Prominy
Sound Solution.

ULTRA REALISTIC VIRTUAL ELECTRIC BASS

SR5
ROCK BASS

User manual

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Introduction

SR5 Rock Bass
Ultra Real-sounding Virtual Electric Bass - The true sound of MusicMan® Stingray5®

SR5 Rock Bass enables you to compose and create natural bass guitar tracks that imitate real bass guitar playing!

1. Incredible real-time playability – SR5 SPM (Super Performance Multi)
With SR5 SPM (Super Performance Multi), you can play ultra realistic bass guitar performance in real-time. You can access various playing techniques instantly without stopping your performance and create convincing bass guitar tracks very quickly.

Realtime Legato Slide
Realtime Hammer-on & Pull-off
Realtime Trill
Realtime picking Tremolo
Mute & picking noise
Gliss down
Natural Harmonics
Fret noise
Tap noise
Pick stop noise
Bridge mute noise
Release noise
Special FX, noises
Natural Harmonics
etc.

2. Fretboard Monitor
The SPM automatically selects a proper string / fret position depending on the situation. You can also change the string manually by key switches. The Fretboard Monitor visualizes the current fret position / playing technique you are playing.

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. Assignable Key Switch
All the SPM instruments have Assignable Key Switch feature that 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.

5. Low note samples included
SR5 Rock Bass captures MusicMan® StingRay®5; one of the most popular 5 string bass guitar among bassists. SR5 includes the lower note samples (low B - low D#) and is suitable for a wide range of musical genres; Modern Metal, Death Metal, Nu Metal, Metalcore, Rock, Pop, and so on.

6. Realtime Legato Slide
With SR5's Realtime Legato Slide feature using 'real' legato samples, you are able to get perfectly real expressions of the human finger's legato slide that cannot be reproduced with a slide emulation by changing pitch.

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

8. 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
- The world's most powerful and largest library of a single bass guitar includes over 15 Giga-bytes, approx. 14,000 samples.
- Kontakt Player 4 included -No sampler required!

System Requirements

Mac OS X® 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 RAM

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

[IMPORTANT] Preload buffer size configuration

Please check your preload buffer size before loading the multi / instrument.

SR5 Rock Bass 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.
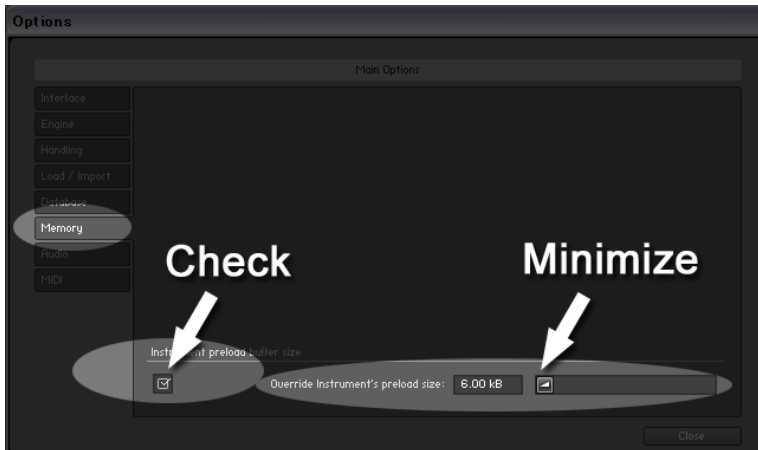


1. Click the Options button;

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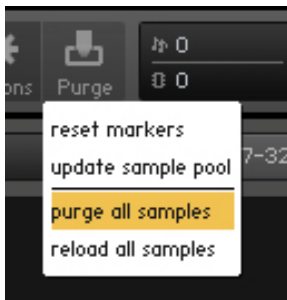
Another great way to save RAM is using the 'purge all samples' feature of Kontakt Player / Kontakt (ver4.1 or later). After loading the multi / instruments, click on the 'Purge' icon and select 'purge all samples'. If your system is not so old, Kontakt Player should load previously unloaded samples on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

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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 Global Controller or 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.

SPM (Super Performance Multi)

Multi: SR5_Rock_Bass

located in; /Multis/

SR5_Rock_Bass.nkm

Key switches (default)

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Main Instruments

Key switch [E0]: Real time legato slide mode

(available only with Auto Sustain ON)

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

Key switch [D#0]: Real time Hammer-on&Pull-off / Trill mode

(available only with Auto Sustain ON)

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

Key switch [D0]: no legato slide mode

Key switch [C#0]: release trigger repetition / Realtime picking Tremolo 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.

Mute / Picking noise

Mute and picking noise is available using Modulation wheel (CC#1) or velocity switch.

default setting
mute mode: mod wheel (MIDI CC# 1)
mute MIDI CC# 1 threshold: 31
picking noise MIDI CC# 1 threshold: 126

Mute is played if the value of the MIDI CC# 1 is higher than 31. Picking noise is played if the value of the MIDI CC# 1 is 127.

Gliss down (Play Key and velocity switch)

Hold Key: F#0
Gliss down samples can be played using the Hold Key; F#0. If you release the original note while F#0 is held down, the original note is stopped and a gliss down sample is triggered.

You can assign gliss down to a different Play Key. For detail, please refer to the 'Play Keys (hold keys and stop keys)' section.

Velocity
You can also play gliss down samples if one of the Main Instruments (key switches; E0, D#0, D0, C#0) is activated and the velocity of the note is higher than 125.

The threshold velocity level to play gliss down is adjustable using Global Controller or MIDI CC# 55.
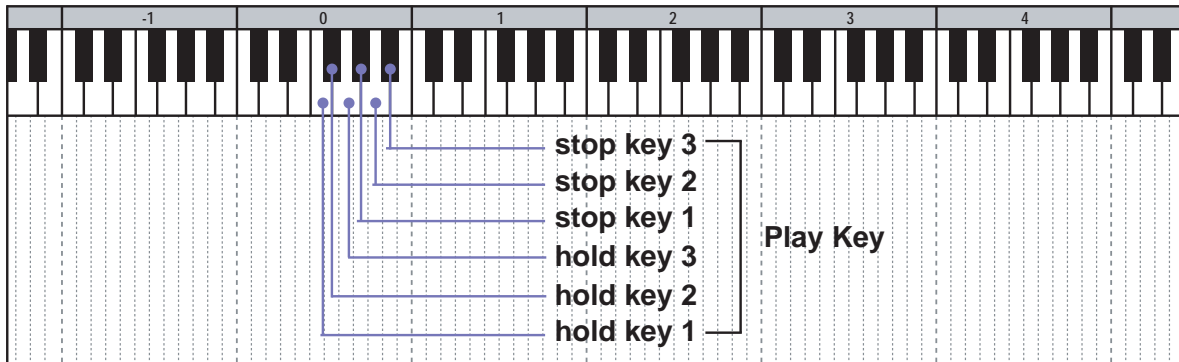
Gliss down speed
3 types of gliss down speed (fast, mid, slow) are available. You can also select the gliss down speed through Global Controller or MIDI CC# 4.

MIDI CC# 4	gliss down speed
0 – 42	fast
43 – 85	mid
86 – 127	slow

*Gliss down samples are not available on the 2nd fret or lower.

Play Keys

Hold Key 1 [F0]:
Pick stop noise and finger release noise is triggered when the note is released while the Hold Key; F0 is held down.

Hold Key 2 [F#0]:
Gliss down is triggered when the note is released while the Hold Key; F#0 is held down.

Hold Key 3 [G0]:
Fret noise is triggered when the note is released while the Hold Key; G0 is held down.

Stop Key 1 [G#0]:
Picking noise is triggered when the Stop Key; G#0 is pressed.

Stop Key 2 [A0]:
Bridge mute noise is triggered when the Stop Key; A0 is pressed.

Stop Key 3 [A#0]:
Picking noise is triggered when the Stop Key; A#0 is pressed.

Forced string select key switches

The SPM automatically selects a proper string / fret position depending on the situation, but you can change the string for the next note manually by pressing the key switches.

String select key switch (default)
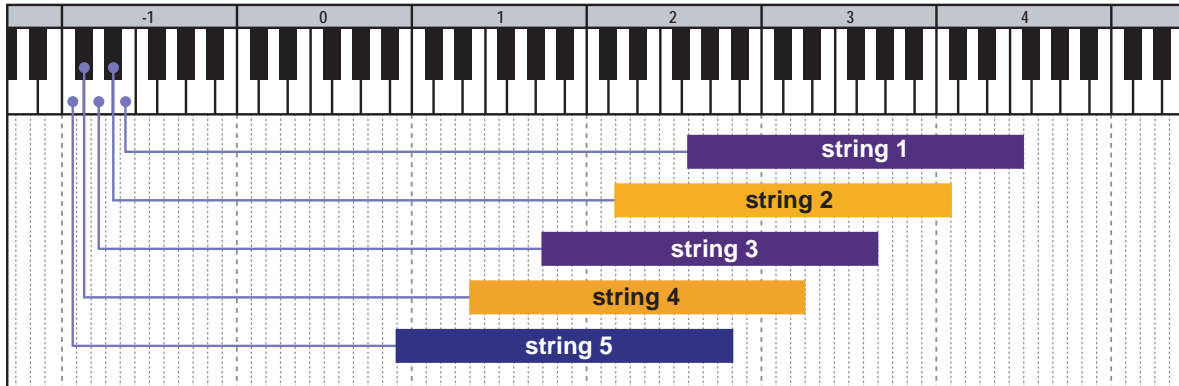
MIDI note names and note numbers

key switch	MIDI note #	string
E-1	16	String 1
D#-1	15	String 2
D-1	14	String 3
C#-1	13	String 4
C-1	12	String 5

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Add-on Instruments

Key switch [C0]: natural harmonics
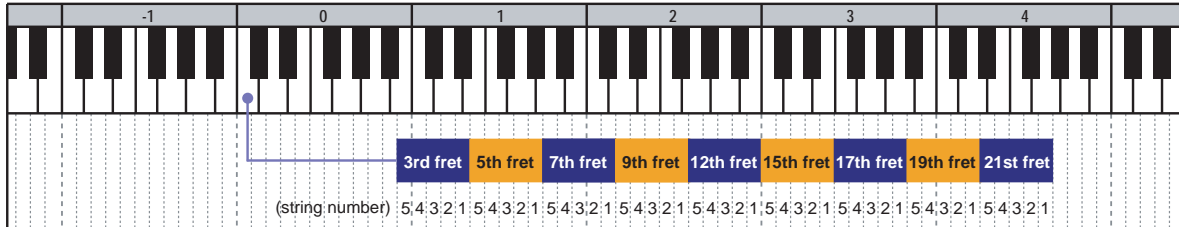
Natural harmonics on the 3rd, 5th, 7th, 9th, 12th, 15th, 17th, 19th, and 21st fret are available.

harmonics type
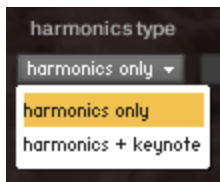
There are 2 types of natural harmonics. You can select the harmonics type using the pull down menu.

The harmonics type can also be selected through [Global Controller](#) or MIDI CC# 35.

MIDI CC# 35	Harmonics type
0 – 63	harmonics only
64 – 127	harmonics+ key note

Key switch [B-1]: FX – slide up & down
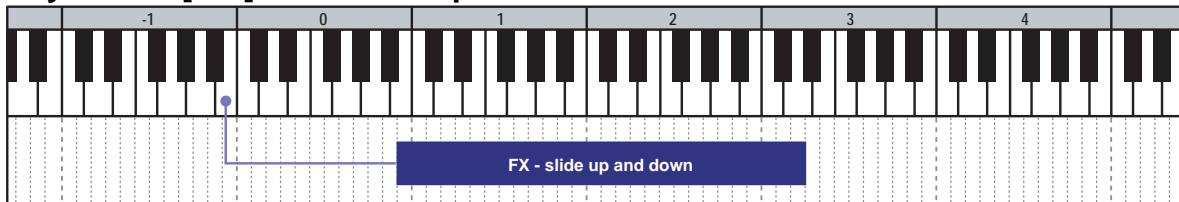
Key switch [A#-1]: FX – noise & harmonics
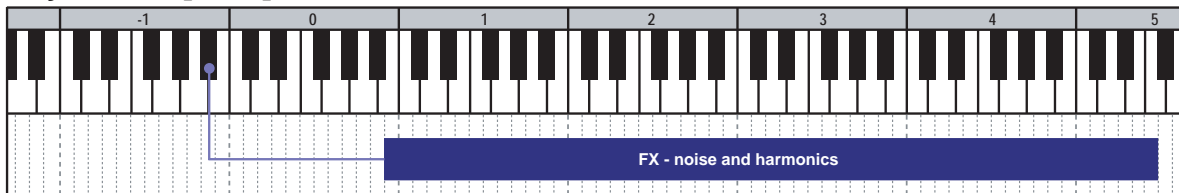
Key switch [A-1]: FX - scratch noise

FX - scratch

Key switch [G#-1]: FX – scrape

FX - scrape
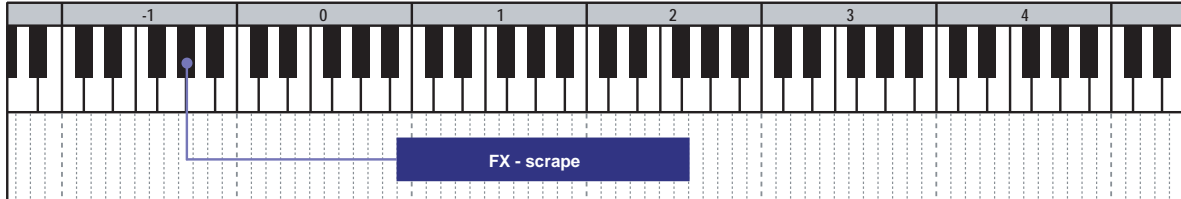
Key switch [G-1]: FX - additional noise

FX - additional noise
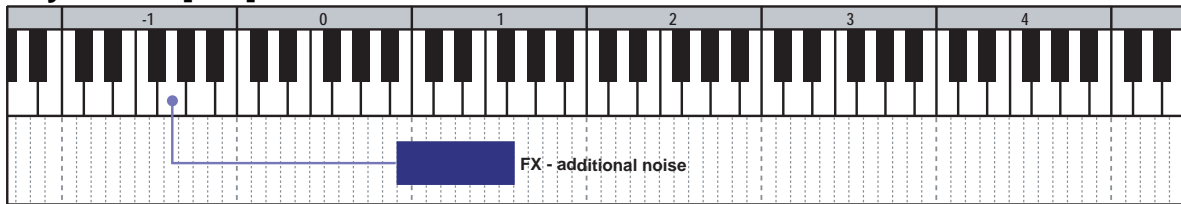
Key switch [F#-1]: FX - brush noise
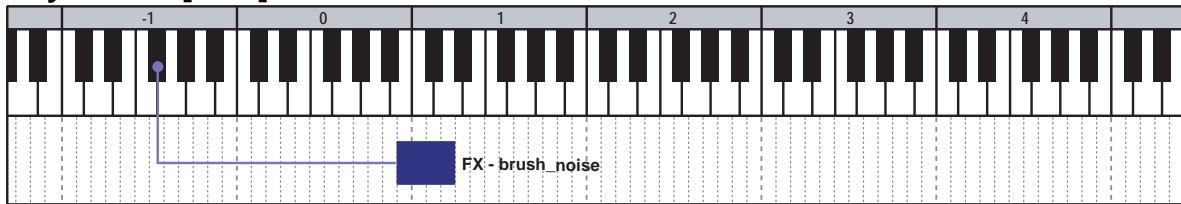
FX - brush_noise

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Fretboard Monitor

The SPM automatically selects a proper string / fret position depending on the situation. You can also change the string manually by key switches. The Fretboard Monitor visualizes the current stroke direction / fret position / playing technique / you are playing.

[Note] You can click the pull-down menu and see the settings (key switch, mute mode, play keys, etc.), but we recommend you to configure the settings usi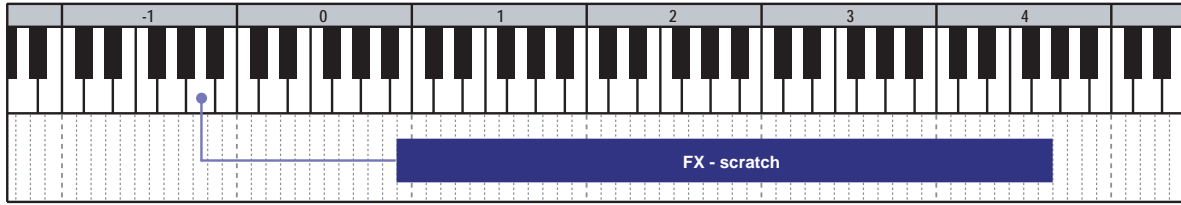ng Global Controller or MIDI Control Changes instead of using the interface because the settings of the Fretboard Monitor and that of the Main Instruments needs to be the same. You can configure all the Main Instruments and the Fretboard Monitor at once by using Global Controller or the MIDI Control Changes. For detail about customizing SPM, please refer to the 'Customizing SPM' section.

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Bridge mute noise (Release instrument)

The Bridge mute noise is triggered anytime the Stop Key; A0 is pressed.

Release instruments can be assigned to the Play Keys (for detail about 'Play Keys', please refer to the 'Play Keys (hold keys and stop keys)' section). The function of Play key is the same as that of Main instruments. The samples that are included in Release instruments are not included in Main instruments.

key switch range
Up to four key switch ranges can be set. In the case of the picture above, this Release Instrument (bridge mute noise) is triggered if one of the instruments in the multi is assigned to the key switch range (from G-1 to E0) is active and the note is released when the Stop Key; A0 is pressed. If the Main instrument (or Add-on Instrument) that is assigned to F-1 is active, this Release Instrument is not triggered because the key; F-1 is not in the key switch ranges. By setting the key switch ranges, Release instruments can be used with multiple Main instruments and Add-on Instruments.

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Instrument: SR5_lite

located in; /Instruments/

This instrument is a lite version of the SPM multi; 'SR5_Rock_Bass'. It requires less RAM space than the multi does. It does not include all of the samples of each string but most of the basic articulations are included in a single patch.

Key switches (default)

E0: Realtime Legato Slide
D#0: Realtime Hummer-on & Pull-off / Trill
D0: no legato slide
C#0: repetition / Realtime Picking Tremolo

For detail about the features of this instrument, please refer to the 'Multi: SR5_Rock_Bass' section.

You can use this instrument with add the Add-on Instruments;

(located in; /Instruments/ multi instrument/)

pickup_hit_noise
natural_harmonics
FX_ slide_up_down
FX_ noise_harmonics
FX _ scratch
FX_ scrape
FX _additional_noise
FX_ brush_noise

Customizing SPM

SPM's features

Global Controller

Most of the features of SPM can be controlled through Global Controller or 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.)

Global Controller can be shown / hidden by clicking the multi script icon.

Octave shift (transpose)
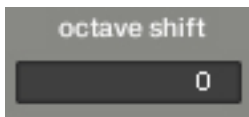
With this number box, you can transpose up to +/- three octaves instead of using your keyboard controller's transpose feature. It is also useful for a keyboard that does not have the feature.

MIDI controllers
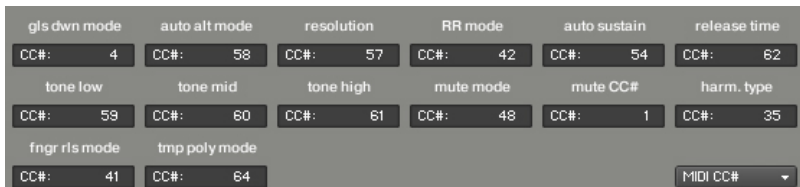
(To show this page, click the 'options…' menu and select the 'MIDI CC#') You can configure MIDI CC numbers to control various features.

*We recommend you not to change the MIDI CC numbers unless you have any specific reasons.

For other parameters, please refer to the following sections.

Auto sustain

With the Auto Sustain feature, you can avoid unwanted staccato that is caused by note-off when the same note (key) is repeated. After note-on, the note keeps playing until;

- the 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 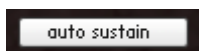and you are able to be ready for next note without stopping your performance. That is why SPM enables you to control and switch the various articulations smoothly with a single MIDI channel in real time.

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 that is currently sustained by sustain pedal, the same old note is canceled automatically. (In short, no duplicate notes are played.) When the sustain pedal is released (=OFF), the auto sustain is turned on automatically.

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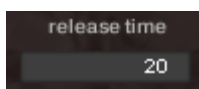
When a new note is triggered, SPM instruments automatically cancel the previous note. You can adjust the release time of the previous note to connect the notes smoothly. The range; 0 - 30 is recommended. It depends on the instrument, tempo, and how the sound is processed (amp simulator, reverb, etc.)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

Roundrobin mode
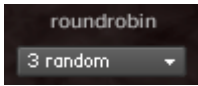
Four types of Roundrobin mode are available. It can be selected from the pull-down menu. You can also select the Roundrobin mode through MIDI CC# 42.

MIDI CC# 42	Roundrobin mode
0 – 31	OFF
32 – 63	2 roundrobin
64 – 95	3 random
96 - 127	4 random

3 Band EQ

You can adjust the levels of high, mid, and low with the knobs. You can also control the tone knob through MIDI CC# 59 (low), CC# 60 (mid), CC# 61 (high).

Gliss down

Gliss down velocity threshold level
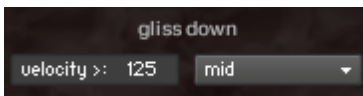
With this number box, you can change the velocity threshold level to trigger gilss down samples. When the velocity of the note event is higher than the threshold level, a gliss down sample is triggered. The threshold level can be changed through MIDI CC# 55.

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

Gliss down speed

3 types of gliss down speed (fast, mid, slow) are available. You can also select the gliss down speed through MIDI CC# 4.

MIDI CC# 4	gliss down speed
0 – 42	fast
43 – 85	mid
86 – 127	slow

You can also play gliss down using Play Keys.

Auto alternation (Auto Stroke Detection)

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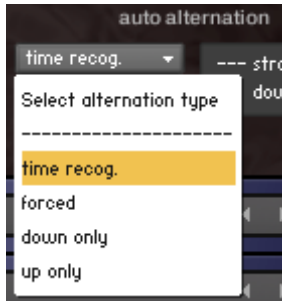
There are four stroke modes. You can select the stroke mode from the pull-down menu. You can also change the mode using MIDI CC# 58.

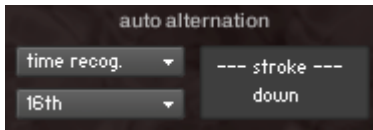|	
time recognition (MIDI CC# 58: 0 - 31)	SPM automatically detects the current beat position and identify proper stroke direction (down or up).
forced (MIDI CC# 58: 32 - 63)	Down stroke and up stroke are played alternately regardless of the current beat position.
down only (MIDI CC# 58: 64 - 95)	Only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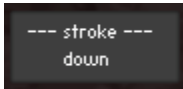
--- stroke ---
down

‘down stroke’ is detected, or ‘down only’ mode is active.
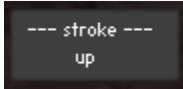
--- stroke ---
up

‘up stroke’ is detected, or ‘up only’ mode is active.

[note] Auto stroke detection mode does not work while the sequencer stops because no beat information is generated unless the sequencer is being played. The stroke info window is not updated when the string (.nki) is not currently active. (For example, when the string 4 is played, the stroke info windows of the sting 5, 3, 2, and 1 are not updated.)

Options menu
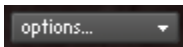
options...

By clicking on the pull-down menu, more options for the instruments are shown.

Play Keys (hold keys and stop keys)

(only for the Main Instruments; string_1, string_2, string _3, string_4, and string_5)

How to check and configure the Play Keys…
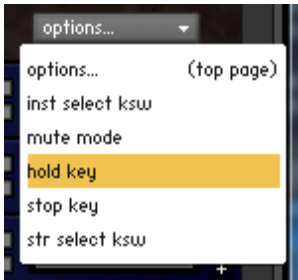
Click the 'options…' menu and select the 'hold key' or 'stop key' from the pull-down menu.

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 F#0 is held down, the original note is stopped and the gliss down is triggered. If you release the original note while F0 is held down, the pick stop noise and the finger release noise is triggered. If you release the original note while G0 is held down, the fret 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 G#0 or A#0 is pressed, no samples are triggered when A0 is pressed.

Configure Play Keys though MIDI CC

The buttons for each hold key / stop key can be turned on /off through MIDI CC# 114, 115, 116, 117, 118, and 119.

You can select the Play Key that you would like to configure through MIDI CC# 114.

Play Key	MIDI CC # 114
hold key 1	1
hold key 2	2
hold key 3	3
stop key 1	4
stop key 2	5
stop key 3	6

After selecting the target Play Key via MIDI CC# 114, each button can be turned on / off with the following MIDI CC#s.

button	MIDI CC#	value
picking noise	115	
pick stop noise	116	
finger rel. noise	117	0 – 63: OFF
fret noise	118	64 – 127: ON
gliss gown	119	
(bridge mute noise)	(113)	

[Important] You can also configure the Play Keys using the interface of each instrument, but we recommend you to do it with Global Controller or the MIDI CC numbers above because the Play Keys setting of the all of the Main Instruments and the Fretboard Monitor needs to be the same. You can finish setting the all the Play Keys for all the Main Instruments and the Fretboard Monitor at once by sending the MIDI Control Changes.

Finger release mode

The finger release noise type can be selected here. You can also select it via MIDI CC# 41.

midi CC# 41	Finger release noise mode
0 - 63	tight
64 - 127	loose

Mute / Picking noise (CC# 1 or velocity switch)

(only for the Main Instruments; string_1, string_2, string _3, string_4, and string_5)

Mute and picking noise is available using modulation wheel (CC#1) or velocity switch.

How to check and change the mute mode setting...
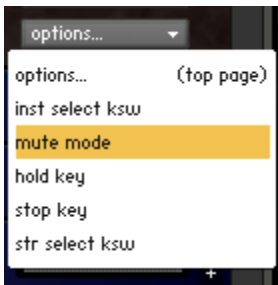
Click the 'options…' menu and select the 'mute mode' from the pull-down menu.

Mute mode: mod wheel (MIDI CC# 1)
With this mode, mute and picking noise can be played using modulation wheel (MIDI CC# 1). Mute samples are triggered if the value of MIDI CC# 1 is larger than the MIDI CC# 1 threshold level. Picking noise samples are triggered if the value of MIDI CC# 1 is larger than the picking noise threshold level.
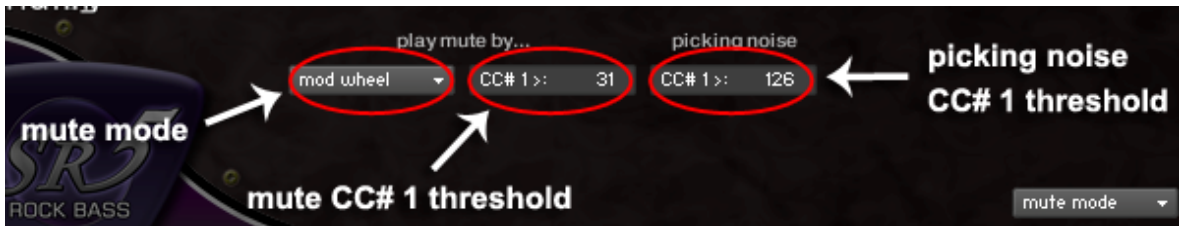
Mute mode: velocity
With this mode, mute and picking noise can be played using velocity switch. Mute samples are triggered if the note velocity is lower than the mute velocity threshold level. Picking noise samples are triggered if the note velocity is lower than the mute velocity threshold level and the value of MIDI CC# 1 is larger than the picking noise threshold level.

Mute mode (mod wheel / velocity switch), and the threshold levels can be changed through the following MIDI CC numbers.

MIDI CC# 48	**mute mode**
	0 - 63: modulation wheel (MIDI CC# 1) / 64 - 127: velocity
MIDI CC# 49	**picking noise MIDI CC#1 (mod wheel)　threshold level**
MIDI CC# 50	**mute MIDI CC#1 (mod wheel)　threshold level**
MIDI CC# 51	**mute velocity threshold level**

[Important] You can also configure the mute / picking noise setting using the interface of each instrument, but we recommend you to do it with Global controller or the MIDI CC numbers above because the the mute / picking noise setting of the all of the Main Instruments and the Fretboard Monitor needs to be the same. You can finish setting the all the mute mode for all the Main Instruments and the Fretboard Monitor at once by sending the MIDI Control Changes.

You can also play picking noise using [Hold key or Stop Key](#).

Instrument select key switches (Main Instruments)

(only for the Main Instruments*; string_1, string_2, string _3, string_4, and string_5)

How to check and change the instrument select key switches…
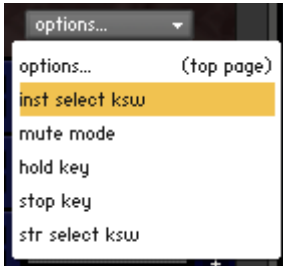
Click the 'options…' menu and select the 'inst select ksw' from the pull-down menu.

The instrument select key switches are shown.

legato slide		hamm&pull/trill		no legato		repetition/trem	
E0:	28	D#0:	27	D0:	26	C#0:	25

The instrument select key switches for the following instruments (= Add-on Instruments) needs to be assigned manually using Global Controller or the interface of each instrument.

pickup_hit_noise
natural_harmonics
FX_ slide_up_down
FX_ noise_harmonics
FX _ scratch
FX_ scrape
FX _additional_noise
FX_ brush_noise

assign mode (MIDI CC# 45)
You can select the assign mode through MIDI CC# 45.

Instrument select key switch MIDI note number (MIDI CC# 44)
You can select the note number of the key switch through MIDI CC# 44.

MIDI CC# 45	assign mode	Inst. #	target instrument (articulation)
0	consecutive	0	All
1	separate	1	legato slide
2	separate	2	hammer-on & pull-off / trill
3	separate	3	no legato
4	separate	4	repetition / picking tremolo tremolo

MIDI CC# 45 = 0 (consecutive mode);
Send the MIDI note number you would like to use for the highest key switch (= 1: legato slide) through MIDI CC# 44, and four consecutive MIDI note numbers are assigned to the instruments automatically. You cannot select higher than MIDI note number 28; E0 because the instrument select key switch range is limited to MIDI note number 28; E0.

**MIDI CC# 45 = 1 to 4 (separate mode);**
Send the MIDI note number you would like to use for the instrument you would like to change the key switch through MIDI CC# 44. For example; if you would like to set the key switch for '3: no legato' to C0 (MIDI note number 24), send the value 3 though MIDI CC# 45 and send the value 24 though MIDI CC# 44. You cannot select higher than MIDI note number 28; E0 because the instrument select key switch range is limited to MIDI note number 28; E0.

[Important] You can also set the instrument key switches using the interface of each instruments, but we recommend you to do it with Global Controller or the MIDI CC numbers above because the instrument select key switch setting of the all of the Main Instruments and the Fretboard Monitor needs to be the same. You can finish setting the all the key switches for all the Main Instruments and the Fretboard Monitor at once by sending the MIDI Control Changes.

Instrument select key switches (Add-on Instruments)

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

How to assign a key switch;
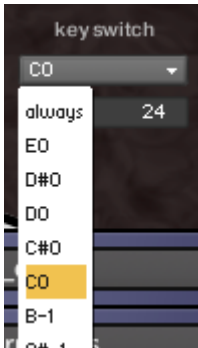
Click on the pull down menu and choose the key you want to use as a key switch.
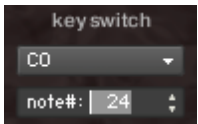
You can also choose a note by inputting the MIDI note number of the key into the number box

The interface can be shown / hidden by clicking the '+' (or '-', if it is already shown) button to show the interface.
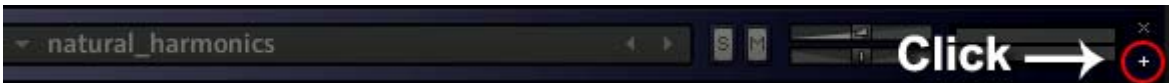
String select key switches

(only for the Main Instruments; string_1, string_2, string _3, string_4, and string_5)

String select key switch (default)
String 1: E-1 (MIDI note number 16)
String 2: D#-1 (MIDI note number 15)
String 3: D-1 (MIDI note number 14)
String 4: C#-1 (MIDI note number 13)
String 5: C-1 (MIDI note number 12)

How to check and change the string select key switches…
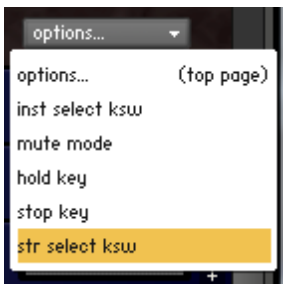
Click the 'options…' menu and select the 'str select ksw' from the pull-down menu.

The string select key switches are shown.
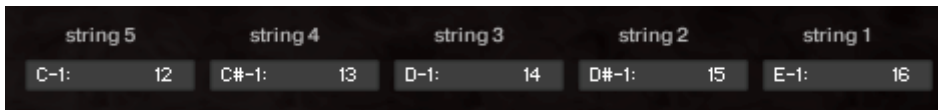
Send the MIDI note number you would like to use for the lowest key switch (= key switch for string 5) through MIDI CC# 52, and five consecutive MIDI note numbers are assigned to the strings automatically.

[Important] You can also set the string key switches using the interface, but we recommend you to do it with Global Controller the MIDI CC numbers above because the string select key switch setting of the all the Main Instruments and the Fretboard Monitor needs to be the same. You can finish the all the key or switches for all the Main Instruments and the Fretboard Monitor at once by sending the MIDI Control Changes.

SR5 MIDI Controller Chart

SR5 MIDI controllers

MIDI CC# 4	**gliss down speed** 0 – 42: fast 43 – 85: mid 86 – 127: slow
MIDI CC# 35	**harmonics type** 0 - 63: harmonics only 64 - 127: harmonics + key note
MIDI CC# 41	**finger release noise mode** 0 - 63: tight 64 - 127: loose
MIDI CC# 42	**roundrobin mode** 0 – 31: OFF 32 – 63: 2 roundrobin 64 – 95: 3 random 96 - 127: 4 random
MIDI CC# 44	**instrument select key switch** (MIDI note number)

MIDI CC# 45	**instrument select mode**
	 0: consecutive mode (All the key switches for all the Main Instruments in the multi can be set at once)
	
	 1 – 4: separate mode
	  1: legato slide
	  2: hammer-on & pull-off / trill
	  3: no legato
	  4: repetition / picking tremolo tremolo

MIDI CC# 48	**mute mode** 0 - 63: modulation wheel (MIDI CC# 1) 64 - 127: velocity
MIDI CC# 49	**picking noise MIDI CC#1 (mod wheel) threshold level**
MIDI CC# 50	**mute MIDI CC#1 (mod wheel) threshold level**
MIDI CC# 51	**mute velocity threshold level**
MIDI CC# 52	**string select key switch** (MIDI note number for the lowest string select key switch)
MIDI CC# 54	**auto sustain ON / OFF** 0 - 63: ON 64 - 127: OFF
MIDI CC# 55	**gliss down velocity threshold level**
MIDI CC# 57	**auto alternation (auto stroke detection) resolution** 0 - 25: 8th 26 - 50: 8th triplet 51 - 75: 16th 76 - 100: 16th triplet 101 - 127: 32nd
MIDI CC# 58	**auto alternation (auto stroke detection) mode** 0 - 31: auto 32 - 63: forced 64 - 95: down only 96 - 127: up only

MIDI CC# 59	EQ low	
MIDI CC# 60	EQ mid	
MIDI CC# 61	EQ high	
MIDI CC# 62	release time	
MIDI CC# 113	**bridge mute noise** *Use with MIDI CC# 114* 0 – 63: OFF 64 – 127: ON	
MIDI CC# 114	**target play key to edit** 1: hold key 1 2: hold key 2 3: hold key 3 4: stop key 1 5: stop key 2 6: stop key 3	
MIDI CC# 115	picking noise	*Use with MIDI CC# 114* 0 – 63: OFF 64 – 127: ON
MIDI CC# 116	pick stop noise	
MIDI CC# 117	finger release noise	
MIDI CC# 118	fret noise	
MIDI CC# 119	gliss gown	

Credits

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