



# VS KOTO v2.1.4

USER GUIDE

by **VERSUS** AUDIO



# V S K O T O U S E R G U I D E

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## ■ User Guide Overview

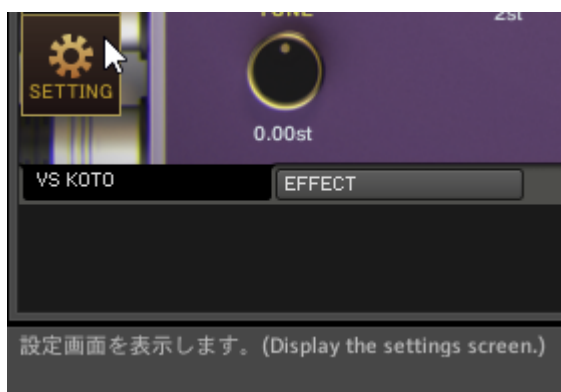
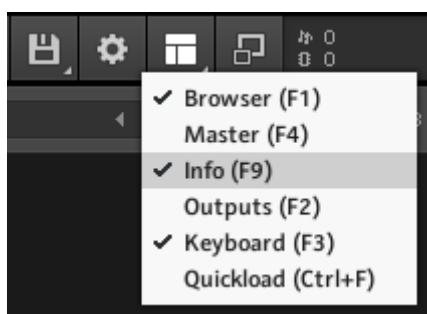
VS KOTO USER GUIDE describes the Versus Audio product "VS KOTO".

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 KOTO」

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.

### ① Information bar

Displays information about operated keyswitches.

### ② Knobs

(※See"■ Knobs")

### ③ Help 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)



**④Panic 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.

**⑤Main menu**

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

Everything in the main menu supports key switch and CC (control change) operations.

The color of the small bar ( "A" in the image) just to the left of the menu represents the color of the corresponding keyswitch. Gray is not a key switch but can be operated with CC. When you press this small bar, the corresponding key switch turns black and the operation with the key switch etc. is invalidated. Press it again to return. The keyswitch is enabled when the small bar is light and disabled when it is dark. 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")

**⑥Screen 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")

**⑦Velocity information display**

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

**⑧Information display field such as fingering and playing style**

- Sustain : The main sound played in the most basic way
- Pizzicato : The sound of playing with the finger of the left hand
- Sukuidume : The sound of scooping from the back to the front with the back of your nails
- Chirashidume : The sound of rubbing with your nails
- Uraren : The sound of the back of the nail from the front to the back
- Brushnoise : The sound of playing with your nails while muting with your left hand
- Picknoise : The sound of hitting the strings with your nails

The blue keyboard is the playing range. The cyan keyboard in the range shows the keys set in the high register. The cyan keyboard is a keyboard that imitates a koto string.

## ■ Key switches and main menu



This image shows help on the PLAY screen.

### **Help①Playing style selection [Play: ●●] (C-2 to D-2)**

Select a playing style. [Play:Multi,Sustain,Pizzicato,Sukuidume,Chirashidume,Uraren,Brushnoise,Picknoise]

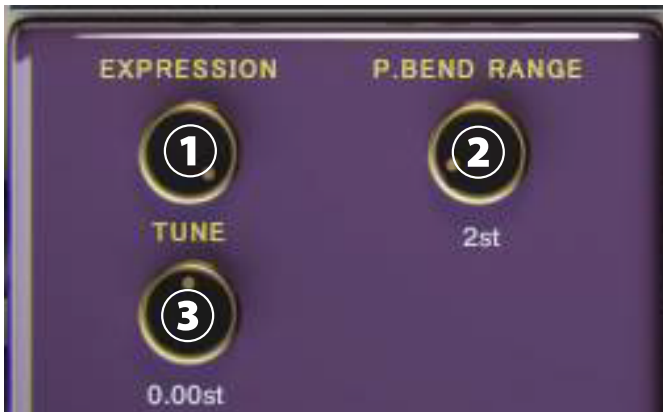
In [Play: Multi], specify the playing style by velocity. In [Play: Multi], you cannot specify the volume for each single note in velocity. Specify the volume with the CC specified in [Multi Vol: CC # ●] on the SETTING screen.

If you want to specify the volume by velocity, specify each playing style such as [Play: Sustain].

### **Help②Release(G0)**

Stop the sound.

## ■ Knobs



**①Knob [EXPRESSION] (default CC#11)**

Change the volume to add inflection to the sound.

**②Knob [P.BEND RANGE]**

Changes the pitch bend range.

**③KNOB[TUNE]**

Adjusts the tuning of pitched sounds. (-12.00st ~ + 12.00st)

## "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] (default CC#8)**

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



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[BendCurve:Linear,Quadratic]

Specify the bend curve of the bend to be performed by CC.

### ④[PolyAT Pitch]

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

### ⑤[MonoAT Pitch]

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

### ⑥[Humanizer(dB)]

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



**⑦[CyanKey:White,White&Black]**

Change the key layout of the cyan keyboard that imitates the strings of the koto on the treble side.

**⑧[Sample Cycle: 2-A,2-B,4] (\* If the number of recording cycles is 2 or less, it will only be displayed.)**

[Sample Cycle: 2-A] limits the number of sample cycles to 2 or less. [Sample Cycle: 2-B] also limits the number of cycles to 2 or less, but uses the sample of cycle 4 and selects a tone different from [Sample Cycle: 2-A]. [Sample Cycle: 2-A] and [Sample Cycle: 2-B] are mainly used as double tracks.

**⑨[Near/HoleCH]**

Specify the output channel for each microphone. It is used to para-out for each microphone. It is a condition that the output channel is set on the KONTAKT side before starting the instruments. If the settings are complete, the channel will be added to the menu when the instruments is started. Set to [Near CH:-] to return to the default setting. When you change the output channel, the output of the previous stage of insert effects such as compressor and convolution reverb is output to the specified channel.

If you want to para-out for each instruments, change the output channel of the instruments itself.

**[Tuning each string]**

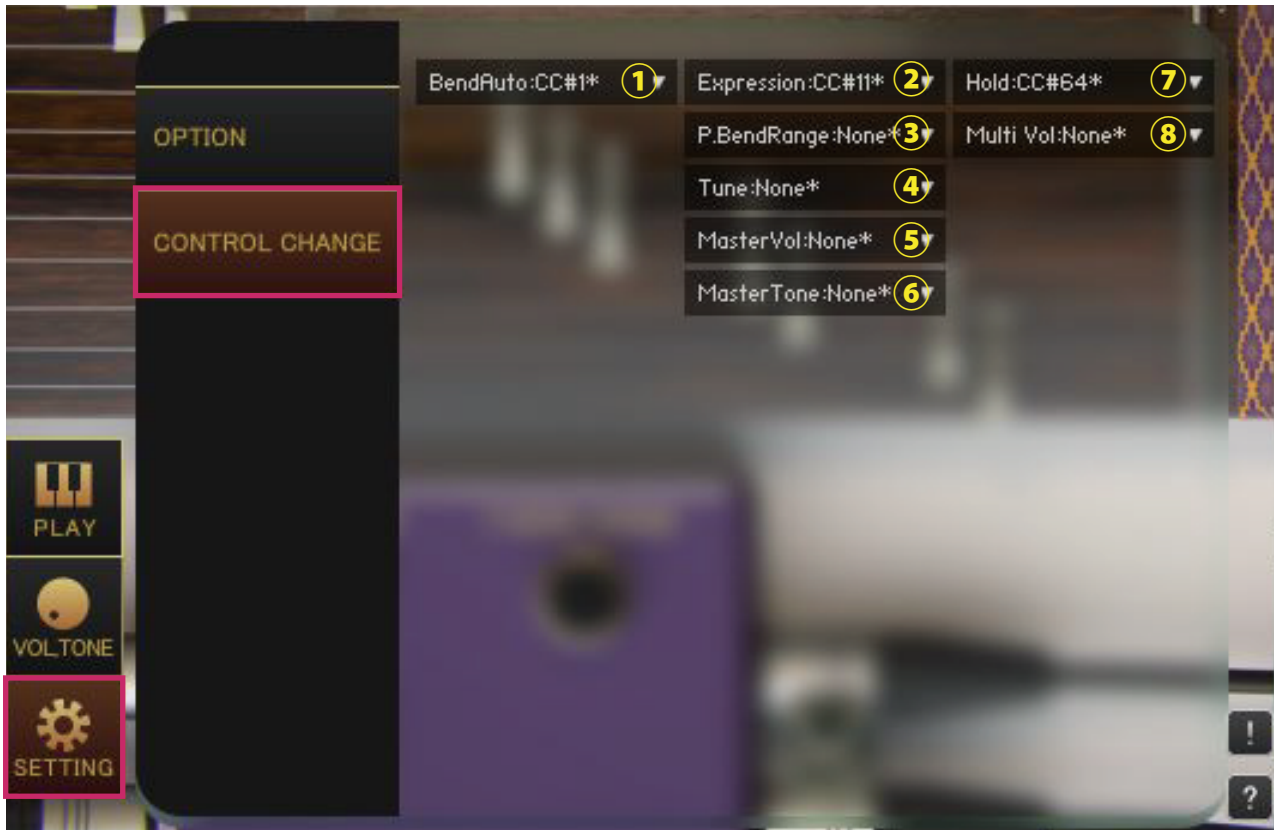
You can change the tuning of the cyan keyboard that imitates the strings of the koto on the treble side.

You can also select a tuning preset with [Tuning Preset: ●●].

**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[Expression]

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

#### ③[P.BendRange]

Specify the control change to operate the [P.BEND RANGE] knob on the PLAY screen.

#### ④[Tune]

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

#### ⑤[MasterVol]

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

#### ⑥[MasterTone]

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

#### ⑦[Hold]

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

#### ⑧[Multi Vol]

In [Play: Multi], the playing style is specified by velocity, so the volume cannot be adjusted by velocity, but control change can be specified as a substitute for velocity.

## ■ EFFECT page



### ①Select effect slot

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

### ②Bypass switch

Effect bypass switch.

### ③Load effects

Load effects.

### ④Move 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)

### ⑤About 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

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