

SR5 Rock Bass 2 update ver.2.01

[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.



(Kontakt 5 Options)

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).

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.

ver.2.01 New Features / Changes:

New Features

- Stomp effects can be turned ON / OFF via MIDI CC

Improved

- Sample start points of some of the down-tuning samples have been adjusted.

[Please check your Kontakt Player version]

This update requires Kontakt Player (or Kontakt) 5.8.1 or later. If your Kontakt Player version is older than 5.8.1, go to;

https://www.native-instruments.com/en/products/komplete/samplers/kontakt-6-player/free-download/

and download the latest version of Kontakt Player.

Control the stomp switches via MIDI CC

Stomp effects can be turned ON / OFF via following MIDI CCs

MIDI CC#	Effect
68	comp (0-63: OFF / 64-127: ON)
69	overdrive (0-63: OFF / 64-127: ON)
70	modulation (0-63: OFF / 64-127: ON)

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