



VSEG ENGINE v1.3.7

USER GUIDE EN

by **VERSUS** AUDIO



V S E G E N G I N E U S E R G U I D E

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■ User Guide Overview

VSEG ENGINE USER GUIDE (hereinafter referred to as “this guide”) explains the VSEG engine of Versus Audio products, the script engine “VSEG” for pick-playing electric guitar and pick-playing electric bass. The explanation is for all products equipped with.

In this guide, “VS HEAVY 7Z.nki” is used as an example, but other products can be interpreted in the same way as long as they are equipped with the VSEG engine.

It is recommended that you start this product and view this guide.

(* The availability, number, and range of functions may vary depending on the product and version. The descriptions in this guide may be changed without notice due to version upgrades or modifications. (This guide does not explain the functions of the main body of NI KONTAKT itself.)

Products including VSEG products : 「VS TEXAS ST」 「VS MONSTER RD」 「VS BURST LP」 「VS HEAVY 7Z」 「VS SKINNY MZ」 「VS BASS AS」)

How to read the PLAY screen



①Fretboard

playing range

Image 1 is a display example in the [Mode: Solo / Poly / Power / Power2 / Octave / Octave2] state.

When you start Instruments, the PLAY screen is displayed first. On the PLAY screen, a blue marker as a playing range and a cyan marker indicating the lowest note are displayed on the fretboard.

The marker moves on the fret in synchronization with the keyboard color of the playing range of image 1. When you press the cyan key, the sound of the cyan fret on the fretboard is played.(* In the case of a fret that is physically impossible with some playing techniques, another fret is automatically specified.)

In [Mode: Power / Power2] and [Mode: Octave / Octave2], multiple strings are played simultaneously, so the performance range of the lowest note among the constituent notes is displayed with a marker. ([Mode] refers to image 1 A.)

When you press a key in the playing range and make a sound, a white block is displayed on the fretboard. The type of sound (SU: sustain, etc.) that is actually sounding in the block is displayed.

②Information display bar

When the key switch is operated, information about the pressed key switch is displayed. The state of [image 1 ②](#) indicates that the [Mode: Solo] key switch has been pressed.

③Knobs and switches

(* See the separate section "[■Knob switch function](#)")

④Help switch

Displays help according to the sound source status. This is used when you do not know the operation or check the key switch.

⑤Panic switch

Pressing the panic switch when the sound source operation is unstable or the sound does not stop when you press the release key stops all sounds and initializes internal variables related to sound generation and sound generation stop.

⑥Stroke direction display

If the point of the pick is downward, it means a down stroke, and if it is upward, it means an up stroke. (This is a display-only function and cannot be operated.)

⑦Main menu

The most important items in setting the sound source, such as how to play, how to play, fret position, etc. are lined up.

Pressing the top green bar (right of [image 1 B](#)) changes some of the main menu items. Press the red bar ([image 1 B left](#)) to return to the original.

Everything in the main menu is compatible with key switches and CC (control change) operations.

The color of the small bar ([Image 1 C](#)) immediately to the left of the menu indicates the color of the corresponding key switch. Gray can be operated with CC, not key switch. When this small bar is pressed, the corresponding key switch turns black and the operation with the key switch etc. is invalidated. Press again to resume. The key switch is enabled when the small bar is light, and disabled when it is dark. It can also be used as a key switch position check.

(* Refer to the separate section "[■Key switch and main menu functions](#)" for the functions of the main menu))

⑧Screen change switch

Switches to the PLAY screen, SETTING screen, or VOLTONE screen. [Image 1](#) shows the PLAY screen selected.

(* For details on the SETTING screen, see the separate section "[■SETTING screen](#)")

(* For details on the VOLTONE screen, see the separate section "[■VOLTONE screen](#)")

⑨Velocity information display field

Displays velocity information with the current settings. In [Play: Auto] and [Play: Auto2], you can select the playing method by velocity, so the velocity range where each playing method sounds is displayed. "Velocity to Volume" is displayed for performances that specify the volume by velocity.



Image 2 is in the state set to [Mode: Chord].

playing range

Image 2

① Fretboard

Image 2 is a display example in the [Mode: Chord / Form] state. In [Mode: Chord / Form], the blue marker indicating the performance range is not displayed.

Instead, a [CHORD EDIT] button and a chord search function that imitates the keyboard for one octave (D in image 2) are displayed.

Chord search function Specify the search conditions with the cyan switch on the left side, and change the keyboard in the performance range to cyan. (* For the code search function, refer to the separate section "■ Code Search Function")

Press the [CHORD EDIT] button to display the code editing function (E in image 2). (* For details on the code editing function, see the separate section "■ Code editing function")

② Information display bar

When the key switch is operated, information about the pressed key switch is displayed. Image 2 "Mode-Chord (Vel < 64: Form Mode-64 <= Vel: Chord Mode)" is displayed when the key switch corresponding to [Mode: Chord] is pressed. When the velocity is less than 64, [Mode: Form] is displayed. When the velocity is 64 or more, [Mode: Chord] is displayed. Information is displayed in the same way with other key switches.

■ Key switch and main menu functions



Image 3 shows help in the [Mode: Solo] state.

Image 3

Help top ① Selection of playing style 【Play:●●】 (C-2 ~ G-2)

Select a performance method. In the 【Play: Auto】 and 【Play: Auto2】 states, the playing method is specified by the numerical value of the velocity within the performance range. (Picking harmonics do not sound when 【Mode: Chord / Form】 is selected.)

If you want to fix a certain performance style, use the yellow key switch in the upper part ① of the help to switch the performance style. Abbreviations of performance methods described in the sound source are: SU: sustain, MU: mute, HO: hammering on, PO: pulling off, PH: picking harmonics, NH: natural harmonics, SN: stop noise, BN: brushing noise, PS: Pick stop noise, PN: Pick noise.

In the 【Play: HO / PO】 state, either hammering on or pulling off is automatically selected based on the playing order and the position of the playing fret. In the 【Play: PH】 state, the tone of the picking harmonics is specified by velocity. The volume cannot be specified.

【Play:HO/PO,HO,PO,NH,SU,MU,SN,BN】 specifies the volume level of the velocity.

(【Play:PH】 and 【Play:Auto2】 in 【Mode:Chord/Form】 are the same as 【Play:Auto】)

Help top②Pick scratch etc. (A-2)

Pick scratches and glissandos with different lengths and sounds are combined into one key. The tone is specified by velocity.

Help top③Fret position selection [Posi:●fret] (C -1 ~ G # -1/A ♭ -1) (CC operation possible : Default CC#63)

Specify the position of the lowest note fret of each string (other than the lowest note string) in the performance range. The "lowest fret position" is "the index finger position of the hand with the neck" in the real guitar. Specify low position, high position, etc. here.

When **【Auto fret】** is On, the position is automatically changed according to the slide performance and performance. If you want to fix the position, set **【Auto fret】** to Off.

【Mode: Chord / Form】 eliminates the need to specify the position, so the key switch at this location switches to each string performance.

Help top④Performance mode selection [Mode:●●●●]

- **【Mode:Solo】 (C 0)**

This mode plays each string monophonically. When you press a key in the performance range, all preceding sounds are automatically stopped.

- **【Mode:Poly】 (C # 0/D ♭ 0)**

This mode plays each string polyphonically. The preceding sound of the same string will automatically stop, but the preceding sound of the different string will be maintained. Use this when playing arpeggios.

- **【Mode:Power】 (D 0 Velocity 64 or higher) ※ 1 ※ 2**

This mode plays the power cord. When you press a key in the performance range, the sound corresponding to the specified chord will be played simultaneously. Code designation key switches are displayed in C5 to D5. (C5: 5th, C # 5 / D ♭ 5: 5th + octave top, D5: 4th)

- **【Mode:Power2】 (D 0 Velocity less than 64) ※ 1 ※ 2**

This mode combines **【Mode: Solo】** and **【Mode: Power】** . The difference from **【Mode: Power】** is that there is a difference in the performance method specification by velocity with the performance key. Velocity 2-9 is single note mute, and velocity 1 is single note sustain.

- **【Mode:Octave】 (E 0 Velocity 64 or higher) ※ 2**

This mode plays the octave. When you press a key in the playing range, the stop noise or brushing noise of two higher strings and one higher string will sound simultaneously.

- **【Mode:Octave2】 (E 0 Velocity less than 64) ※ 2**

This mode combines **【Mode: Solo】** and **【Mode: Octave】** The difference from **【Mode: Octave】** is that the playing method specified by velocity with the performance key is different. Velocity 2-9 is single note mute, and velocity 1 is single note sustain.

- **【Mode:Chord】 (B -1Velocity 64 or higher) ※ 2**

This mode plays chords. Chord selection key + Chord set for each keyboard in the performance range. Different chords can be set for all keys within the performance range. Slide performance is not possible.

• **【Mode:Form】 (B -1 Velocity less than 64) ※ 2**

This mode plays chords in a fixed form. The chord that is slid to the bridge side on the fret is assigned while maintaining the form assigned to the lowest key in the playing range.


(* 1: The performance range is limited by **【PowercodeLimit】** on the SETTING screen.)

(* 2: Adjust the stroke speed with the knob **【STROKE TIME】** .)

Help top⑤Slide mode 【Slide】 (A #-1/B ♭-1)

When On, holding down one key in the playing range and pressing another key will cause all string sounds to slide continuously to the fret that will be the pitch of the keyboard that was input later. The slide speed becomes slower as the velocity of the keyboard that is input later is weaker and faster as it is stronger. By inputting multiple times, it is possible to express the speed change during the slide. (If the upper and lower limits of the fret number are exceeded, **【Mode: Chord】** , or **【Hold】** Off and **【Mode: Poly】** , the slide will not be executed.)

Help top⑥Brushing mode 【Brushing】 (D #0/E ♭0)

Switches to a method suitable for input such as brushing or cutting. When **【BrushingMode: All】** is set on the SETTING screen, the playing method in  on the right side of the center of image 3 help is switched. When "Sustain [Brushing]" or "[Brushing All]" , all strings except those for which the playing style is specified are automatically brushed, and all strings are stroked. When **【BrushingMode: Solo】** is set, only the specified string is stroked.

When **【FastBrushing】** is set to On on the SETTING screen, the knob **【STROKE TIME】** is set to the fastest setting and locked.

The volume of the brushing noise generated in the brushing mode is the volume specified by **【Brushing: Vel】** on the SETTING screen. (* For details on each function, refer to the separate section "**SETTING screen**")

Help top⑦Repeat Key (F 0)

This has the effect of playing the keyboard within the playing range that was played immediately before. Use this when you want to process the same pitch many times in succession.

Help top⑧Octave Repeat Key (F #0/G ♭0)

Plays the sound one octave above the keyboard that was played just before. In order to minimize the position change, priority is given to two higher strings.

Help top⑨Release Key

Stops all sounding sounds and generates the following release noise.

- (G0) Generates fret noise. The shorter the velocity value, the shorter the fret noise, and the higher the value, the longer the fret noise. Noise sound volume cannot be specified.
- (G # 0 / A ♭ 0) Generates dead noise. The volume of the noise sound is specified by the strength of the velocity.
- (A0) Stop noise is generated. The volume of the noise sound is specified by the strength of the velocity.
- (A # 0 / B ♭ 0) Mute noise is generated. The volume of the noise sound is specified by the strength of the velocity.

Help top⑩Automatic insertion release noise volume selection 【RelVol:●%】 (A #-2/ B ♭-2 Velocity selection)

The release sound is automatically inserted when the string sound stops, but after a long sustain, the difference between the sustain sound and the release noise volume may be large and unnatural. In such cases, you can set the volume manually with 【RelVol: ●%】 . When 【RelVol: OldType】 is selected, the operation is the same as the automatic insertion release noise function before v1.3.0.



Image 4 shows the help displayed in the [Mode: Chord] state.

Image 4

Help top③Play each string (white key: Play all strings) (C-1 ~ G-1)

This is a unique key switch in [Mode: Chord/Form]. The blue keyboard that plays each string is assigned to each string, and the fret sound corresponding to the chord specified by the two [Chord] and [Form] in the main menu is played. When played intermittently, it will sound monophonically and stop all preceding sounds. If you hold down the keyboard of each string playing range and play it continuously, it will sound polyphonically, the preceding sound on the same string will stop, and the sound on the other string will be maintained. The white keyboard will stroke all strings.

Help middle①Quick chord mode [Quick Chord] (C 3)

If this is "On", the keyboard will sound as soon as you press a key within the playing range. Set [Quick Chord] "Off" if you do not want to sound only by specifying a chord.

Help middle②Chord selection [Chord:●●] (Chord : C 4 ~ D 5) (keynote : C 1 ~ B 2)

Specify chord [Chord: ●● (, m, 7, M7, m7, mM7, dim, m7-5, aug, sus4,7sus4,6, m6, add9, user)] on the red keyboard in ② Specify the fundamental tone [Chord: ●● (C ~ B)] with the blue and cyan keys shown in the range (red and cyan keys when [Quick Chord] is Off). For example, combining [Chord: m] and [Chord: C] results in Cm. The fret position of the chord can be edited freely.



Image 5

Help Bottom①Each string fret noise (F 5 ~ B 5)

Sounds fret noise on each string. 7 to 1 strings are assigned in order from the lowest keyboard.

If the velocity value is small, the noise will be short and if the value is large, long noise will be produced.

Help Bottom②String selection [Strings:●●str] (C 6 ~ G 6)

The playing range is adjusted so that all the frets of the specified string can be played. In the case of [Strings: auto], the position of [Posi: ● fret] has priority. When [Posi: ● fret] is operated, [Strings: auto] is automatically set.

Help Bottom③PU selection [PU:●●] (C 7 ~ D7*The range depends on the number of PUs on each product.)

Select the PU. The tone does not change when switching, but the tone changes from the performance after switching. The PU to be used must be loaded on the SETTING screen [LoadPU: ●●]. Sounds that are not loaded will not sound.

Help Bottom④Red menu (B 7)、⑤Green menu (C 8)

Switches the key switch layout and main menu to the red or green menu. The red menu refers to ② and ③ in image 5 above. Green menu refers to ② and ③ in image 6 below.



Image 6 shows help with the green menu selected.

Image 6

Help Bottom②Stroke string selection (White key : All strings) 【Stroke:○-●str】 (C6 ~ C7)

Use this when playing only low strings or only high strings. For example, 【Stroke: 4-7str】 sounds only 4-7 strings, and 【Stroke: 1-3str】 sounds only 1-3 strings. It cannot be restricted to the middle string such as 3-5 strings. With the white keyboard in the middle, it becomes 【Stroke: 1-7】 and there is no limit.

Help Bottom③Stroke direction selection 【Down/Up/Alternate/Alternate2】 (E7 ~ G7)

Specify the stroke direction. Select from down stroke, up stroke, alternate, alternate 2 (automatic return). Alternate alternates down stroke and up stroke.

In addition to the alternate function, alternate 2 (automatic return) automatically starts with a down stroke after a certain period of time. The "specified time" is specified on the Setting screen 【StrokeTiming:

● / ●】.

Main menu⑥Hold mode 【Hold】 (Default CC#64)

【Hold】 In the On state, the sound will continue to sound even if you release the keyboard.

【Hold】 When set to Off, the sound stops as soon as the keyboard is released, causing a release to occur.

【Hold】 In the Off state, there is a drawback that it will be difficult to handle the slide performance because the sound will not sound unless the keyboard is held down.

Also, because of the characteristic that the sound does not sound unless you keep pressing it, the input method of polyphonic sounding of multiple strings and the input method of the slide performance method are the same in 【Mode: Poly】 , so the slide performance method in 【Mode: Poly】 Is disabled and cannot be used.

■ Knob switch function

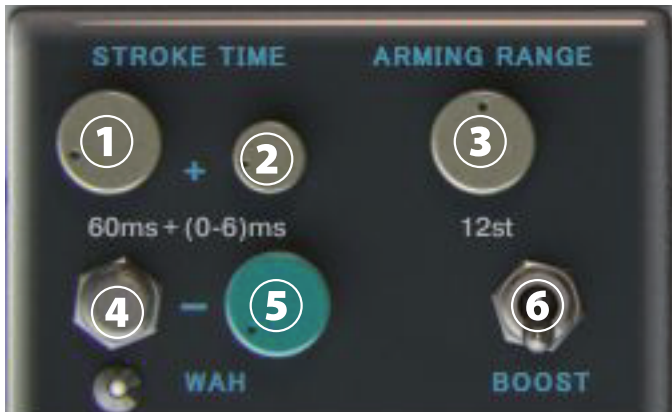


Image 7

Image 7 is displayed on the Play screen.

①Knob 【STROKE TIME】、②【STROKE TIME 2(Random)】 (Default CC#3,CC#4)

Specify how many ms it takes from the start to the end of one full string stroke. If a 7-string sound source is set to 60 ms, it will take 10 ms per string.

Determine the standard speed in ①, and give randomness in ②.

For example, in the case of ① 60 ms ② (0-6) ms, the stroke speed will change in random seconds from 60 ms to 66 ms. ② When (0 to 0) ms is selected, randomness is lost and the value is fixed at 60 ms.

If 【FastBrushing】 on the SETTING screen is set to anything other than Off, setting 【Brushing】 On on the main menu will cause ① to be fixed at the value set in 【FastBrushing】. ② is not fixed.

③Knob 【ARMING RANGE】 or 【P.BEND RANGE】 (Default CC#5)

Pitch bend operation bends all string sounds in the same way as arming. 【ARMING RANGE】 or 【P.BEND RANGE】 specifies the pitch bend range.

④Switch 【WanOn】、⑤Knob 【WAH】 (Default CC#12,CC#13)

If ④ is set to On, wah will be applied. Adjust the wah engagement with step ⑤.

⑥Switch 【BoostOn】 (Default CC#14)

Booster to enhance the wah effect. When ⑥ is set to On, the volume increases. (The effect can be adjusted by changing the setting of the "skrm." Effect of the internal insert effect.)

■ Chord search function

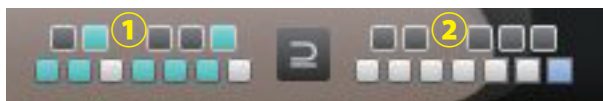


Image 8

Image 8 is displayed by [ModeChord / Form].

In **【Mode: Chord / Form】**, the code search function is displayed.

Specify the search key in ①. ② displays the component sounds (C-B) of the sound played immediately before.

Symbol: “ \supseteq ” means a subset (including), and if ① includes ②, it is considered to be relevant.

Symbol: “ \subseteq ” means a subset (included), and if ① is included in ②, it is considered to be relevant.

The part of “ \supseteq ” in image 9 can be changed to “ \subseteq ” by clicking.

The keyboard of the performance range where chords suitable for the search are stored is displayed in cyan.

■ Chord editing function

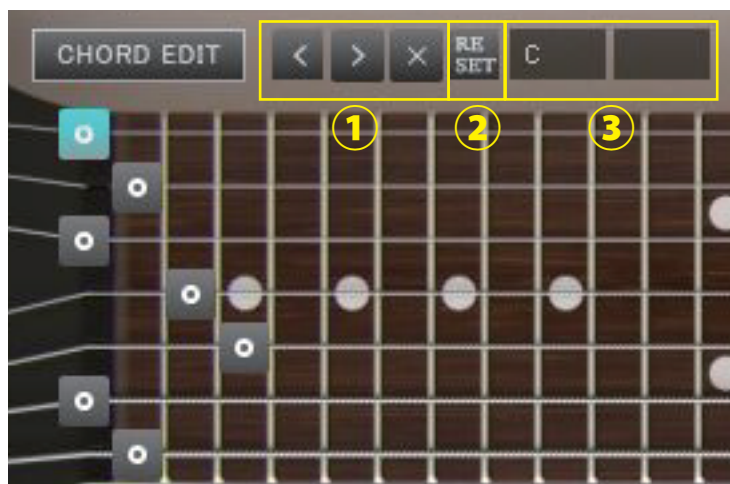


Image 9

Image 9 is [Mode Chord / Form] and [CHORD EDIT]
This is displayed when is pressed.

Press **[CHORD EDIT]** in the **[Mode: Chord / Form]** state to enter the chord editing mode.

A gray pointer is displayed on the fretboard. When the pointer is selected, it turns blue as shown at the top. The position of the selected pointer can be changed by image 9 ① “<” “>”. Image 9 ① If you press “X”, the pointer will also become “X” and move out of the fretboard, indicating that the chord you are editing will not sound.

② Press “Reset” to reset all string pointers of the chord being edited to their default values.

The black part in ③ is the chord preset function (insert function). Applies the selected chord preset to the chord being edited. Specify the fundamental tone (CB) in the left menu of ③, and chord (, m, 7, M7, m7, mM7, dim, m7-5, aug, sus4, 7sus4, 6, m6, add9 in the right menu of ③)

Chord editing at **[mode: Chord]** is applied individually to the codes specified by the two **[Chord]** in the main menu. Therefore, even with the **[Chord: m]** and **[Chord: C]** keys, you can store chords with different contents from the “Cm” notation by editing the chords. (The notation cannot be changed.)

Chord editing during **[mode: Form]** is applied to the chord form of the lowest keyboard in the performance range of the form specified by **[Form]** in the main menu, and becomes the reference for each key in the performance range. If it exceeds the fret range, it is automatically adjusted to the upper fret limit.

VOLTONE screen



Image 10 shows the VOLTONE screen.

Image 10

Press the “VOL, TONE” button at the lower left of [image 10](#) to display the VOLTONE screen.

①Switch [PU PHASE]

Inverts the phase of each pickup. “Normal” is the normal phase and “Reverse” is the reverse phase. Used mainly to obtain a phase-out effect.

②Knob [PU VOL] ③Knob [各 PU TONE]

Adjust the volume and tone of each pickup.

④Knob [Strings VOL]

Adjust the volume of each string.

⑤Menu [Velocity Curve (Linear/Light)]

Changes the curve of volume change with respect to velocity. Linear changes the volume linearly with velocity, but Light increases the volume even with a light touch.

⑥Knob [VEL-VOL]

Adjusts the amount of volume change with respect to velocity.

⑦Knob [RELEASE]

Adjust the release length.

⑧Knob [MASTER VOL] (Default CC#11) ⑨Knob [MASTER TONE] (Default CC#8)

Adjust the master volume and master tone.

SETTING screen



Image 11 shows the SETTING screen.

Image 11

Press the "SETTING" button on the lower left of image 11 to display the SETTING screen.

In the menu in the yellow frame, you can specify the CC (control change) number that controls the parameter. For each row, the left is the CC setting menu for choking (bending) of each string, the center is for knob operation, and the right is for main menu operation.

The value with "*" in the menu means the default value.

◎Each string choking

This engine automatically selects the strings that should be choked each time you play the keyboard. If only one string is sounding, that string is automatically selected. If more than one string is sounding, the second string is automatically selected from the highest. The CC that chokes this automatically selected string is selected with [BendAuto] at the top left of image 11. By default, it is set to CC # 1, and a general MIDI keyboard can be operated with a modulation wheel. If automatic selection is not successful, set the CC value set in [BendAuto] to 0 once and automatically select it again.

Unlike automatic selection, if you want to choke each string individually, enter the CC specified in [Bend1str to 7str]. If the choking value for each string overlaps with [BendAuto] and [Bend1str to 7str], the higher value takes precedence.

①【BendRange:●fret】

Specifies the choking bend range in fret numbers.

②【BendCurve】

Specify the bend curve when choking. (Linear/Quadratic)

③【BendingNoise】 (* Some audio sources do not have this function.)

When set to On, the choking noise that occurs when the fret and string rub against each other during choking will sound. Choking noise is pronounced when choking at high speed, and not when choking at low speed.

③【SlideNoise】

When set to On, the slide noise that occurs when the fret and string collide with each other during the slide performance will sound.

⑤【WahType:●】

Select the type of wah.

⑥【FastBrushing】

When set to On, the knob 【STROKE TIME】 is fixed to the fastest setting when the main menu 【Brushing】 is on. This is a function that automatically sets to the optimum setting in consideration of the need for high-speed stroke to produce a beautiful brushing sound by cutting. When set to Off, 【STROKE TIME】 is not changed or fixed.

⑦【BrushingVol:Vel●●】

Main menu 【Brushing】 Specify the volume of brushing noise when On. (Velocity is indicated because it is the same as the volume change at velocity in the main menu 【Play: BN】 .)

This setting does not apply to the main menu 【Play: BN】 because the volume change is specified by velocity.

⑧【BrushMode:All/Solo】

In the main menu 【Brushing】 On, ⑧ 【BrushMode: All】 will stroke all strings with brushing noise replacing strings that are not specified in sustain, etc. Do not stroke the strings.

【BrushMode:All】 The conditions for stroking all strings are as follows.

- (【Brushing】 On) and 【Mode:Solo/Power/Power2/Octave/Octave2】 and 【Play:Auto/Auto2】 and (【FullPickharm:off】 Velocity 10-125) or (【FullPickharm:on】 Velocity 10-99)
- (【Brushing】 On) and 【Mode:Chord/Form】 and 【Play:Auto/Auto2】 and (Velocity 10-59)
- (【Brushing】 On) and 【Mode:Solo/Power/Power2/Octave/Octave2/Chord/Form】 and 【Play:BN】

⑨【StrokeTiming:●/●】

Specify the timing used for judgment in the script. ⑮Used for judgment of timing deviation of 【AutoHO / PO】 and judgment of return timing in main menu (green menu) 【Arternate2】 .

⑩【SlideSpeed:x●.●】

Specify the speed range magnification for slide performance. The minimum speed does not change and the maximum speed changes.

⑪【SlideVel127:HOP0/Slide】

Specifies the operation when the velocity input later is 127 in the slide performance input. 【SlideVel127: HO / PO】 simulates hammering and pulling. (Unlike 【Play: HO / PO】 , it uses the sound that is sounding during simulation.) 【SlideVel127: Slide】 executes the slide at the maximum speed.

⑫【7stringsChord】

If this is On, the 7th string will sound when the main menu 【Mode: Chord / Form】 . When it is Off, the 7th string is not played and only 1-6th strings are played.

⑬【FullPickharm】

When set to On, the velocity range of the picking harmonics (PH) specified by the performance range velocity will be increased from 126-127 to 100-127, and multiple picking harmonics will be placed within that range. (The type of picking harmonics is set for each fret of each string.)

⑭【PowercodeLimit】

When [Mode: Power / Power2] is selected, the playing range is limited to low strings only. When [PowercodeLimit: full] is set, the restriction is canceled and 5th or 4th with high-pitched strings (1st string + 2nd string, etc.) becomes possible.

⑮【AutoHO/PO】 (*Does not function when 【Brushing】 On)

When set to On, quick input that deviates from the timing of the stroke is automatically replaced with hammering or pulling when the input is within the performance range of 【Mode: Solo / Poly】 and [Play: Auto]. The stroke timing is specified with Str 【StrokeTiming】 .

⑯【Humanizer(ms)】

Randomly selected time (ms), delay the input within the performance range and shift the timing. For example, when [Humanizer (ms): 10ms] is selected, a random delay time between 0 and 10 ms is generated.

⑰【Humanizer(dB)】

Apply a randomly selected volume (dB) to all sounds. For example, when 【Humanizer (dB): 1dB】 is selected, a random volume change between 0 and 1 dB is given to all sounds.

⑮【LoadRR】 (* This function is not available in the FREE version.)

Limit the number of round robin to reduce memory usage. Loads the sounds within the round robin number specified in [LoadRR], and purges the sounds that exceed 【LoadRR】 .

【LoadRR: 2-1】 limits the number of round robin to 2 or less. Similarly, 【LoadRR: 2-2】 limits the number of round robin to 2 or less. However, using round robin 4 samples, performance methods (sustain, hammer on, pull off, mute, stop noise, brushing noise, Selects a sound different from 【LoadRR: 2-1】 when Choking Noise) is selected. Since there are also tones (Picking Harmonics, Natural Harmonics) to be selected in duplicate with 【LoadRR: 2-1】 ,the capacity of tones loaded with 【LoadRR: 2-2】 is the same as 【LoadRR: 4】 . The 【LoadRR: 2-1】 and 【LoadRR2-2】 are mainly used as double tracks.

⑯【LoadPU】 (* This function is not available in the FREE version.)

Limit the PU to reduce memory usage. Loads the sound of the PU specified with [LoadPU] and purges the other sounds.

⑰【Front/RearCH】

Specify the output channel for each PU. This is used when para-out for each PU. It is necessary to set the output channel on the KONTAKT side before starting the sound source. If the settings are complete, the channel will be added to the menu when the sound source starts. 【Front / RearCH:-】 returns to the default setting. When the output channel is changed, the output before the insert effect such as wah or booster is output to the specified channel.

Strings tuning

Change the tuning for each string. When tuning is changed, the code data is initialized to the selected tuning. If the performance range covers the release key switch, the performance key has priority and the release key switch cannot be used.

■ Keyboard instrument

"Keyboard" instruments such as "VS HEAVY 7Z Keyboard" have been modified from this engine to provide a keyboard-like performance.

The differences from normal instruments are as follows.

- Removal of slide function, automatic stop function for preceding sounds on the same string, automatic hammering on / pull off function, and choking noise function
- Since the operation of solo mode and polyphonic mode is the same, the polyphonic mode is deleted.
- Control of hold function and choking function changed from original to KONTAKT standard function
- Changed automatic chord designation choking in CC # 1 to choking for all strings
- Choking CC number and hold CC number cannot be changed.
- If hold off and hold on are set in the initial setting, all sounds will continue to sound during the on time, and stop if turned off.
- Auto Insert Release Noise selection menu "AutoRelNoise" added to setting screen (off, various fret noises, etc.)
- Auto Insert Release Noise Volume Specification Menu "AutoRelVol" added to the setting screen
- Change the release key switch [white] to the release noise change key switch [yellow], and release the performance range while holding down the release key. A noise corresponding to the key switch will sound.
- Pulling-off priority designation with performance method designation "HO / PO"

■ Credits and inquiries

Artwork (Package and GUI 3D / 2DCG), Player, Recording, Script, Engineer: Hironori Watanabe

* "KONTAKT" is a product of Native Instruments.

Inquiries regarding product defects are accepted from the mail form in "SUPPORT" > "Contact Us" on the Versus Audio site.

In addition, we are waiting for demo songs [*] and impressions that you have used, etc. Various information such as opinions and opinions received from users will be used as reference for future operations.

[*: This mail form does not have a file transmission function. Although it is not essential, there are also tracks with only applicable sound sources.]

Versus Audio

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