

SHREDDAGE II - QUICK REFERENCE

Updated for Shreddage 2X version. Refer to the "[Shreddage II Manual](#)" PDF for more info!

Key Mapping / Instrument Range

Powerchords are mapped from **G0** to **E3**.

Fret squeaks are triggered on **F3**, and **full chokes** are triggered on **F#3**.

Single notes are mapped from **G3** to **E8**.

Keyswitches & MIDI CCs

C-2: Set stroke (picking) direction to alternating down/up.

C#-2: Set stroke direction to downstrokes only.

D-2: Set stroke direction to upstrokes only.

D#-2: Set vibrato type to Fingered Light.

E-2: Set vibrato type to Fingered Heavy.

F-2: Set vibrato type to Whammy.

F#-2: Set vibrato type to Smooth.

G-2: Resets the round robin sequence. (Useful at the beginning of a riff prior to rendering.)

G#-2: Switches "let ring" mode - all notes will ring out indefinitely when enabled.

A-2: Switches to "tapping" mode - all notes are hammered / pulled to simulate tapped playing.

A#-2: Enables or disables DI line noise (hum).

B-2: Reset string preference.

C-1 to F#1: Force playing on string 7 (**A string**) through string 1 (**high E string**).

CC1: Controls vibrato depth.

CC11: Controls unison bending by default.

CC14 to CC20: Controls string tuning +/- 7 semitones. CC14 = String 1 (high E), CC20 = String 7 (A)

CC64: Sustain pedal. Holds notes, OR allows legato playing, depending on engine settings.

CC87: Changes the unison bend CC.

CC88: Changes portamento wait time.

Articulations

The table below shows how to trigger all articulations in **Shreddage II**. You can completely & fully customize these settings on the **Articulations page** of the UI.

Articulation	Trigger
Palm mutes	Velocities 1-69 (lower velocity = more muted)
Sustained notes	Velocities 70-126 (higher velocity = aggressive)
Staccato notes	Keyswitch D0
Tremolo picking	Keyswitch C0
Pinch squeals	Velocity 127
Hammer-on/pull-off	Legato playing at velocities 70-126
Portamento slides	Legato playing at velocities 1-69
Extra pick attack	Velocities 121-126
Vibrato	Modwheel (CC1) crossfade
Unison bends	Expression (CC11) - affects lowest played note