VS HARMONICA v2.1.4

USER GUIDE

by **VERSUS** AUDIO

VS HARMONICA USER GUIDE

■User Guide Overview

VS HARMONICA USER GUIDE describes the Versus Audio product "VS HARMONICA".
We recommend that you start the target instruments and read this guide.
(* The presence / absence, number and range of installed functions may differ depending on the instruments and version. The description of this guide may be changed without notice due to version upgrades or corrections. This guide does not explain the functions of the "NI KONTAKT".)

Target product：「VS HARMONICA」

In addition to this guide, you can also display simple help on the sound source.If you display KONTAKT's Info and move the mouse cursor over the sound source's knob or menu, help will be displayed, so please use this as well.

■"PLAY" screen

Playing range

When you start the instruments, the PLAY screen is displayed first.

①Infomation bar

Displays information about operated keyswitches.

②Knobs

（※See"■Knobs"）

③Help switch

Displays help according to the state of the instruments. It is used when you do not understand the operation or when checking the key switch.(Help content is in Japanese)

④**Panic switch**

If you press the panic switch when the instruments is unstable or when the release key does not stop the sound, all sounds are stopped and internal variables related to sounding and sounding stop are initialized.

⑤**Main menu**

The most important items for setting the instruments, such as playing style selection and legato selection, are lined up.

If you change the top [Mode] (Image 1B), some of the main menu items will change.Most main menus can be operated using key switches or CC (control change).Turning on (light color) the colored switch (Image 1A) immediately to the left of the menu enables the key switch, and turning it off (dark color) disables it. It can also be used to check the position of the key switch.

(* For the functions of the main menu, see "■Key switches and main menu")

⑥**Screen change switch**

Switch to the PLAY screen, VOLTONE screen, or SETTING screen. The image shows the PLAY screen selected.

(* For the SETTING screen, see"■SETTING screen")

(* For the VOL,TONE screen, see"■VOL,TONE screen")

(* For the EFFECT screen, see"■EFFECT screen")

⑦**Velocity information display**

Displays velocity information. "Velocity to Volume" is displayed for playing styles that specify the volume by velocity.

⑧**EDIT switch**

Displays detailed harmonica setting items.

This image is in the state of [Key: C].

Playing Range

Hole note display

This image is an example of the display in the [Key:C][Richer] state. The color of the keys in the playing range and the hole note display are linked. The blue key is the Blow sound, and the green key is the Draw sound. White keys are other keys. Cyan keys are notes that overlap in Blow and Draw.You can restrict the playing keyboard by changing [All Note], the second item from the top of the main menu.

By default, raising the pitch bend will result in OverBlow (red keys) or OverDraw (orange keys), allowing you to play higher notes.Other bend-related settings, such as control changes to switch to OverBlow, can be changed using the EDIT button. The table on the right allows you to set the bend resistance value for each hole. The higher the resistance value, the harder it will be to bend.
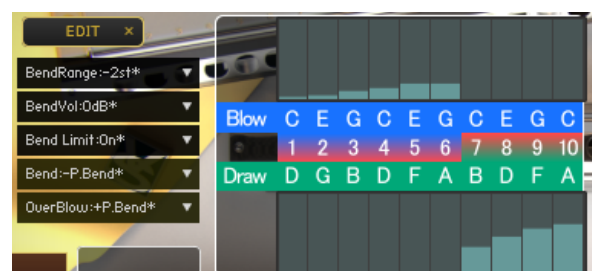
■Key switches and main menu
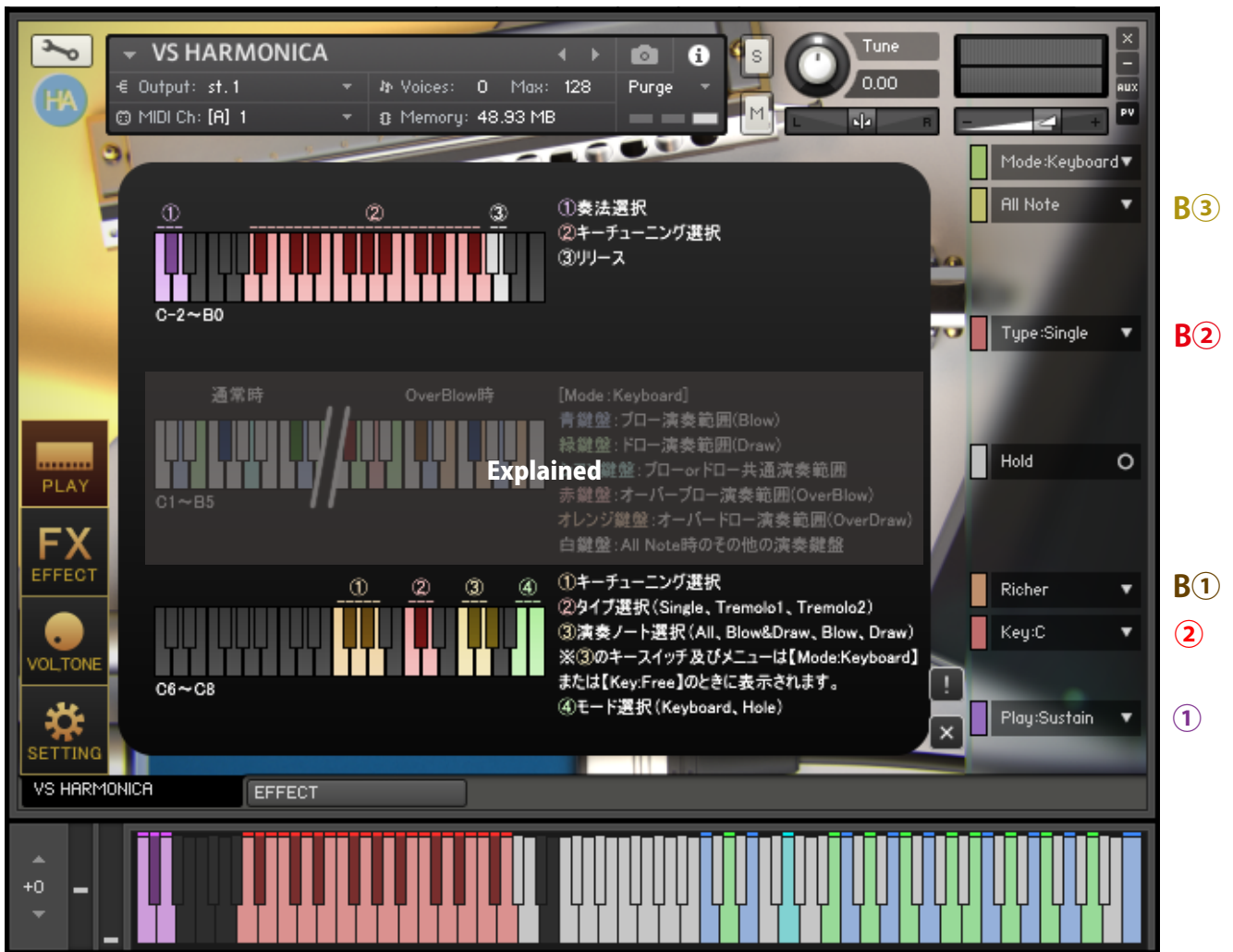
Help①Playing style selection [Play: ●●] (C-2 to D-2)

Select a playing style. [Play:Multi,Sustain,Short]

Help②Key selection [Key: ●●] (A-2 to G0)

Select the harmonica key you want to use. [Key:Free , Chromatic Out(Slide Out/In) , LowC - LowF# , G - F# , HiG]

Specify the key together with ② [Richer, Natural Minor, Harmonic Minor, Country] described later.

Bottom of Help①Key tuning selection [Richer, Natural Minor, Harmonic Minor, Country] (F6 to A6)

Select the key tuning of the harmonica you want to use. [Richer, Natural Minor, Harmonic Minor, Country]

Specify the key together with ① [Key: ●●] mentioned above.

Bottom of Help②Type selection [Single, Tremoro1, Tremoro2] (C7-D7)

Select the harmonica type.

Bottom of Help③Playing note selection [All, Blow & Draw, Blow, Draw] (F7 to G# 7)

Use all keys (All), use blown sound and sound absorption (Blow & Draw), use only blown sound (Blow), use only sound absorption (Draw)

This image shows help in the [Mode: Hole] state.

Bottom of Help④Mode selection [Mode: Keyboard, Hole] (B8-C8)

・**[Mode: Keyboard] (B8)**

This is a performance mode that matches the pitch to the keyboard.

・**[Mode:Hole] (C8)**

This mode allows you to play with keys that correspond to the harmonica holes. The blue keyboard on the left is for blowing sounds only, and the green keyboard on the right is for sucking sounds.

(* In [Mode: Hole], the [Note: All, Blow & Draw, Blow, Draw] function of the main menu cannot be used.)

By setting the [White Note] menu to [White&Black], you can change the arrangement of the performance keys to white and black keyboards.

■Knobs
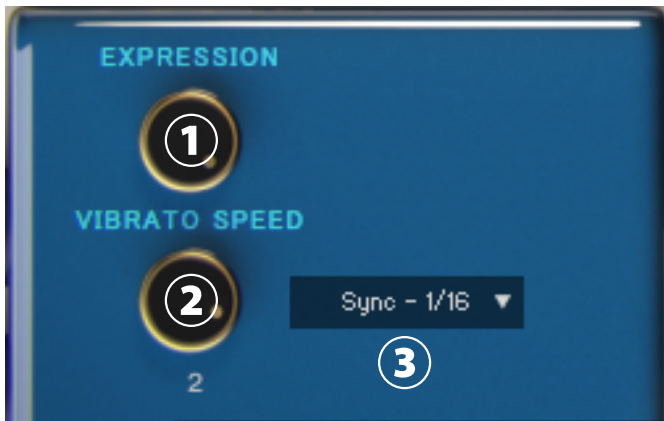
①Knob [EXPRESSION]

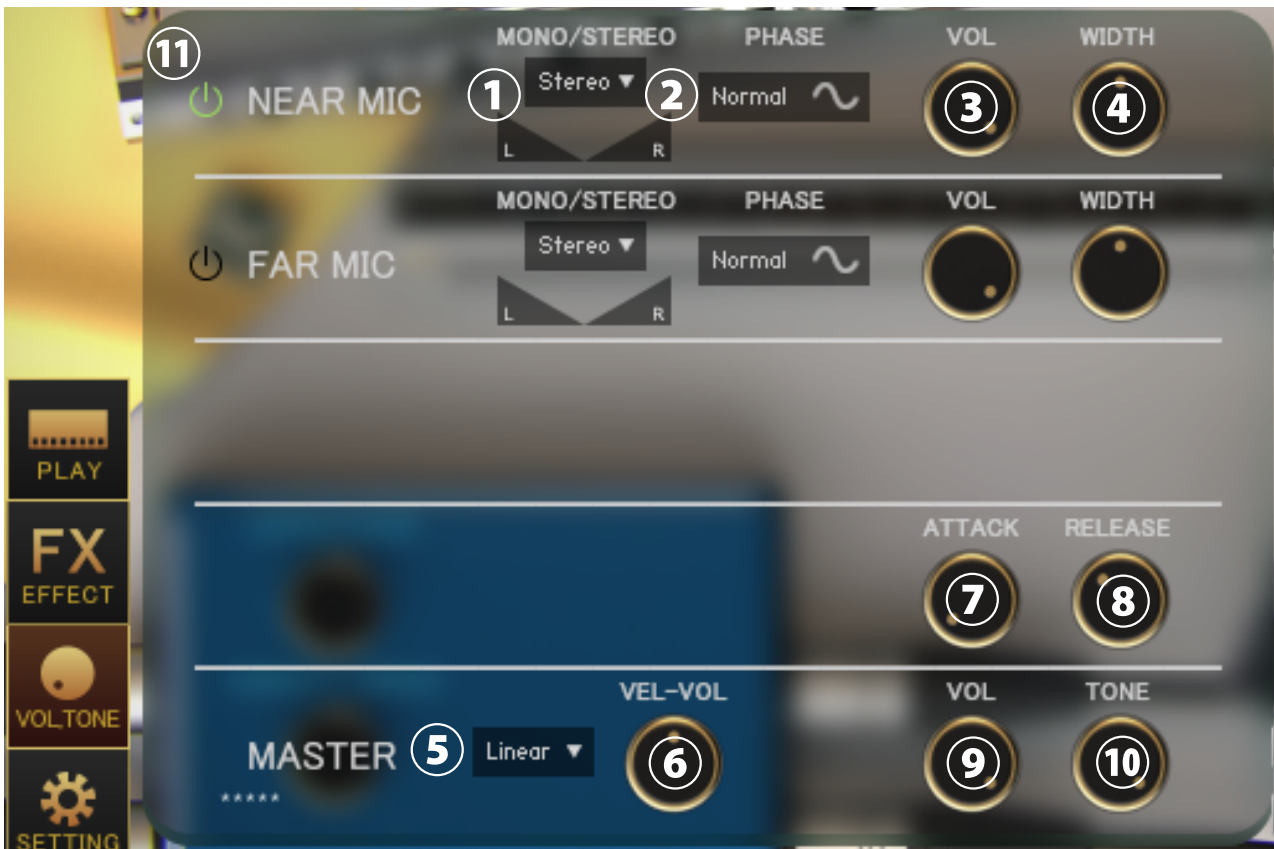Change the volume to add inflection to the sound.

②Knob [VIBRATO SPEED]

Specify the frequency during vibrato (initial setting CC#1).

③Menu [Sync]

Specify whether to operate [VIBRATO SPEED] with frequency or tempo sync.

■"VOL,TONE" screen

Press the "VOL, TONE" button at the bottom left to display the VOLTONE screen.

① **Menu [Each MIC Stereo / Mono L / Mono R / Mono C]、 Pan**

  Specifies the stereo mono for each microphone. (Mono L: Left CH, R: Right CH, C: Left CH + Right CH)

② **Switch [each MIC PHASE]**

  Inverts the phase of each microphone. "Normal" is the normal phase and "Reverse" is the inverted phase.

③ **Knob [each MIC VOL]** ④ **Knob [each MIC WIDTH]**

  Adjust the volume and stereo width of each microphone.

⑤ **Menu [Curve selection (Linear / Light)]**

  Change the curve of volume change with respect to velocity. Linear changes the volume linearly with respect to velocity, but Light makes it loud even with a light touch.

⑥ **Knob [VEL-VOL]**

  Adjusts the amount of volume change with respect to velocity.

⑦ **Knob [ATTACK]** ⑧ **Knob [RELEASE]**

  Adjust the length of the attack and release.

⑨ **Knob [MASTER VOL]** ⑩ **Knob [MASTER TONE]**

  Adjust the master volume and master tone.

⑪**Sample loading on/off switch for each mic**

  When turned on, the sample of the corresponding mic will be loaded and ready for use. Turn off to purge samples and reduce memory usage.

■"SETTING" screen

Microtuning(Temperament adjustment)

Click the "SETTING" button at the bottom left of the image to display the SETTING screen.

The value with "*" in the menu means that it is the default value.

①**[BendRange:●]**

  Specify the bend range to be performed by CC.

②**[BendVol:●dB]**

  Specifies the amount of bend volume attenuation performed by CC.

③**[+-P.BendRange]**

  Specify the pitch bend range.

④**[PolyAT Pitch]** ⑤**[PolyAT Vol]**

  Specifies the amount of pitch and volume change for each note due to polyphonic aftertouch (polypressure).

⑥**[MonoAT Pitch]** ⑦**[MonoAT Vol]**

  Specifies the amount of pitch and volume change due to monophonic aftertouch (channel pressure).

⑧**[Humanizer(ms)]**

The timing is shifted by delaying the input within the playing range for a randomly selected time (ms). For example, if [Humanizer (ms): 10ms] is selected, a random delay time between 0 and 10ms will be generated.

⑨**[Humanizer(dB)]**

Applies a randomly selected volume (dB). For example, when [Humanizer (dB): 1dB] is selected, the volume changes randomly between 0 and 1dB.

⑩**[VibratoPitch]**

Specifies the vibrato pitch range.

⑪**[VibratoVol]**

Specifies the amount of vibrato volume change.

⑫**[(KT7)Vib.Phase]**

Specifies the waveform cycle position of the LFO used for vibrato.Only available in Kontakt7 and later.

⑬**[TremoloTune:●cent]**

In the main menu [Type: Tremolo1, Tremolo2], specify how many cents the compound sound should be shifted from the main sound.

⑭**[ReleaseSound:On,Off]**

Plays the release sound when the key is released.

⑮**[Instrument/Keyboard]**

[Instrument] Automatically mutes to avoid playing two or more sounds from the same hole, faithful to the recorded instruments.[Keyboard] Allows you to perform similar to a piano or keyboard.

⑯**[Far/NearCH]**

Specify the output channel for each microphone. By default, it is connected to the effect bus.

If you want to para-out each microphone, 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 is started. When you para-out an output channel, the output of the previous stage of an insert effect such as a compressor or convolution reverb will be output to the specified channel.

Micro tuning (temperament adjustment function)

This function allows you to adjust each pitch in cents. Drag the table on the right to adjust the values.Adjustment is applied by selecting [Key: C ~ B]. Select [Key: Equal] to use equal temperament.

You can select a preset from the [-Load Preset-] menu and save the current value with [Save >>> User 12345].User preset data is saved in the Data folder in the Library folder of each instruments.
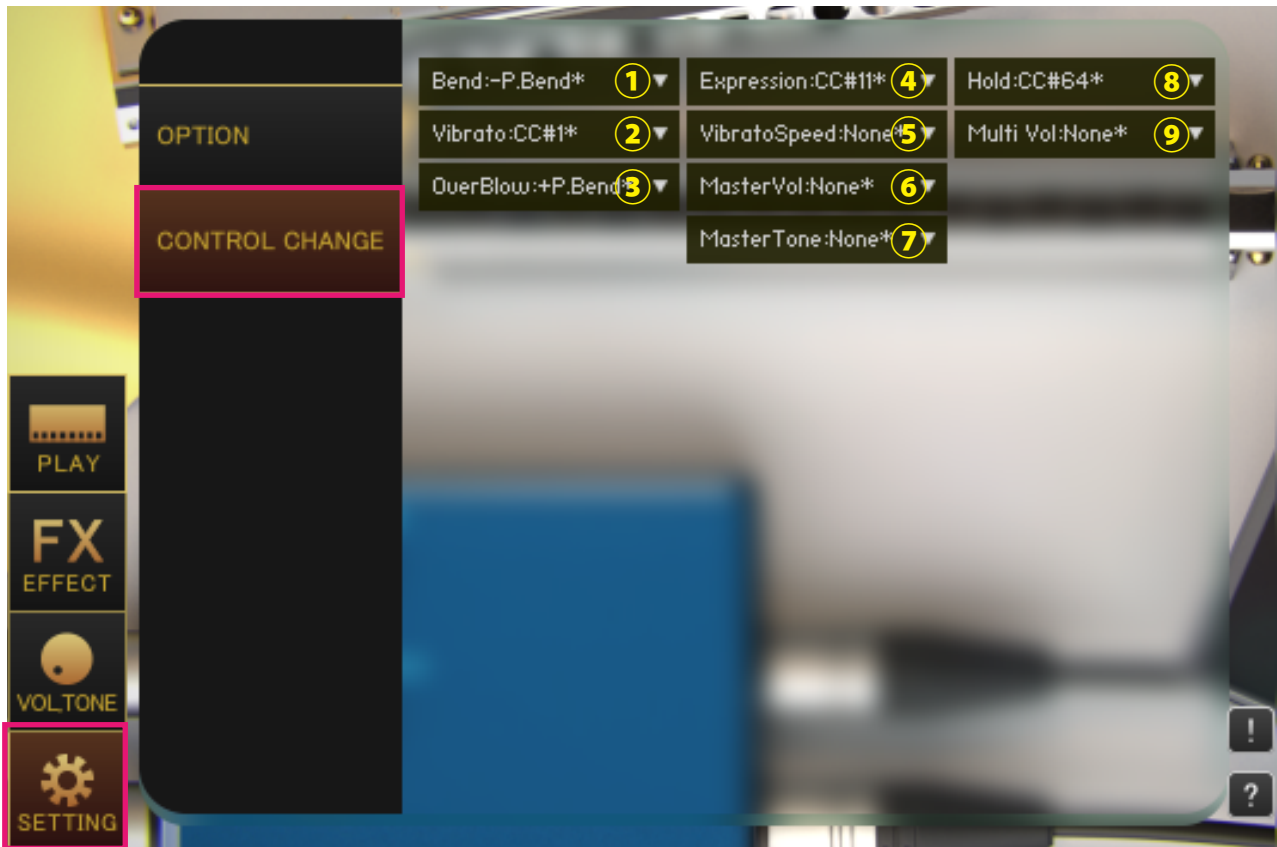
①[Bend]

Specifies the control change to bend.

②[Vibrato]

Specifies the control change to apply vibrato. Vibrato all sounds.

③[OverBlow]

Specifies the control change to be overblow.

④[Expression]

Specify the control change to operate the [EXPRESSION] knob on the PLAY screen.

⑤[VibratoSpeed]

Specify the control change to operate the [VIBRATO SPEED] knob on the PLAY screen.

⑥[MasterVol]

Specify the control change to operate the [MASTER VOL] knob on the VOLTONE screen.

⑦[MasterTone]

Specify the control change to operate the [MASTER TONE] knob on the VOLTONE screen.

⑧[Hold]

Specify the control change to operate the main menu [Hold].

⑨[MultiVol]

[Play:Multi] uses velocity to specify the playing style, so it is not possible to adjust the volume using velocity.The volume is adjusted using the control change value specified in [Multi Vol] instead of velocity.

■"EFFECT" screen

When you press the "EFFECT" button at the bottom left of the image, the EFFECT screen will be displayed. Press the EDIT button to change the assignment of each knob.Values marked with "*" in the menu indicate default values.

FLUTTER
  Uses an LFO to reproduce volume changes similar to flutter blowing.

MOUTH SHAPE
  The filter reproduces the change in tone that occurs when the shape of the mouth is changed.

WARMTH
  Uses a filter to reproduce the change in tone when playing while suppressing the highs.

SATURATION
  Distorts the sound. Setting it to Pre will apply the effect before HAND WAH, and setting it to Post will apply the effect after HAND WAH.

HAND WAH
  A filter is used to reproduce the opening of the hand holding the harmonica. Closes at 0% and opens at 100%.

■EFFECT page

①**Select effect slot**

Select an effect slot. Displays the effect knobs and switches for the selected slot.

②**Bypass switch**

Effect bypass switch.

③**Load effects**

Load effects.

④**Move effect left or right**

Swaps the currently displayed effect with the effect in the left and right slots.

(*Available in (KT6) Kontakt 6 and above (KT7) Kontakt 7 and above. If you load an effect that is not supported by the Kontakt version, it will become empty. Parameters that are not supported by the Kontakt version will not respond even if you manipulate them. (KT6) Kontakt 6.8.0 or higher recommended, (KT7) Kontakt 7.5.2 or higher recommended)

⑤**About File Browser**

When you open the File Browser in Convolution Reverb, you can use the samples in the folder. Double-clicking a wav file etc. will load it as an IR. The folder address is displayed at the bottom of the screen."File Browser (Library)" displays the browser based on the nki storage folder, and "File Browser (Documents)" displays the browser based on the specified folder in Kontakt itself.

macOS: Macintosh HD/Users/*Your User Name*/Documents/Native Instruments/User Content/Kontakt

Windows: C:/Users/*Your User Name*/Documents/Native Instruments/User Content/Kontakt

■Credit

Artwork (packages and GUI 3D / 2DCG), players, recordings, scripts, engineers：Hironari Watanabe

※"KONTAKT" is a product of Native Instruments.

Versus Audio

URL:　https://versusaudio.com/

mail:　info@versusaudio.com