VS TAISHOGOTO v2.1.4

USER GUIDE

by **VERSUS AUDIO**

VS TAISHOGOTO USER GUIDE

■User Guide Overview ——— 03

■"PLAY" screen ——— 04

■Key switches and main menu ——— 06

■Knobs ——— 08

■"VOL,TONE" screen ——— 09

■"SETTING" screen ——— 10

■EFFECT page ——— 13

■VS CSL TAISHOGOTO ——— 14

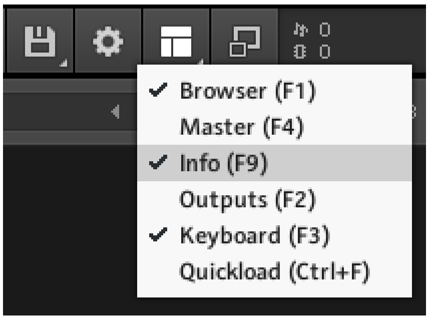
■Credit ——— 15

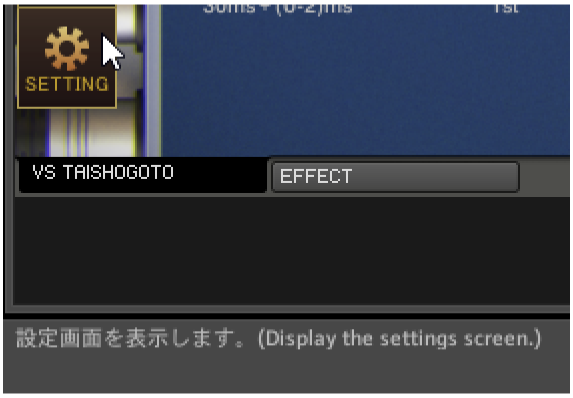
User Guide Overview

VS TAISHOGOTO USER GUIDE describes the Versus Audio product "VS TAISHOGOTO".
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 TAISHOGOTO｣

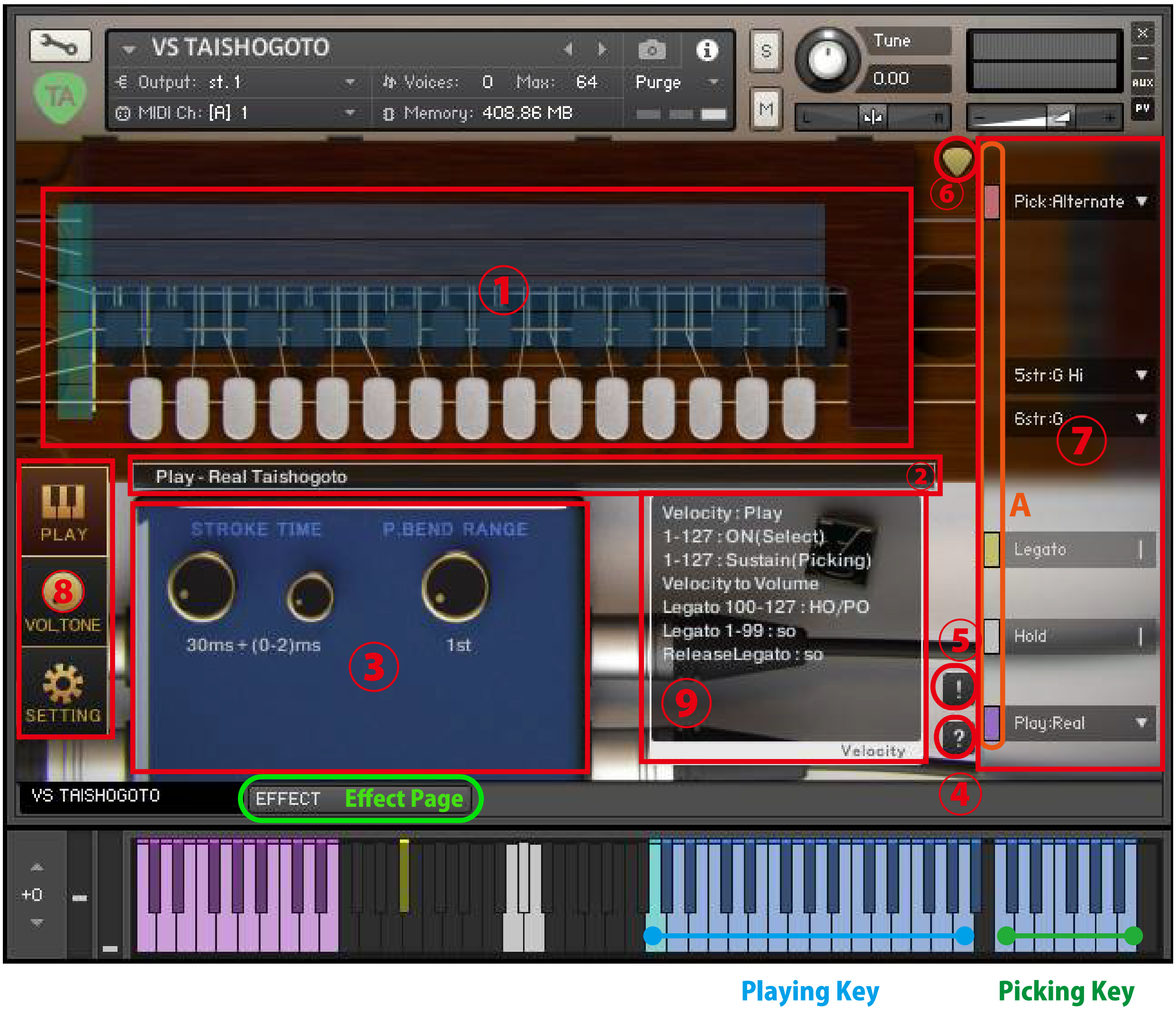
In addition to this guide, you can also display simple help on the sound source.If you display KONTAKT's Info and move the mouse cursor over the sound source's knob or menu, help will be displayed, so please use this as well.


✓ Browser (F1)
Master (F4)
✓ Info (F9)
Outputs (F2)
✓ Keyboard (F3)
Quickload (Ctrl+F)


SETTING
VS TAISHOGOTO
EFFECT

設定画面を表示します。(Display the settings screen.)

"PLAY" screen


VS TAISHOGOTO
Purge
Tune
S
M
AUX
PV
TA
PLAY
VOL/TONE
SETTING
EFFECT
Effect Page
VS TAISHOGOTO
Velocity
+0
①
②
③
④
⑤
⑥
⑦
⑧
⑨
A
!
?
Playing Key
Picking Key

Output: st. 1
MIDI Ch: [A] 1
Voices: 0 Max: 64
Memory: 408.86 MB
Tune 0.00

Pick:Alternate
5str:G Hi
6str:G
Legato
Hold
Play:Real

Play - Real Taishogoto

STROKE TIME 30ms+(0-2)ms
P.BEND RANGE 1st

Velocity : Play
1-127 : ON(Select)
1-127 : Sustain(Picking)
Velocity to Volume
Legato 100-127 : HO/PO
Legato 1-99 : so
ReleaseLegato : so

①Fret board

When you start the instruments, the PLAY screen is displayed first. On the PLAY screen, a blue marker that is the playing range is displayed. The markers are in sync with the keyboard color of the playing range.
In [Play: Real], the pitch is determined by the playing range (pitch specification key) in the same way as the real Taishogoto, and the picking key is used to strumm the strings.
When [Play: Sustain ●] is used, the corresponding string sound will be played just by pressing the keyboard in the playing range.
When you press a key in the playing range or picking key to make a sound, a white block is displayed on the fret board. The type of sound actually sounding (SU: sustain, etc.) is displayed in the block.

②Information bar

Displays information about the key switch pressed when the key switch is operated. The state of ② in the image is displayed when the [Play: Real] key switch is pressed.

③Knobs

（*See”■Knobs”）

④Help 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)

⑤Panic 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.

⑥Stroke direction display

If the pointed side of the pick points downward, it means a down stroke, and if it points upward, it means an up stroke. (This is a display-only function and cannot be operated.)

⑦Main menu

The most important items for setting the instruments, such as how to play, how to play, and the fret position, are lined up.

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

The color of the small bar (“C” 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")

⑧Screen change switch

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

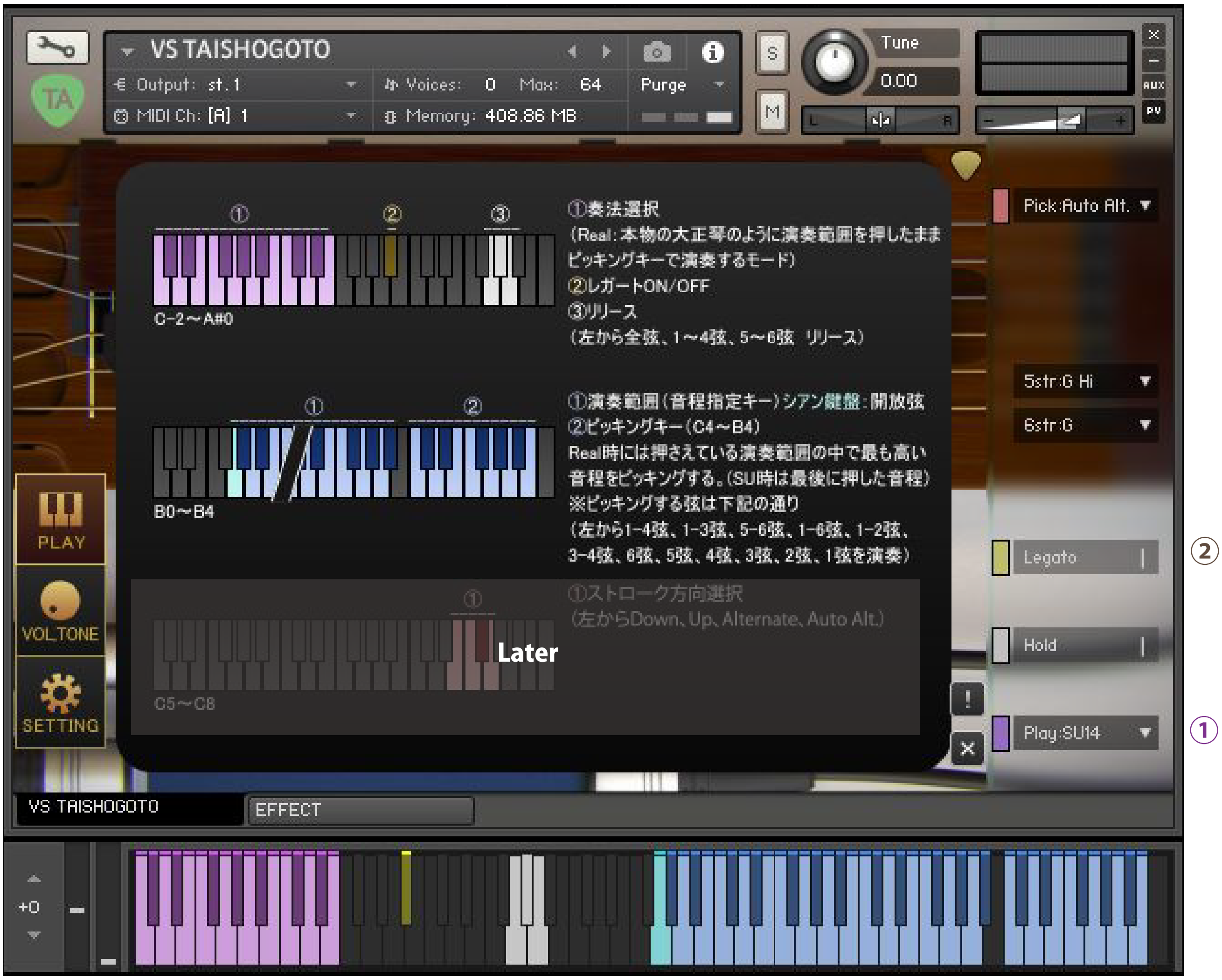
（* For the SETTING screen, see"■SETTING screen")

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

⑨Velocity information display

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

Key switches and main menu


VS TAISHOGOTO
Output: st. 1
MIDI Ch: [A] 1
Voices: 0
Max: 64
Memory: 408.86 MB
Purge
Tune
0.00
S
M
AUX
PV
C-2〜A#0
B0〜B4
C5〜C8
Later
Pick:Auto Alt.
5str:G Hi
6str:G
Legato
Hold
Play:SU14
PLAY
VOLTONE
SETTING
VS TAISHOGOTO
EFFECT
+0
②
①

①奏法選択
（Real：本物の大正琴のように演奏範囲を押したまま
ピッキングキーで演奏するモード）
②レガートON/OFF
③リリース
（左から全弦、1〜4弦、5〜6弦 リリース）

①演奏範囲（音程指定キー）シアン鍵盤：開放弦
②ピッキングキー（C4〜B4）
Real時には押さえている演奏範囲の中で最も高い
音程をピッキングする。（SU時は最後に押した音程）
※ピッキングする弦は下記の通り
（左から1-4弦、1-3弦、5-6弦、1-6弦、1-2弦、
3-4弦、6弦、5弦、4弦、3弦、2弦、1弦を演奏）

①ストローク方向選択
（左からDown、Up、Alternate、Auto Alt.）

This image shows help on the PLAY screen.

Top of Help①Playing style selection [Play: ●●] (C-2 to E-1)

Select a playing style. In the [Play: Real] state, hold down the key (pitch specification key) and press the picking key to play. The strings that the picking keys (C4 to B5) play are 1str to 4str, 1str to 3str, 5 to 6 str, 1str to 2str, 3str to 4str, 6strr, 5str, 4str, 3stri, 2str , 1str.

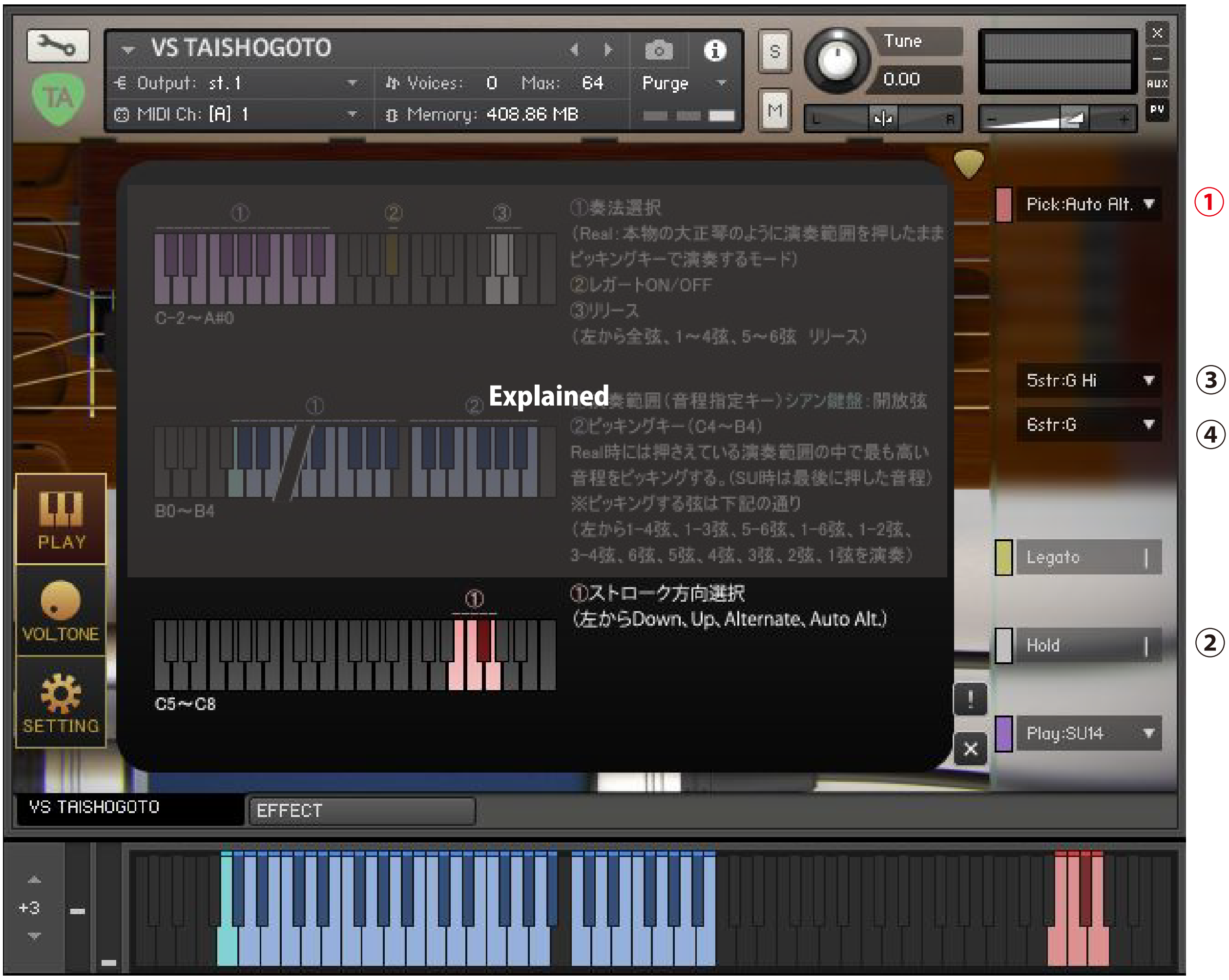
If you want to play only in the playing range without using the picking keys, operate the yellow key switch in the upper part of the help ① to switch the playing style. The abbreviations of the playing style described in the instruments mean Sustain14: sustain 1str to 4str, ON: key-on (sustain), on: key-on noise, of: key-off noise, so and soft: soft legato. Specify the volume of the tone by the intensity of velocity.

Top of Help②Legato (A#0)

When this function is turned on, sounds such as hammering and pulling are produced when inputting legato.

Top of Help③Release (G0-A1)

(G0) Mute all strings. (G # 0) Mute the sound of the 1st to 4th strings. (A1) Mute the sound of the 5th to 6th strings.


VS TAISHOGOTO
Output: st. 1
MIDI Ch: [A] 1
Voices: 0 Max: 64
Memory: 408.86 MB
Purge
S
M
Tune
0.00
AUX
PV
①
②
③
C-2～A#0
B0～B4
C5～C8
PLAY
VOLTONE
SETTING
Pick:Auto Alt.
5str:G Hi
6str:G
Legato
Hold
Play:SU14
EFFECT
+3

①奏法選択
（Real：本物の大正琴のように演奏範囲を押したまま
ピッキングキーで演奏するモード）
②レガートON/OFF
③リリース
（左から全弦、1～4弦、5～6弦 リリース）

Explained奏範囲（音程指定キー）シアン鍵盤：開放弦
②ピッキングキー（C4～B4）
Real時には押さえている演奏範囲の中で最も高い
音程をピッキングする。（SU時は最後に押した音程）
※ピッキングする弦は下記の通り
（左から1-4弦、1-3弦、5-6弦、1-6弦、1-2弦、
3-4弦、6弦、5弦、4弦、3弦、2弦、1弦を演奏）

①ストローク方向選択
（左からDown、Up、Alternate、Auto Alt.）

Bottom of Help①Stroke direction selection [Down / Up / Alternate / Alternate2] (E7 to D7)

Specify the stroke direction. Select from Down Stroke, Up Stroke, Alternate, Alternate 2 (automatic recovery). In addition to the alternate function, Alternate 2 (automatic recovery) automatically starts from the downstroke after a certain period of time has passed. To specify "time over a certain period", use the SETTING screen [Picking Timing: ● / ●].

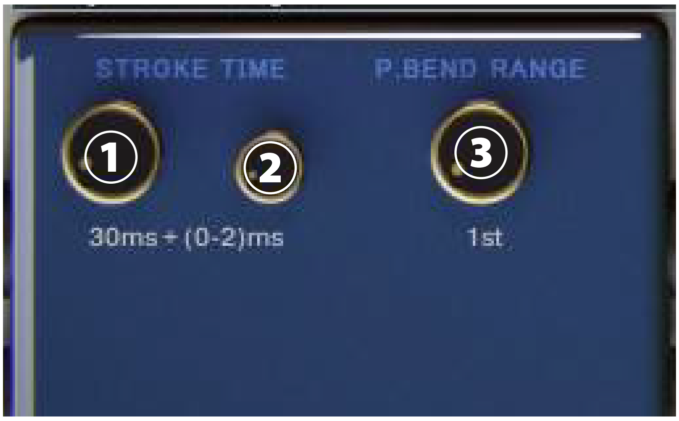
Main menu②Hold mode [Hold] (default CC # 64)

[Hold] In the On state, the sound continues to sound even if you release the keyboard in the playing range. [Hold] When set to Off, the sound will stop as soon as you release the keyboard.

Main menu③5th string tuning [5str: ●] ④ 6th string tuning [6str: ●]

Change the tuning of the 5th and 6th strings. The 5th and 6th strings of Taishogoto are pronounced only with open strings.

Knobs



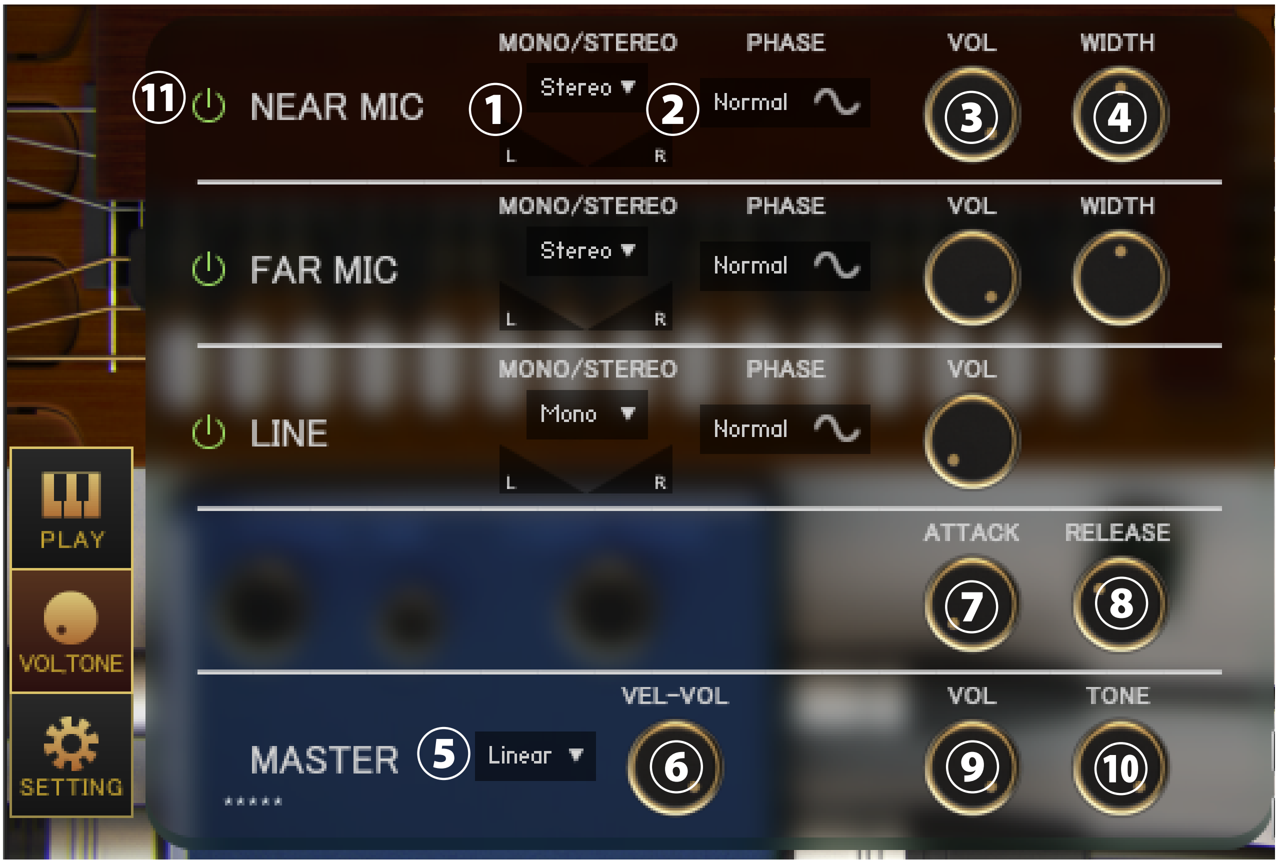
①Knobs [STROKE TIME], ② [STROKE TIME 2 (Random)]

Specifies how many ms it takes from the beginning to the end of one 1st to 4th string stroke. If it is set to 30ms, it will take 10ms per string. ① determines the standard speed, and ② gives randomness. For example, in the case of (1) 9ms (2) (0 to 2) ms, the stroke speed changes in a random number of seconds from 9ms to 11ms. (2) When set to (0 to 0) ms, the randomness disappears and it is fixed at 9 ms.

③Knob [P.BEND RANGE]

The pitch bend operation bends the sound of all strings. In [P.BEND RANGE], specify the pitch bend range.

"VOL,TONE" screen


MONO/STEREO
PHASE
VOL
WIDTH
⑪
NEAR MIC
①
Stereo
②
Normal
③
④
L
R
FAR MIC
Stereo
Normal
LINE
Mono
Normal
ATTACK
RELEASE
⑦
⑧
PLAY
VOL,TONE
SETTING
VEL-VOL
TONE
MASTER
⑤
Linear
⑥
⑨
⑩

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.

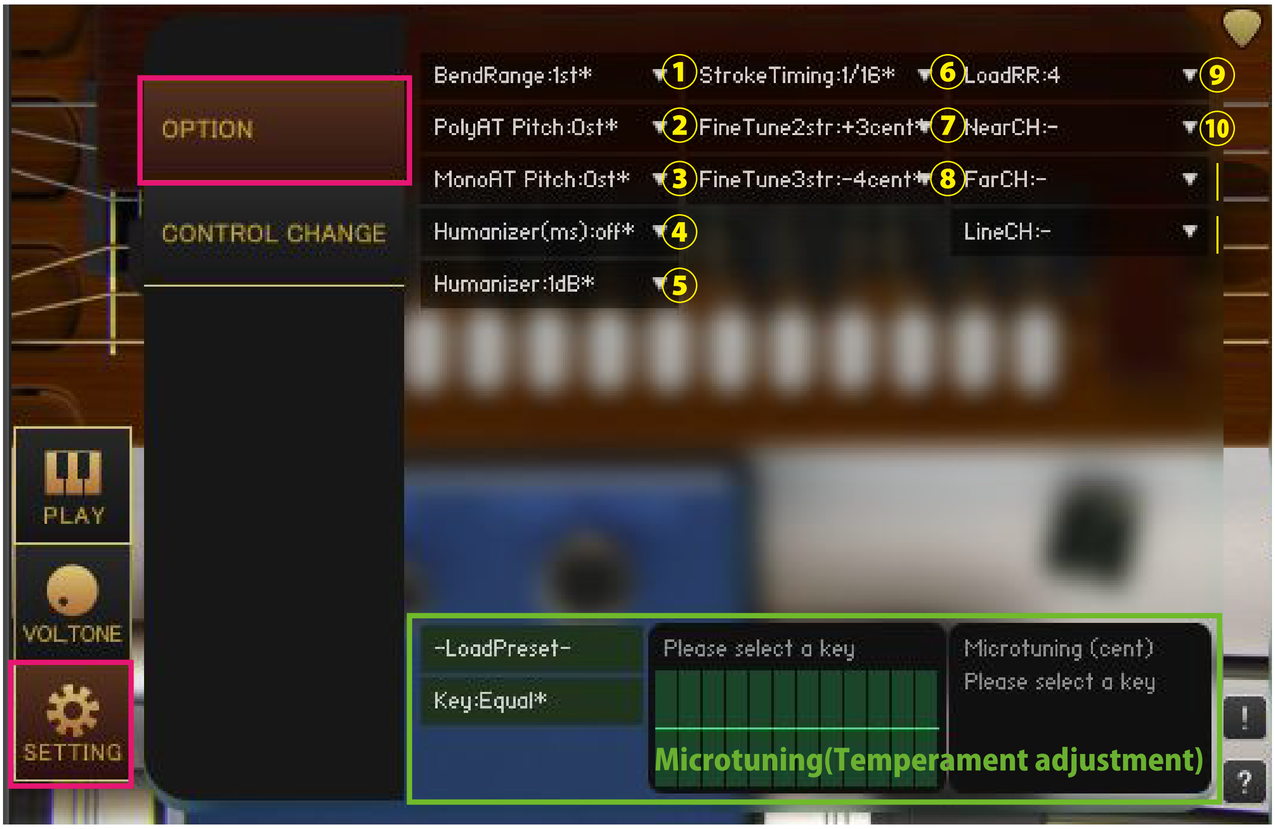
⑨ Knob [MASTER VOL] ⑩ Knob [MASTER TONE]

Adjust the master volume and master tone.

⑪Sample 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


OPTION
CONTROL CHANGE
PLAY
VOLTONE
SETTING
-LoadPreset-
Please select a key
Microtuning (cent)
Please select a key
Microtuning(Temperament adjustment)
!
?

BendRange:1st* ①
StrokeTiming:1/16* ⑥
LoadRR:4 ⑨
PolyAT Pitch:0st* ②
FineTune2str:+3cent* ⑦
NearCH:- ⑩
MonoAT Pitch:0st* ③
FineTune3str:-4cent* ⑧
FarCH:-
Humanizer(ms):off* ④
LineCH:-
Humanizer:1dB* ⑤
Key:Equal*

Click the "SETTING" button at the bottom left to display the SETTING screen.
The value with "*" in the menu means that it is the default value.

①[BendRange:●fret]

Specifies the choking bend range by the number of frets.

②[PolyAT Pitch]

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

③[MonoAT Pitch]

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

④[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.

⑤[Humanizer(dB)]

Applies a randomly selected volume (dB) to all sounds. For example, when [Humanizer (dB): 1dB] is selected, a random volume change between 0 and 1dB is given to all sounds.

⑥[PickingTiming:●/●]

Specify the timing used for judgment in the script. It is used to judge the return timing in [Arternate 2].

⑦[FineTune2str] ⑧[FineTune3str]

Adjust the amount of the detune effect by shifting the tuning of the 2nd and 3rd strings in cents.

⑨[LoadRR]

Limit the number of round robins to reduce memory usage. Loads the tones within the number of round robins specified in [Load RR], and purges the tones that exceed [Load RR].

[Load RR: 2-1] limits the number of round robins to 2 or less. [Load RR: 2-2] also limits the number of round robins to 2 or less, but using the round robin 4 sample, select a tone different from [Load RR: 2-1]. The capacity of the tone loaded by [Load RR: 2-2] is the same as that of [Load RR: 4]. [Load RR: 2-1] and [Load RR 2-2] are mainly used as double tracks.

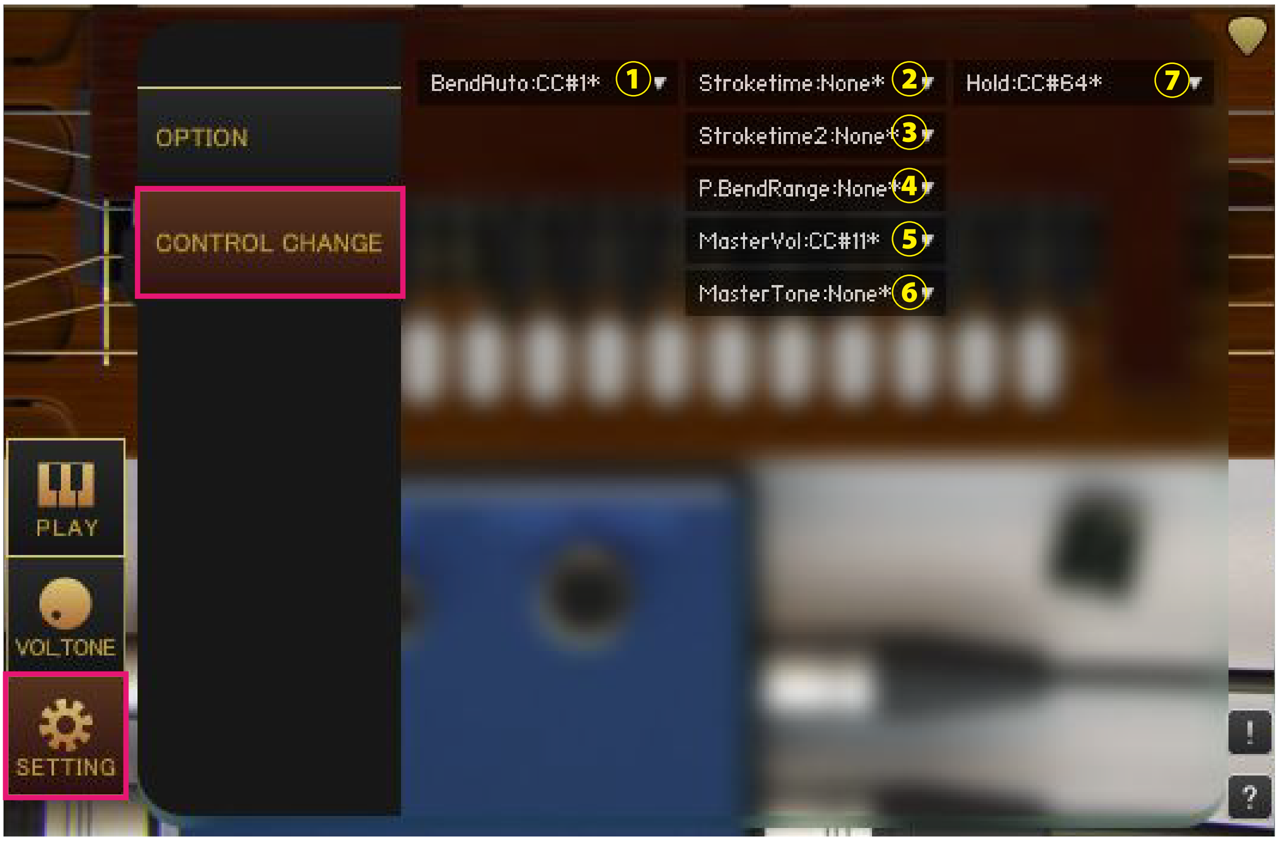
⑩[Near/Far/LineCH]

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 [Far / Near CH:-] to return to the default setting. If you change the output channel, the output of the previous stage of the insert effect 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.


OPTION
CONTROL CHANGE
PLAY
VOLTONE
SETTING
BendAuto:CC#1* ①
Stroketime:None* ②
Hold:CC#64* ⑦
Stroketime2:None* ③
P.BendRange:None* ④
MasterVol:CC#11* ⑤
MasterTone:None* ⑥

①[Bend]

Specifies the control change to bend.

②[Stroketime]

Specify the control change to operate the [STROKE TIME (Large)] knob on the PLAY screen.

③[Stroketime2]

Specify the control change to operate the [STROKE TIME (Small)] knob on the PLAY screen.

④[P.BendRange]

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

⑤[MasterVol]

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

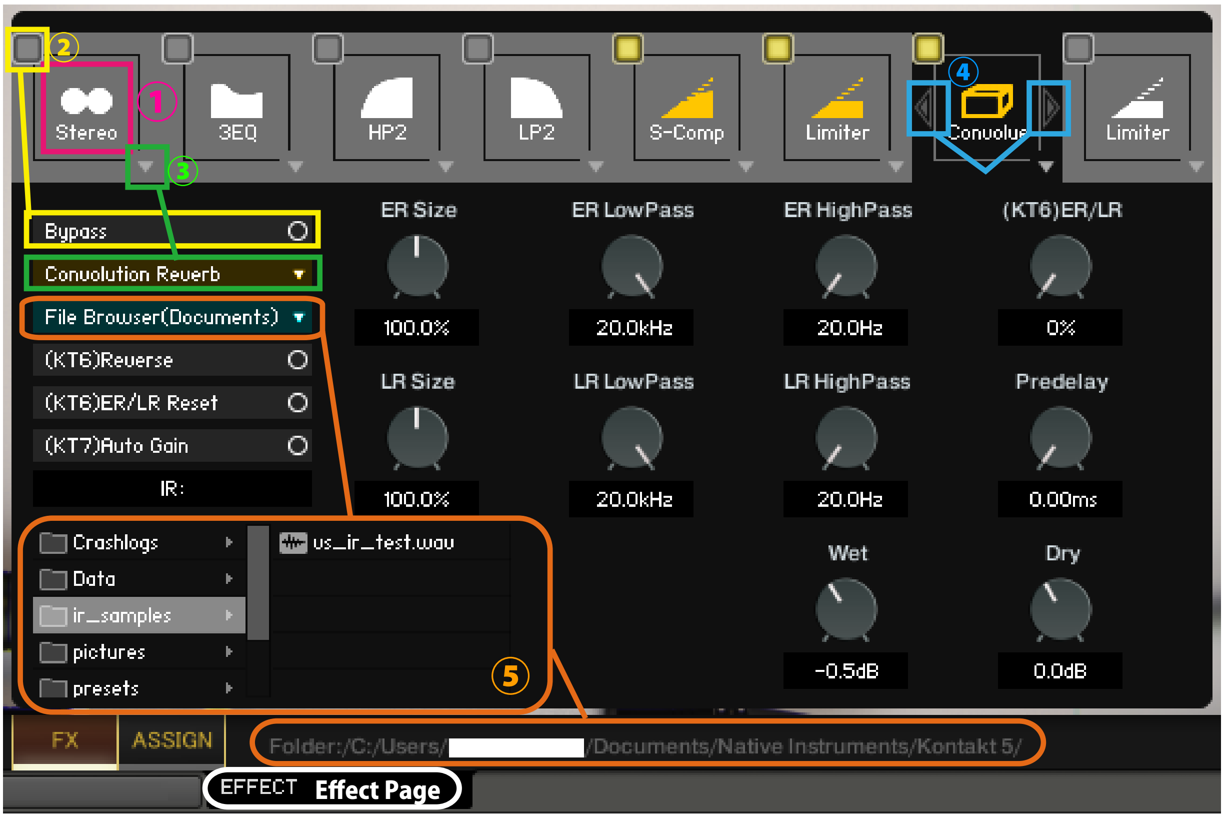
⑥[MasterTone]

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].

■EFFECT page


②
①
③
④
⑤
Stereo
3EQ
HP2
LP2
S-Comp
Limiter
Convolue
Limiter
Bypass ○
Convolution Reverb ▼
File Browser(Documents) ▼
(KT6)Reverse ○
(KT6)ER/LR Reset ○
(KT7)Auto Gain ○
IR:
Crashlogs
Data
ir_samples
pictures
presets
us_ir_test.wav
FX
ASSIGN
EFFECT
Effect Page

ER Size 100.0%
ER LowPass 20.0kHz
ER HighPass 20.0Hz
(KT6)ER/LR 0%
LR Size 100.0%
LR LowPass 20.0kHz
LR HighPass 20.0Hz
Predelay 0.00ms
Wet -0.5dB
Dry 0.0dB

Folder:/C:/Users/[redacted]/Documents/Native Instruments/Kontakt 5/

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)

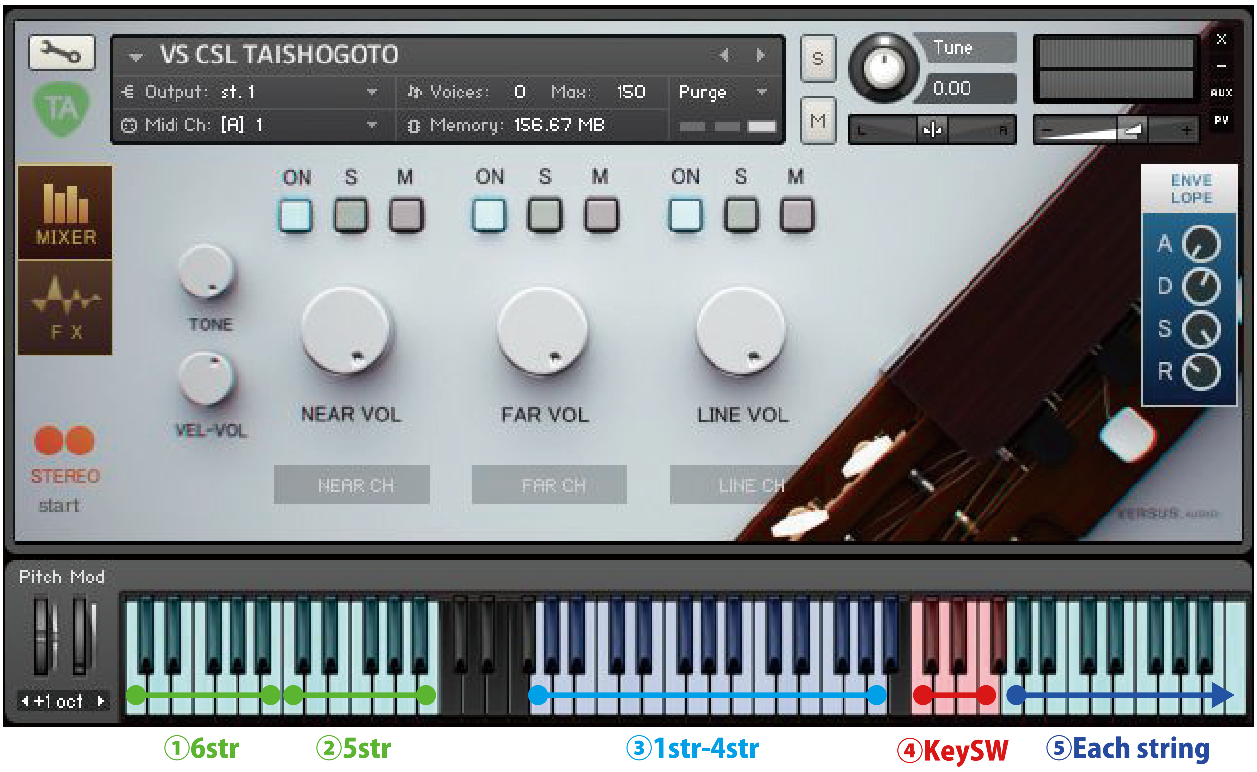
⑤About File Browser

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

VS CSL TAISHOGOTO


VS CSL TAISHOGOTO
Output: st. 1
Voices: 0
Max: 150
Purge
Midi Ch: [A] 1
Memory: 156.67 MB
S
M
Tune
0.00
AUX
PV
MIXER
FX
ON
S
M
TONE
VEL-VOL
NEAR VOL
FAR VOL
LINE VOL
NEAR CH
FAR CH
LINE CH
STEREO
start
ENVE LOPE
A
D
S
R
Pitch Mod
+1 oct
①6str
②5str
③1str-4str
④KeySW
⑤Each string

"VS TAISHOGOTO" also includes a CSL version.

This page explains the arrangement of tones and the role of key switches in "VS CSL TAISHOGOTO.nki".

①6th string C to B ② 5th string CHi to BHi

All tuning sounds of the 6th and 5th strings are arranged.

③1-4 string sustain

Plays the sound of pressing and playing the 1st to 4th strings.

④Key switch (red) String / noise selection

Select the strings and noise in each string playing range of ⑤ described later.

(4th string, 3rd string, 2nd string, 1st string, key-on (sustain), key-on noise, key-off noise)

⑤Each string playing range

Plays the string sound or key noise selected by the above-mentioned ④ key switch.

■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