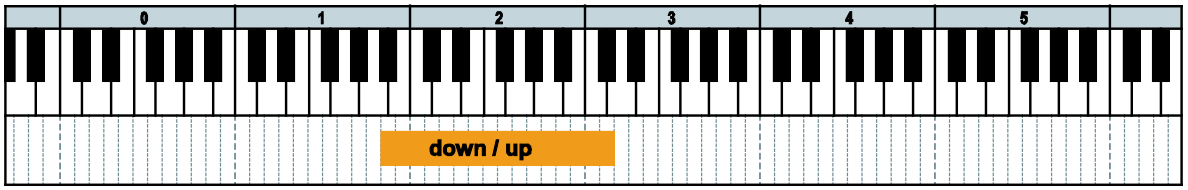


classic mode

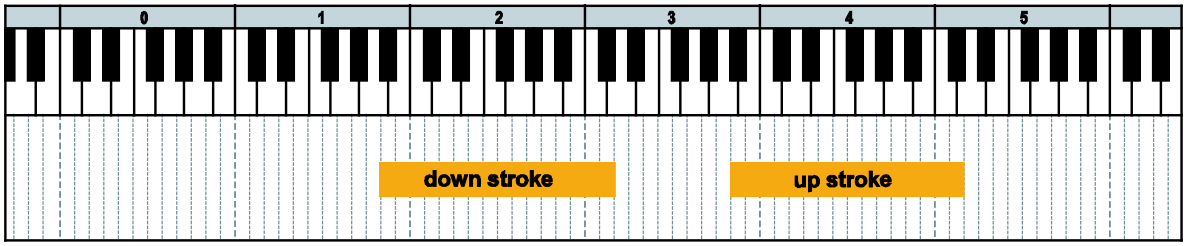


145_7th_9th

auto mode

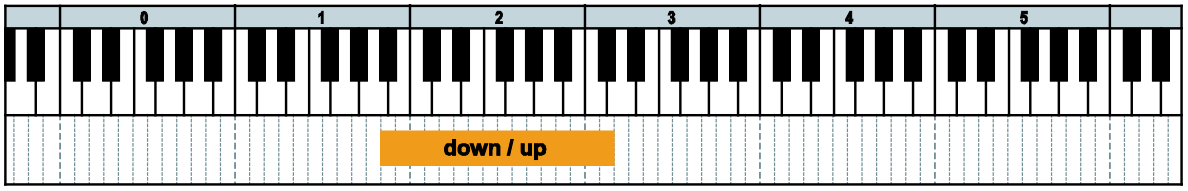


classic mode

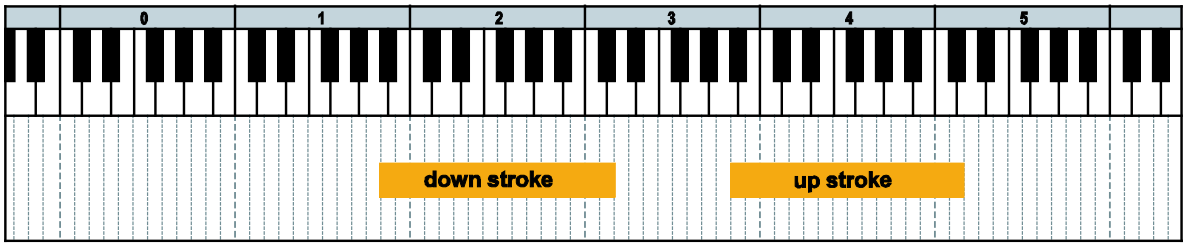


146_maj7th_9th

auto mode

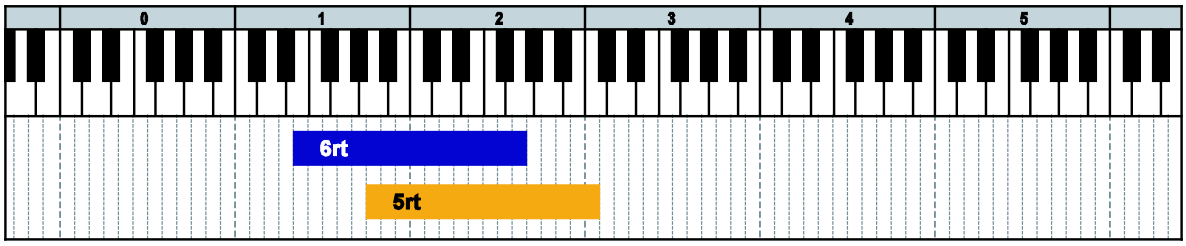


classic mode

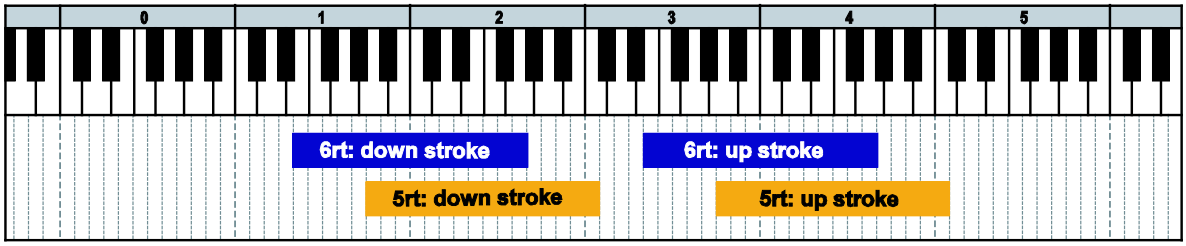


147_sus4

auto mode

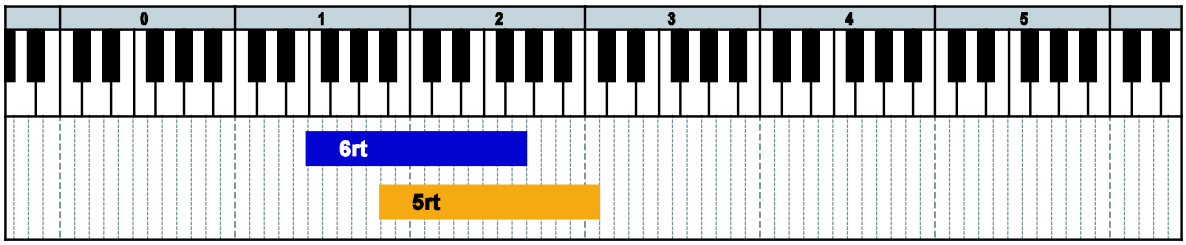


classic mode

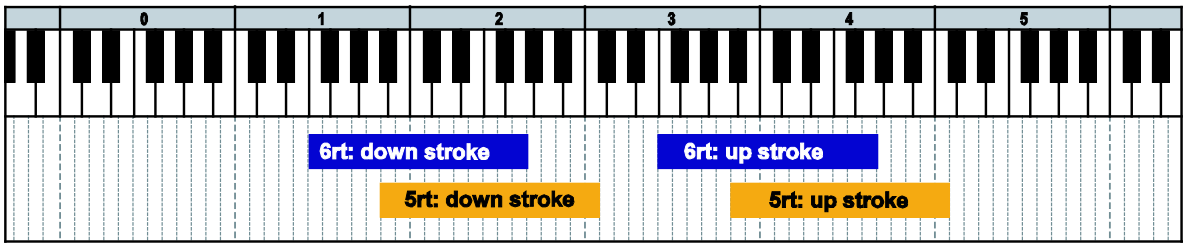


148_dim7

auto mode

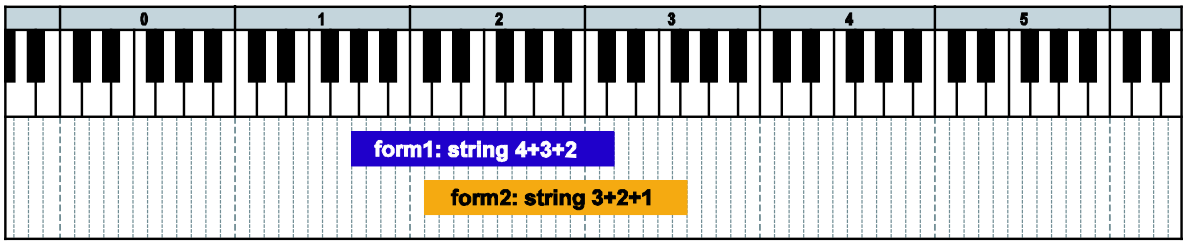


classic mode

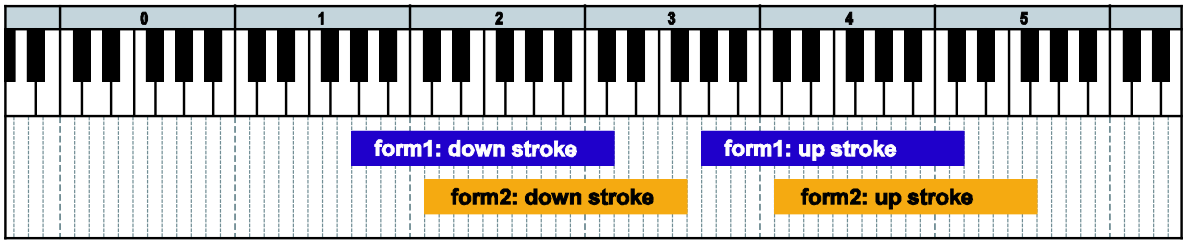


154_major3rd_vibrato

auto mode

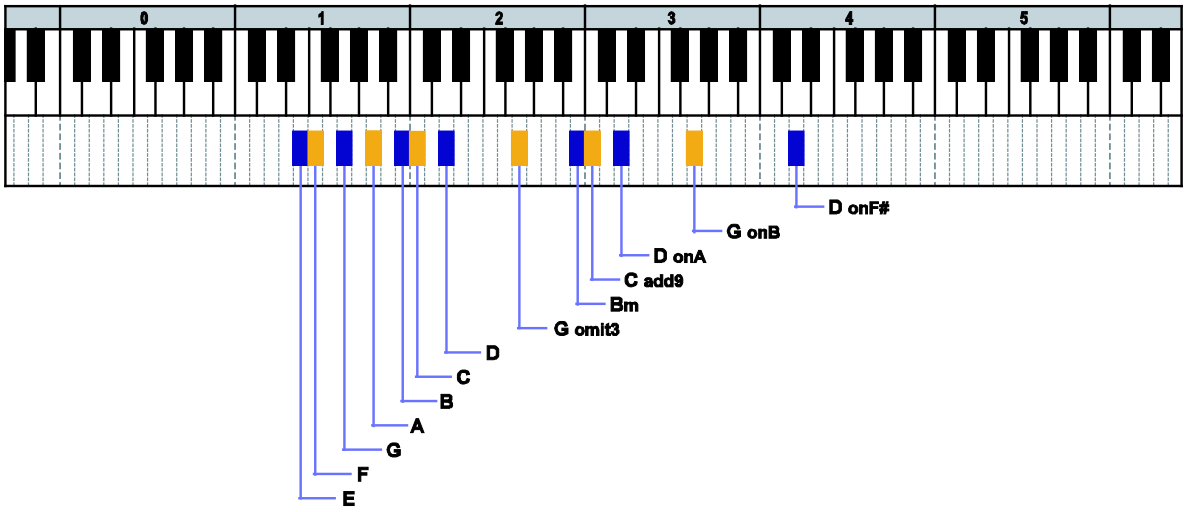


classic mode

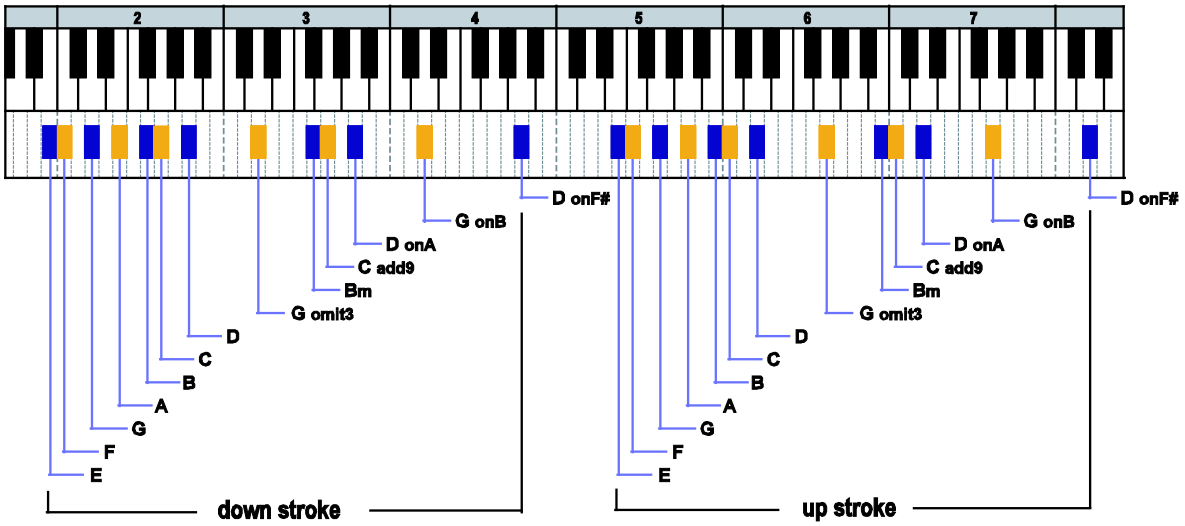


155_open_chords

auto mode

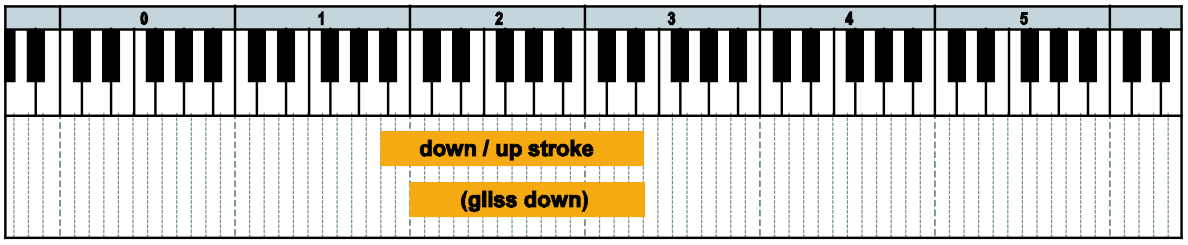


classic mode

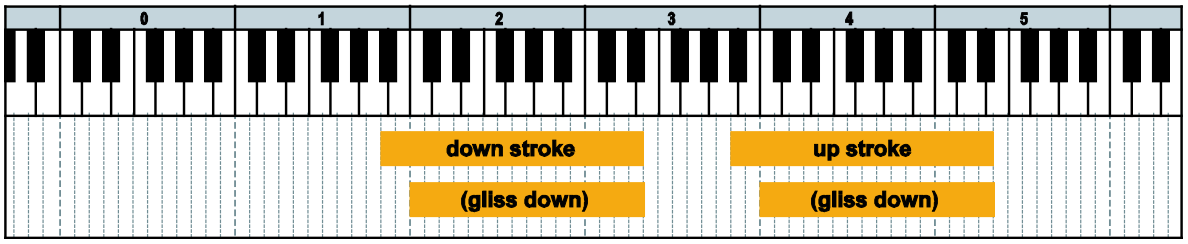


156_sharp9 (#9)

auto mode

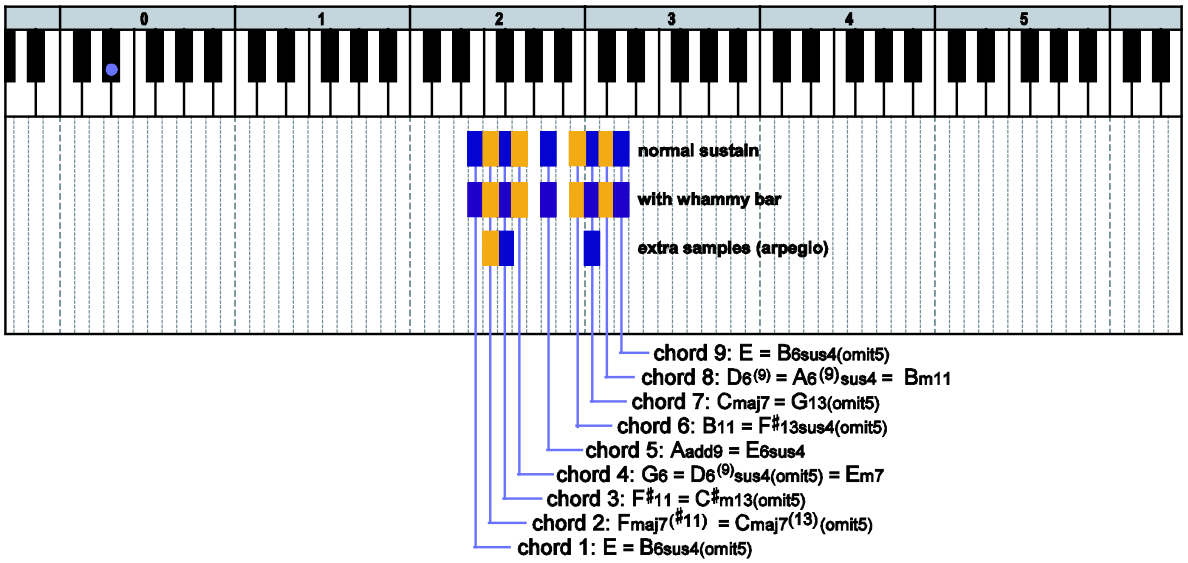


classic mode

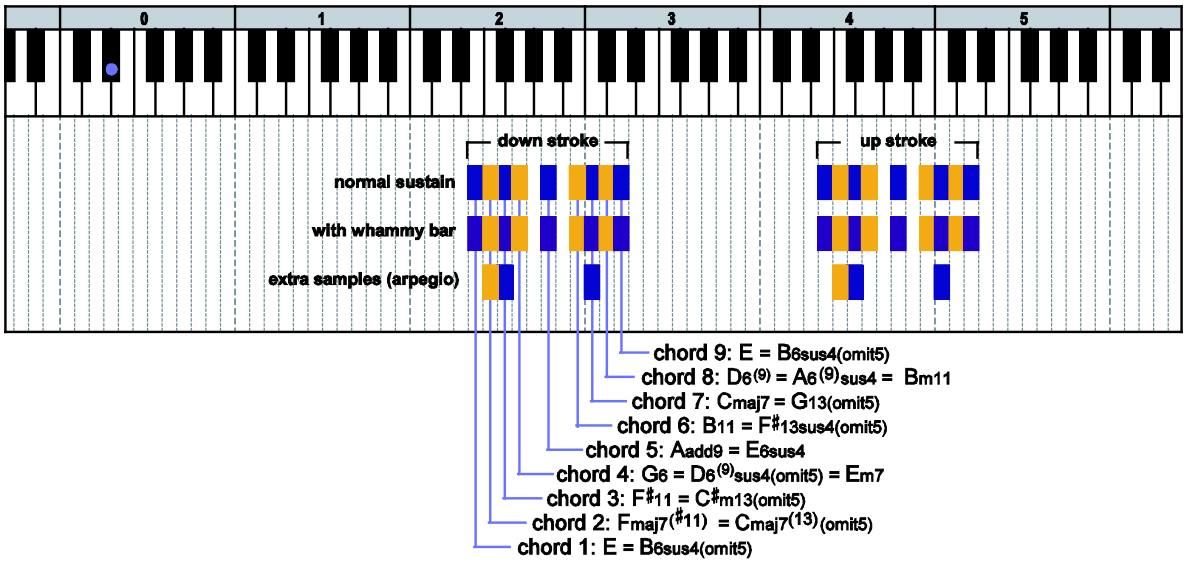


158_other_chords

auto mode

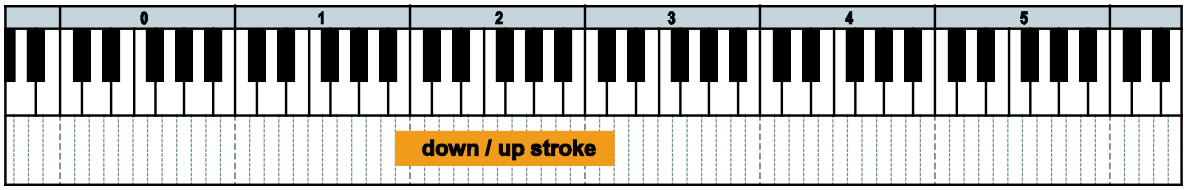


classic mode

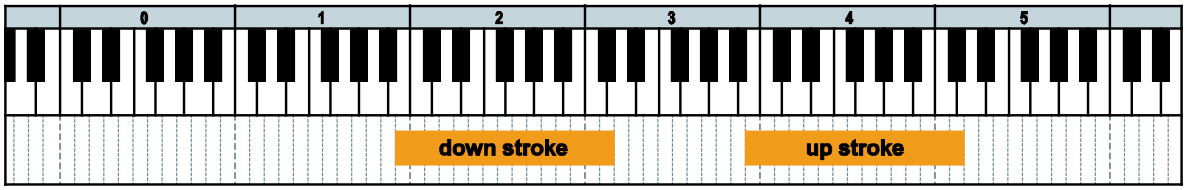


159_m7(9)

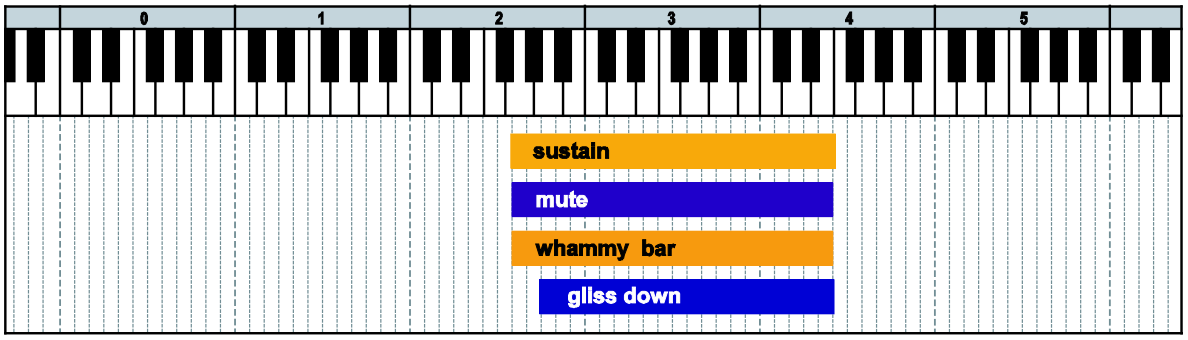
auto mode



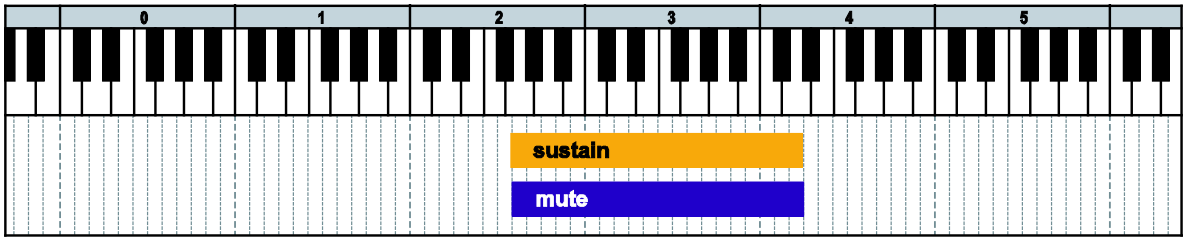
classic mode



164_string3root_major3rd

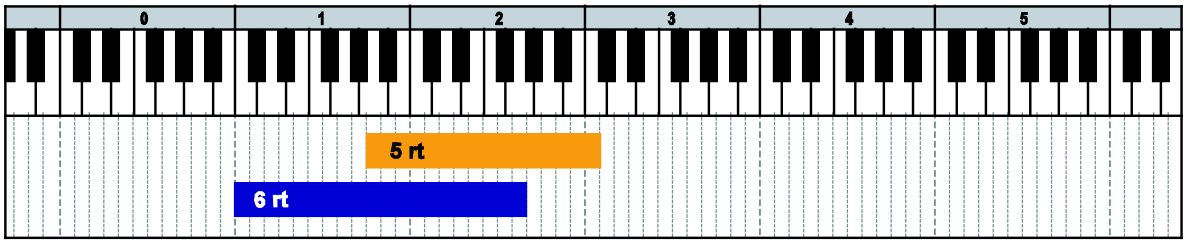


166_string3root_flat5th

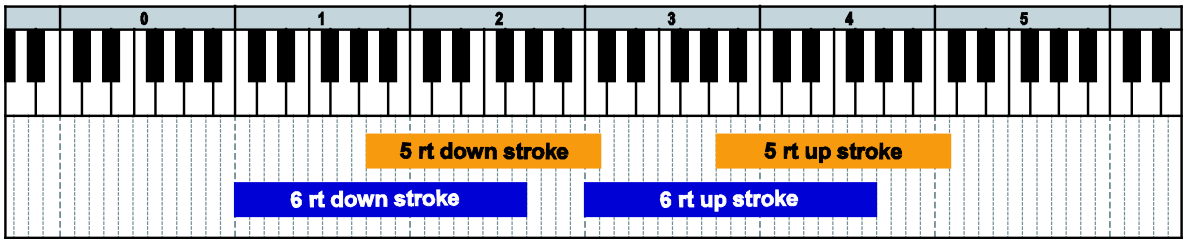


167_power_chord

auto (SPM)



manual (various_chords/small_nki/167_power_chord)



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