Hummingbird

update ver.1.20

[IMPORTANT] Preload buffer size configuration

Check your preload buffer size in Kontakt / Kontakt Player before loading the multi / instrument. The default pre-load buffer size is very large so samples are streamed safely, but it is too large. In most cases, samples can be streamed smoothly with a much smaller preload buffer size. By decreasing the preload buffer size, loading time becomes much shorter and you can save a big RAM space. As this product is a very big instrument that loads a large number of samples, the preload buffer size needs to be properly configured in Kontakt's option.
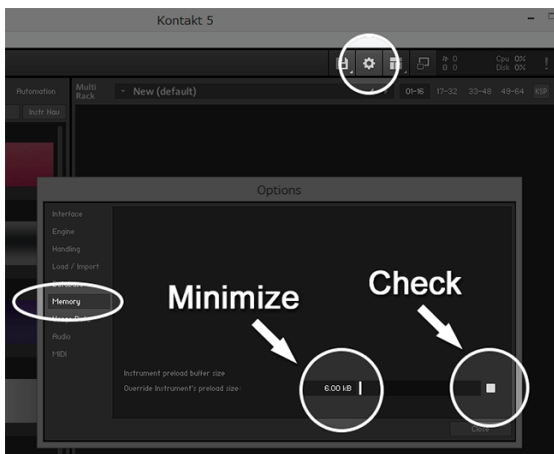
1. Click the Options button;

and click the 'Memory' tab.

2. Check the box (so it becomes white) and minimize; 'Override Instrument's preload size' (6kB).

(Kontakt 5.6 Options)

We recommend you to start with the minimum; 6kb. If the samples are not played smoothly, try 12kb. If the sample streaming is still not smooth with 12kb, increase the buffer size as needed unless RAM runs out. It depends on the system, but in most cases 12 kb should work fine.

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.

_____
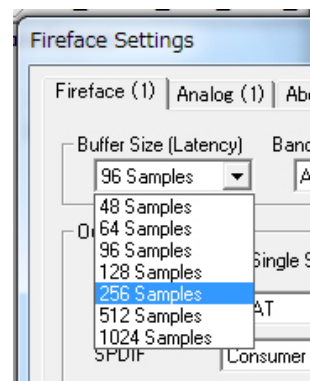
ver.1.20 New Features / Fixes:

New Features

- New feature; 'forced hammer-on / pull-off'

- New chord presets; m11 (5 chord shapes), 9sus4 (5 chord shapes)

Improved

- When the hybrid mode is selected and the string skip key switch feature is used, the sampled chord is automatically cancelled and an emulated chord is played. (In the previous versions, the string skip is just ignored if the hybrid mode is selected.)

Fixes

- Picking noise that is assigned to Stop Key is not played correctly in some situations.

- When the hybrid mode is selected and the prefer low / open is ON, string / chord shape select key switches cause an incorrect chord position in some situations.

- minor fixes

[Please check your Kontakt Player version]
This update requires Kontakt Player (or Kontakt) 5.7.3 or later. If your Kontakt Player version is older than 5.7.3, go to;

http://www.native-instruments.com/en/products/komplete/samplers/kontakt-5-player/free-download/

and download the latest version of Kontakt Player.

Forced hammer-on / pull-off feature

With the Forced hammer-on / pull-off feature, hammer-on or pull-off samples can be used instead of normal sustain samples. For example, after strumming a chord, you can do hammer-on or pull-off only with some (or all) of the chord notes that you select. By using this feature, you can add hammer-ons / pull-offs to chords like the guitar intro of the famous song; 'Long Train Running'. Forced hammer-on / pull-off is activated via MIDI CC# 15.
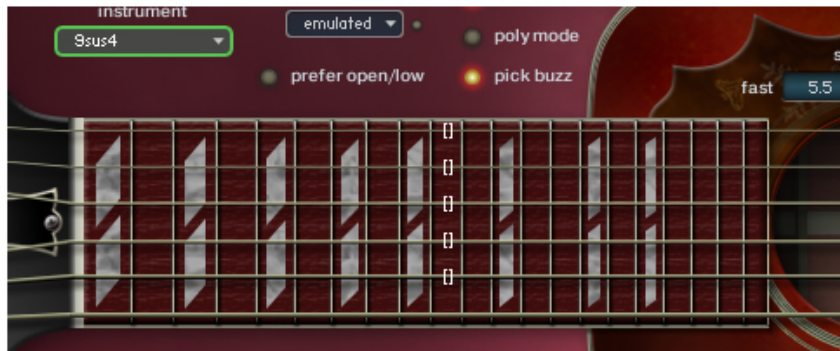
MIDI CC# 15
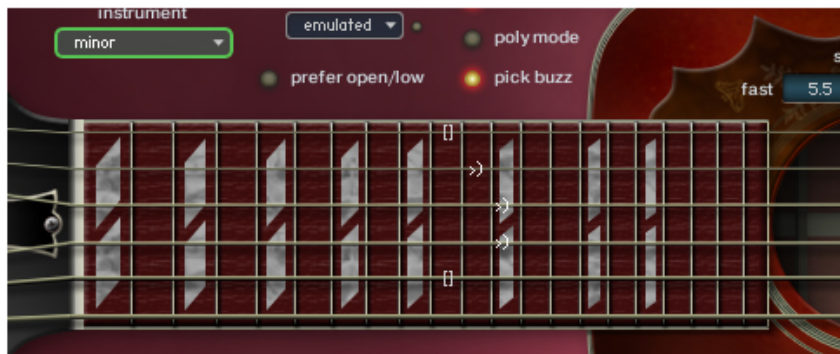0: OFF
1 - 63: Forced hammer-on
64 - 127: Forced pull-off

Example
This example reproduces a minor chord with hammer-on. After playing the chord 1 (G9sus4), hammer-on only the string 2, 3, and 4 without re-strumming the other strings. By adding the hammer-on, it becomes the chord 2 (Gm).

How to do

After playing the chord 1, set the MIDI CC# 15 to a value between 1 and 63 to activate the forced hammer-on before playing the next chord.

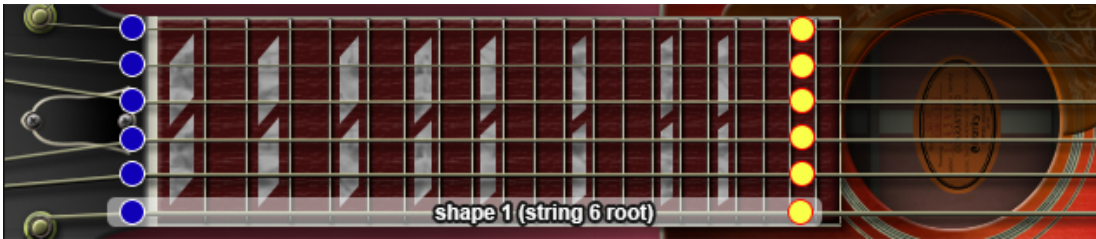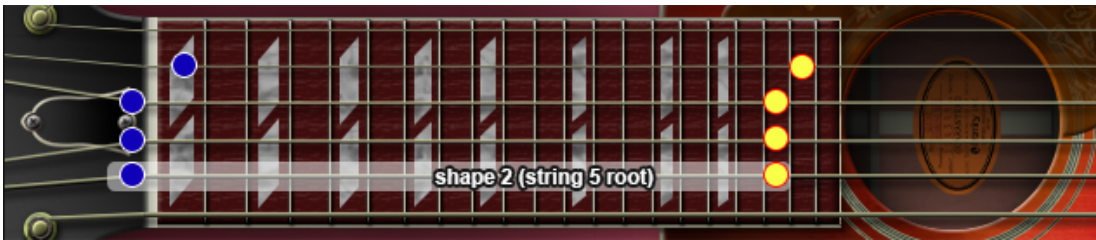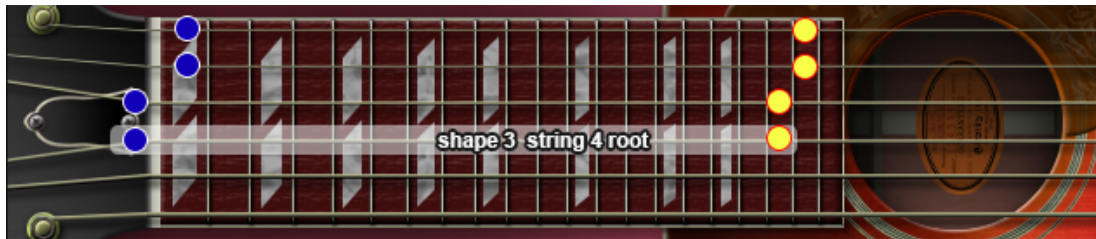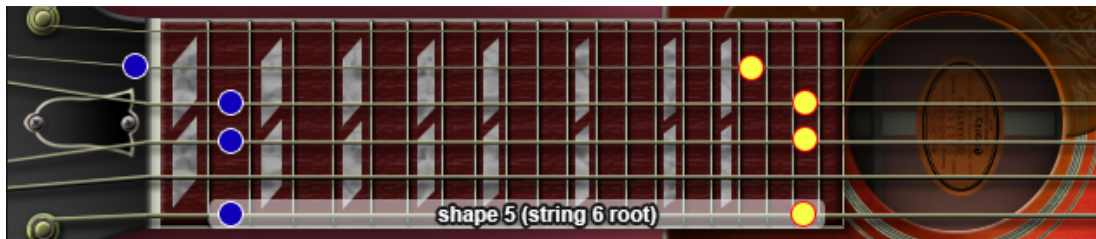Select the next chord using instrument select key switches.

Input the string skip key switches; C#8 (for string 5) and F8 (for string 1) so the string 1 and 5 are not re-strummed when the chord 2 is played.

Play the chord 2, and only the string 2,3, and 4 are played with hammer-on.

 As a result, the chord 1 becomes Gm (G minor chord) with hammer-on.

New chord presets (m11, 9sus4) chord shapes

m11

shape 5 (string 6 root)

shape 4 (string 5 root)

shape 3 string 4 root

shape 2 (string 5 root)

shape 1 (string 6 root)

🔵 = lowest position 🟡 = highest position

9sus4

shape 5 (string 1 root)

shape 4 (string 5 root)

shape 3 string 4 root

shape 2 (string 5 root)

shape 1 (string 6 root)
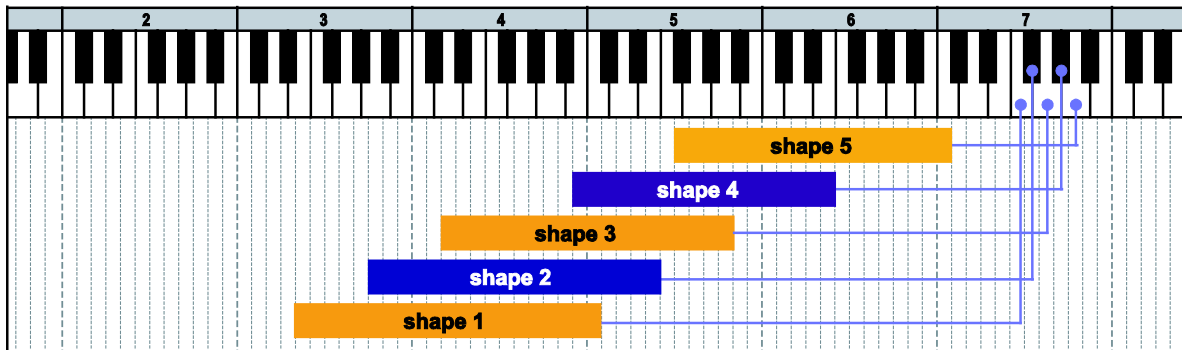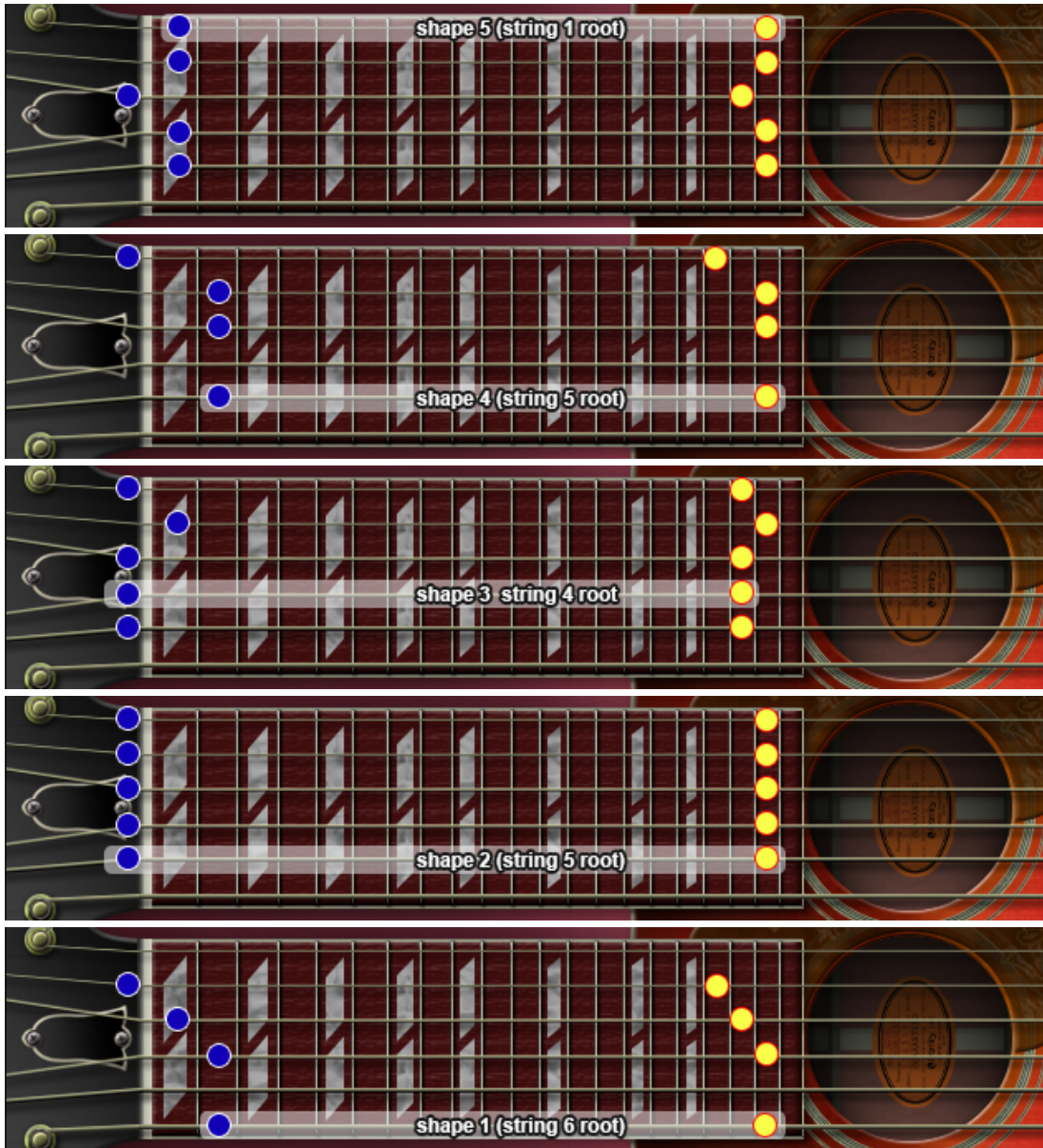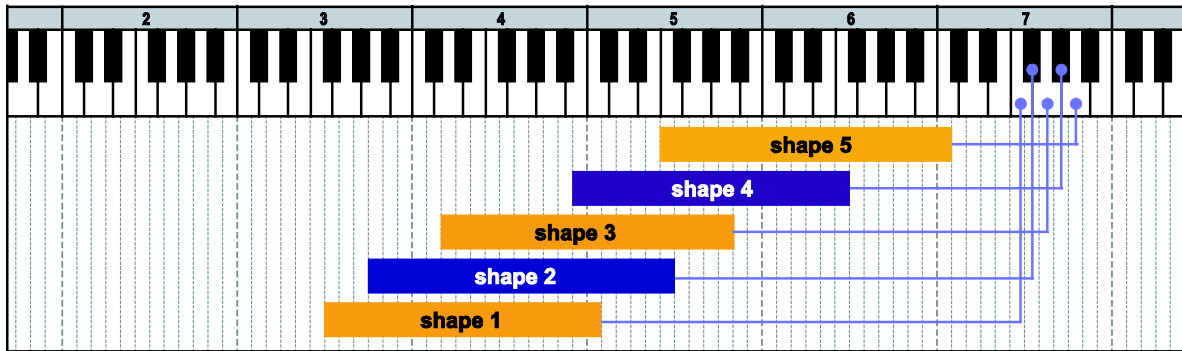
🔵 = lowest position 🟢 = highest position

New chord presets (m11, 9sus4) Chord Recognition Intervals

m11

root + minor3rd + 11th(4th) + 7th (5th can be omitted.)

Cm7(11)	C#m7(11)	Dm7(11)
D#m7(11)	Em7(11)	Fm7(11)
F#m7(11)	Gm7(11)	G#m7(11)
Am7(11)	A#m7(11)	Bm7(11)
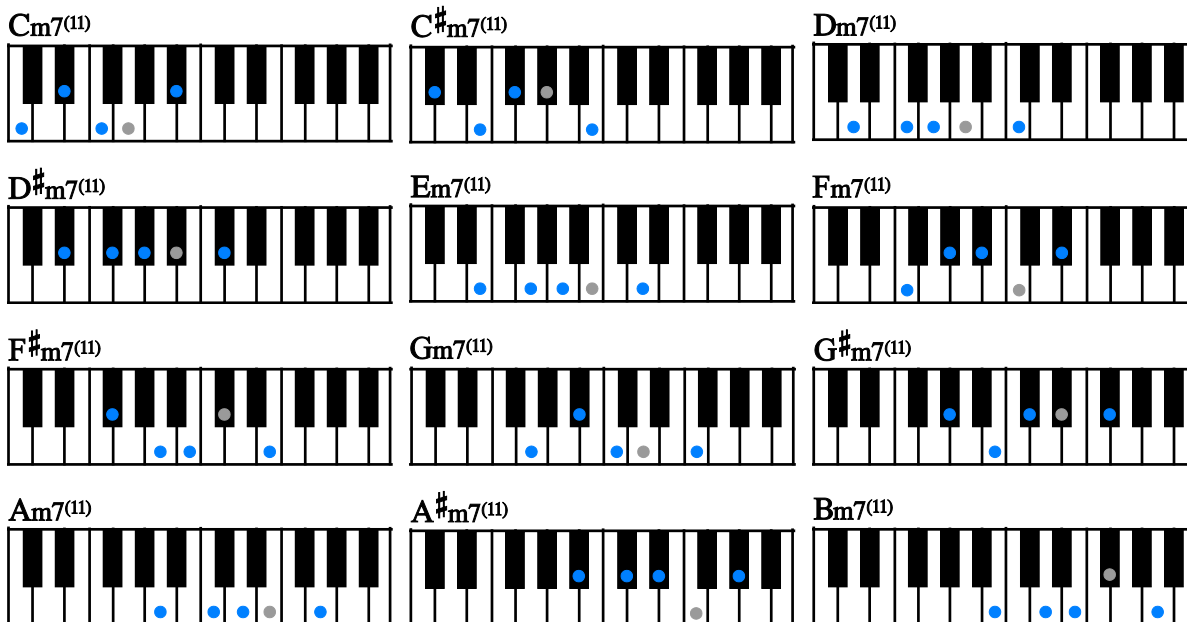
9sus4

root + 9th(2nd) + 4th + 7th (5th can be omitted.)

C7(9)sus4	C#7(9)sus4	D7(9)sus4
D#7(9)sus4	E7(9)sus4	F7(9)sus4
F#7(9)sus4	G7(9)sus4	G#7(9)sus4
A7(9)sus4	A#7(9)sus4	B7(9)sus4

_____
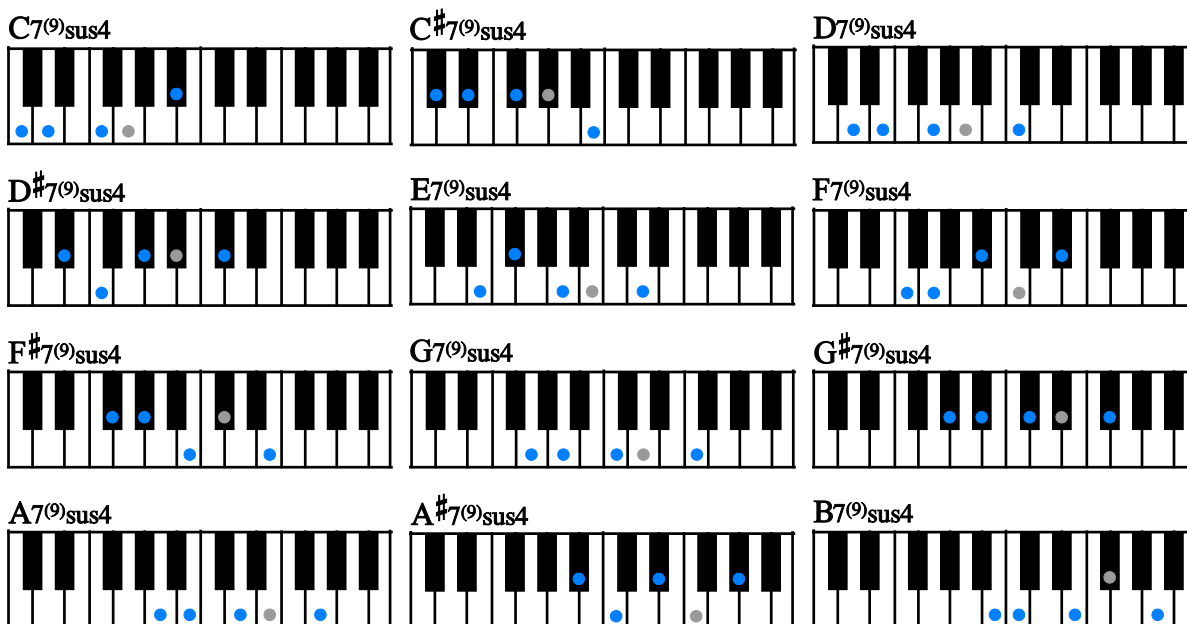
ver.1.11 New Features / Fixes:

New Features

- Now chord shape select key switches can be used with Strum Keys and Arpeggio Keys. (A chord shape can be directly selected without using Normal Keys.)

- The virtual Keyboard of Kontakt and the Light Guide of KOMPLETE KONTROL S series keyboard (when it is used with Komplete Kontrol application / plug-in) show only string / chord shape select key switches that are available with the instrument currently selected.

Fixes

- Wrong notes are assigned to Arpeggio Keys in some situations.

[Please check your Kontakt Player version]
This update requires Kontakt Player (or Kontakt) 5.6.8 or later. If your Kontakt Player version is older than 5.6.8, go to;

http://www.native-instruments.com/en/products/komplete/samplers/kontakt-5-player/free-download/

and download the latest version of Kontakt Player.

Chord Shape Select with Strum Keys / Arpeggio Keys

How to select a chord shape:

1. Do a chord recognition in the instrument select key switch range by pressing the .
2. Press one of the chord shape select key switch.
3. Play Strum Keys or Arpeggio Keys.

If you press the chord shape select switch only one time, the lowest position (the fist octave) of the chord shape is played.
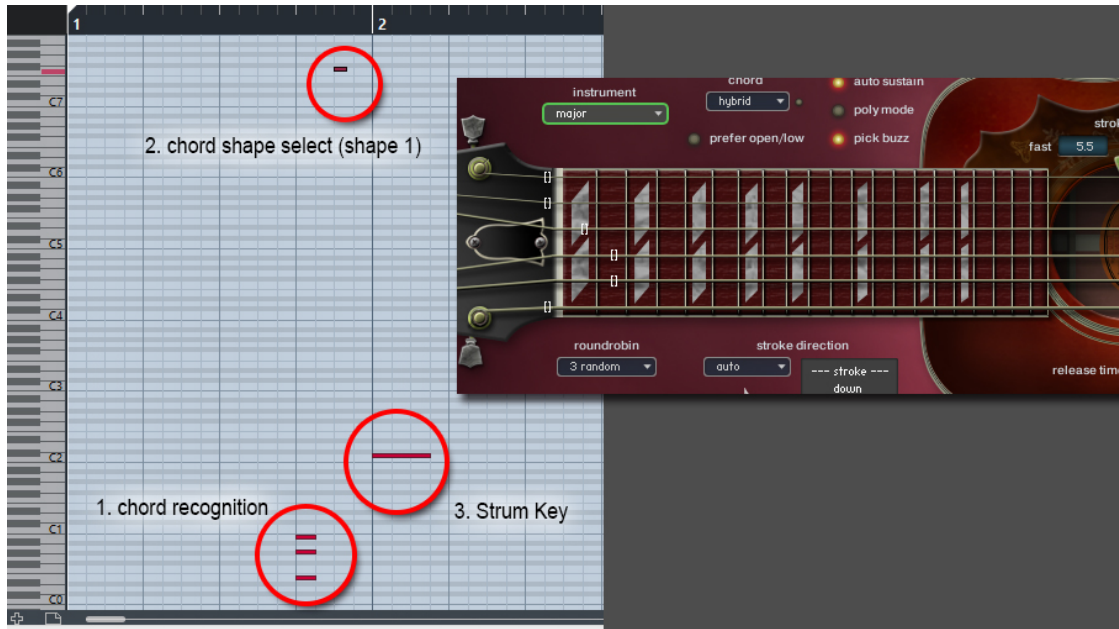
If you press the chord shape select switch twice in a row, the position 12 frets higher (the second octave) than the lowest position is played if it is available.
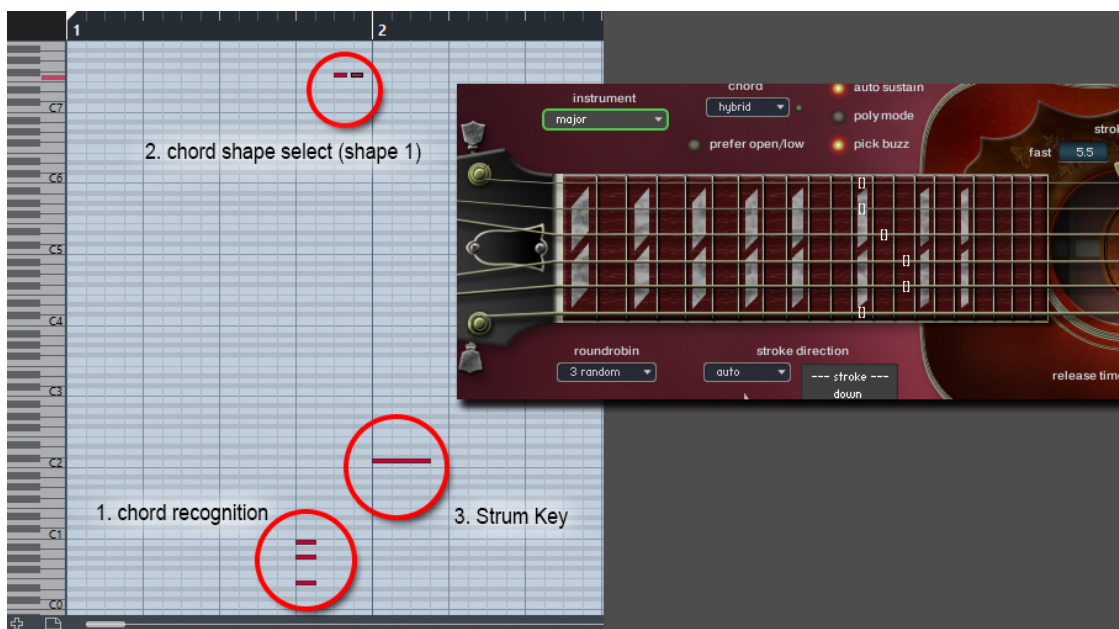
If you press the chord shape select key switch twice but the second octave is not available with the chord shape (because it is out of the fretboard range), the first octave is played.
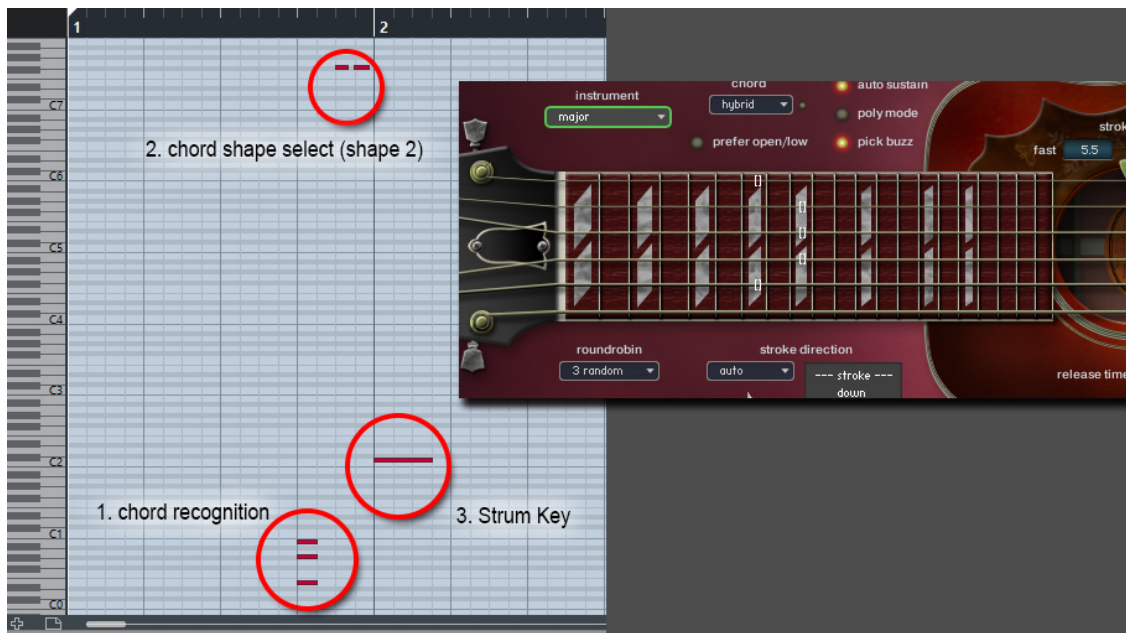
* If you press the chord shape select key switch 3 times or more in a row, the highest position that is available with the chord shape is selected. (As Hummingbird is a 20 fret guitar, the third octave is not available.)

_____

ver.1.10 New Features / Fixes:

New Features

- String Skip Key Switch
With the String Skip Key Switches, you can determine what string to strum or not, what string to leave it sounding without re-strumming.

- Pitch Bend Range per string
You can set the band range of each string individually. This feature enables you to emulate any kind of multi-string bend techniques.

- Native Kontrol Standard (NKS) support
Now Hummingbird officially supports Native Kontrol Standard (NKS). With this NKS integration, you can control major parameters via KOMPLETE KONTROL S series keyboard / Maschine hardware and software. KOMPLETE KONTROL S's Light Guide shows available key switches, playable key ranges of each articulation.

Fixes

- minor fixes

String Skip Key Switch

With the String Skip Key Switches, you can determine what string to strum or not, what string to leave it sounding without re-strumming. By holding the String Skip Key Switch, the string is excluded from the target strings to be strummed / stopped. It is similar to the 'do nothing' feature in the Strum Setting, but it is more flexible. For example;

- After playing a chord, only the string(s) selected by the key switch(es) can be slid (legato slide) without stopping / re-strumming the other strings that are not selected.

- When you play arpeggio, you can do hammer-on / pull-off only the string(s) selected by key switch(es) without stopping / re-strumming the other strings that are not selected.

- After playing a chord, hold the key switches for the lower strings and select a single note instrument and play notes using the higher strings. The lower strings of the chord keep still sounding even if the chord is no longer selected.

- You can use this feature like you do with the 'do nothing' feature in the Strum Key setting.
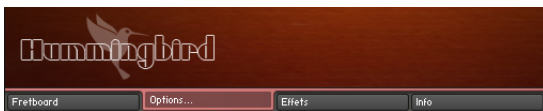
Click the 'options…' tab.
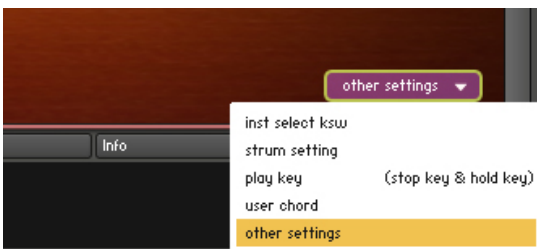
Click the pull-down menu on the menu and select the 'other settings' from the pull-down menu on the lower right of the interface.
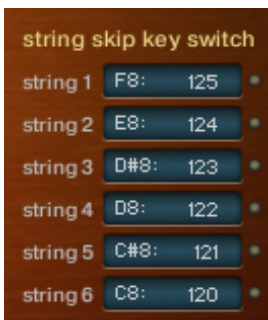
default:
String 1: F8 (MIDI note number: 125)
String 2: E8 (MIDI note number: 124)
String 3: D#8 (MIDI note number: 123)
String 4: D8 (MIDI note number: 122)
String 5: C#8 (MIDI note number: 121)
String 6: C8 (MIDI note number: 120)

While the key switch (in this example, C8 for string 6, C#8 for string 5, D8 for string 4) is being held, the LED of the key switch is turned ON.


While the key switch (in this example, C8 for string 6, C#8 for string 5, D8 for string 4) is being held, the color of the position mark on the Fretboard becomes gray.

Pitch Bend Range per string

You can set the bend range of each string individually. This feature enables you to emulate any kind of multi-string bend techniques. For example;

- You can bend the lower string two semi tones, and the upper string one semi tone.

- When you play a single note instrument in Poly Mode or play an emulated chord, you can bend (or do vibrato) only the string(s) you choose.
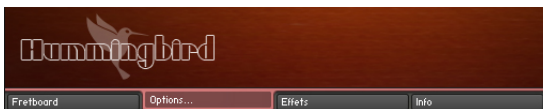
Click the 'options…' tab.
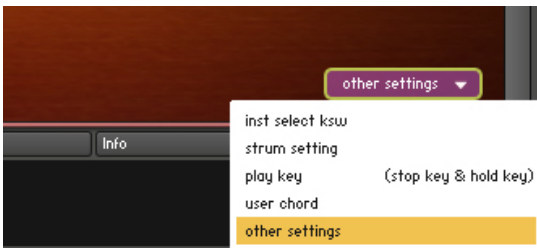
Click the pull-down menu on the menu and select the 'other settings' from the pull-down menu on the lower right of the interface.

Set all
With the 'set all' knob, you can set the bend range of all the strings at once. You can also control the knob via MIDI CC# 29.

Set each string individually via MIDI CC
You can also configure the pitch bend range of each string through the MIDI CC# 28 and 30. For example; if you would like to change the bend range of the string 2, send the value 2 (= string number) though MIDI CC# 28, and then send an appropriate value through MIDI CC# 30.

MIDI CC# 28	**target string to edit** 1: string 1 2: string 2 3: string 3 4: string 4 5: string 5 6: string 6
MIDI CC# 30	**bend range** 0 (0 semi tone) - 127 (12 semi tones)

Cmd-clicking (Mac) or Ctrl-clicking (PC) the knobs / sliders resets them and the default value; 2.0 semi tones are assigned.

Hummingbird update ver. 1.20
Written by AKIHITO OKAWA
May 25, 2018
Copyright © 2004 – 2018 Prominy, Inc / AKI Sound
All rights reserved

Prominy
Sound Solution.

http://prominy.com
Email: info@prominy.com