V-METAL

update ver.1.20

[IMPORTANT] Preload buffer size configuration

Please check your preload buffer size before loading the multi / instrument.
V-METAL 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.
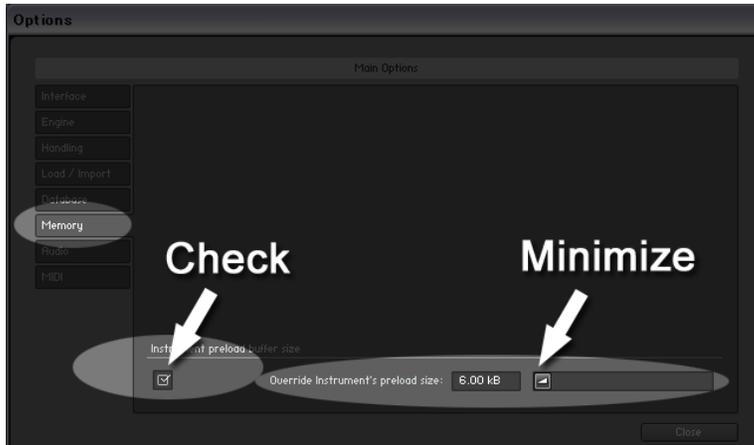
1. Click the Options button;

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'
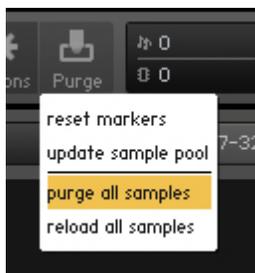
Another great way to save RAM is using the 'purge all samples' feature of Kontakt Player / Kontakt (ver4.1 or later). After loading the multi / instruments, click on the 'Purge' icon and select 'purge all samples'. If your system is not so old, Kontakt Player should load previously unloaded samples on 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.
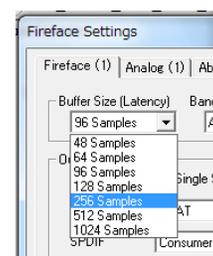
Tips

[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 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.

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ver.1.20 New Features:

- Mute sample length control (Palm mute can be tightened / loosened.)

- Legato slide and gliss down sample volume can be controlled with MIDI CC# 43.

- minor fixes

[Please check your Kontakt Player version]
This update requires Kontakt Player (or Kontakt) 5.3.0 or later. If your Kontakt Player version is older than 5.3.0, go to;

http://co.native-instruments.com/index.php?id=kontaktplayerdl

and download the latest version of Kontakt Player. (You can also download it via Native Instruments Service Center.)

Mute sample length control

(This feature is not available with the lite version of the instrument / multi.)

Click the 'options…' menu of Global Controller and select the 'misc.' from the pull-down menu.
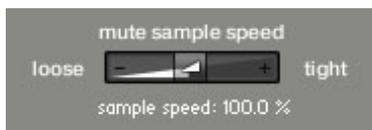
Palm mute can be tightened / loosened using the slider. The available range is 50 % (loose) - 200 % (tight). This slider changes only the mute sample speed of the instrument that is currently selected. (The Global Controller memorizes the mute sample speed of each instrument. For example, select the 5th-dyad chord and set the slider to 80 %, then select the 4th-dyad chord, and it becomes 100 % if it has not been changed. When you select the 5th-dyad chord again, it becomes the memorized value; 80 %. The slider can also be controlled through MIDI CC# 47.

* This feature uses Kontakt's time compress / stretch feature. Too much compress / stretch may result in an unnatural sound. Though it depends on the situation, 70 % (loose) - 180 % (tight) is recommended. Experiment and find the best result!

[IMPORTANT] The time compress / stretch is CPU intensive. Send only 1 data (value) for each change.
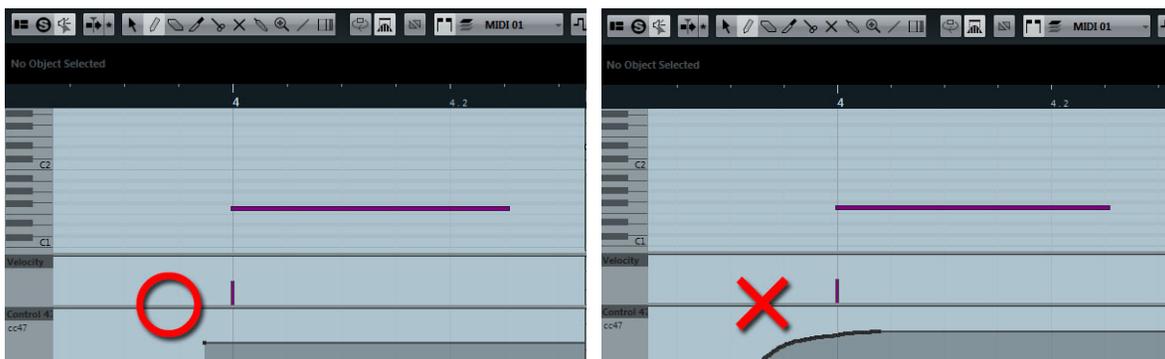
Reset mute sample speed

With this button, you can reset the mute sample speed of ALL the instruments (that have mute samples) in the multi. You can also reset the mute sample speed via MIDI CC# 26.

MIDI CC# 26:
64 - 127: reset mute sample speed (After resetting, the mute sample speed of all the instruments becomes 100 %.)

Deactivating Mute sample length control feature...
RAM usage becomes somewhat bigger by using the mute sample length control feature as Kontakt buffers the entire mute samples when this feature is turned ON. If you don't need to control mute sample length, you can turn off this feature using each instrument's interface and save RAM, but you can use the already-deactivated ones; 'V-METAL_mslc_off.nkm' and 'V-METAL_double_track_mslc_off.nkm' in the folder; 'mute_sample_length_control_OFF'.

If you would like to turn off the feature by yourself, click the 'options...' menu of each instrument and go to; 'mute mode', and you'll see a button to turn ON / OFF this feature. Repeat the process with all the instruments that have mute samples. (single_note_str1-6, 4th_dyad_chord, flat_5th_dyad_chord, 5th_dyad_chord, sharp_5th_dyad_chord, 6th_dyad_chord, add9, power_chord, sus4, octave, minor_3rd_dyad_chord, major_3rd_dyad_chord, other_chords)

Controlling legato slide / gliss down sample volume

Legato slide and gliss down sample volume can be controlled with MIDI CC# 43.

MIDI CC# 43:
0 (max) - 127 (min)

* If MIDI CC# 43 is 127, you won't hear any legato slide / gliss down samples.

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ver.1.10 update

- The Auto Sustain stops when DAW (sequencer) stops.

- Samples can be tuned down to - 5 semi tones (as low as drop G) via Global Controller or MIDI CC# 27.

- 'key = top note' mode is added to 4th-dyad chord

- Full size (165 mm octave span) Play Key & Instrument Select Key Switch chart
('V-METAL_full_size_key_switch_chart_default.pdf' and 'V-METAL_full_size_key_switch_chart_user.pdf' in the 'Documentation' folder)

- minor fixes

Lower tunings

Samples can be tuned down to - 5 (as low as drop G) via Global Controller or MIDI CC# 27.

midi CC# 27	tuning
0 - 22	0: drop C (original pitch)
23 - 43	-1: drop B
44 - 65	-2: drop A#
66 - 87	-3: drop A
88 - 99	-4: drop G#
100 - 127	-5: drop G

Click the 'options…' menu of Global Controller and select the 'misc.' from the pull-down menu.
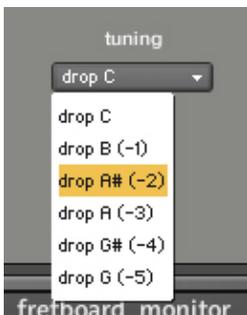
Select the tuning from the pull-down menu.

* This feature uses Kontakt's simple pitch shift and samples become slower than the original speed due to the pitch shift. (Especially noticeable when sampled trill or sampled tremolo is selected) You might be able to get a better result using your DAW's (or an audio editor's) high-quality pitch shift (with time compression) feature that most DAWs have. (Export a whole guitar part as an audio file without tuning down, and then pitch-shift it using your DAW.)

You can also play tremolo with Play Key (repeat same note) and trill with Realtime Hummer-on&Pull-off.
(For details, please refer to the user manual; V-METAL_User_Manual.pdf)

[Lowest key] As the range lower than C1 is used for key switches, the lowest key becomes 1 octave higher if the tuning lower than drop C is selected. For example, the lowest key is C1 when the drop C is selected, but when drop B is selected, the lowest key is B1, not B0 next to C1 because B0 and lower keys are used for key switches.
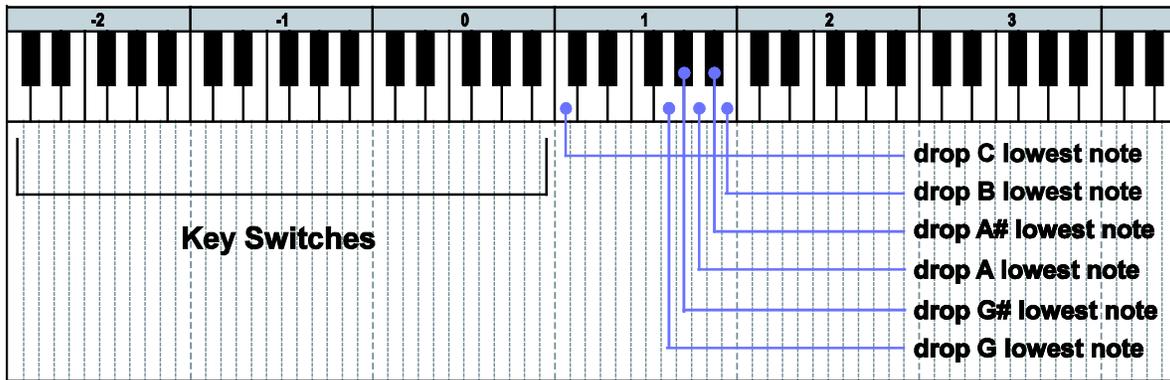
'key = root' and 'key = top note' (4th-dyad chord)

2 types of the mapping modes; 'key = root' mode (default) and 'key = top note' mode are available when 4th-dyad chord is selected.
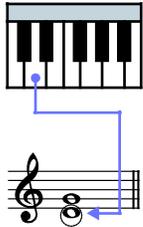
'key = root' mapping   'key = top note' mapping
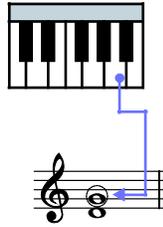
Sometimes 4th-dyad chord is used as '4th-dyad chord ' (key = root) as it is, and sometimes it is used as 'inverted 5th-dyad chord' (key = top note). The 'key = top note' mode is convenient when you play something like Smoke on the Water or Burn (Deep Purple). With the 'key = root' mode, the 2-strings chords (6th, #5th, 5th, flat 5th, 4th, major 3rd, minor 3rd) can be switched smoothly among them.

Click the 'options…' menu of Global Controller and select the 'misc.' from the pull-down menu.
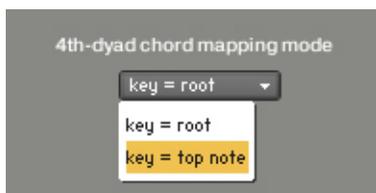
Select the mapping mode from the pull-down menu.

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