



# VS TONKORI v2.1.4

USER GUIDE

by **VERSUS** AUDIO



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

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## ■ User Guide Overview

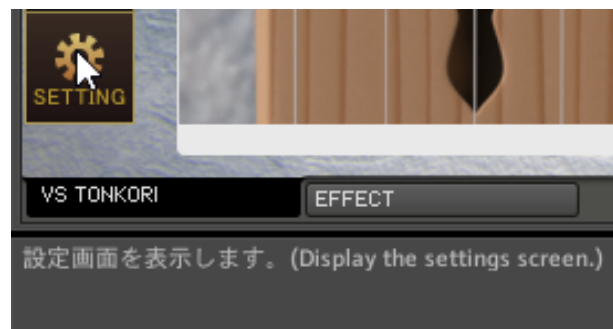
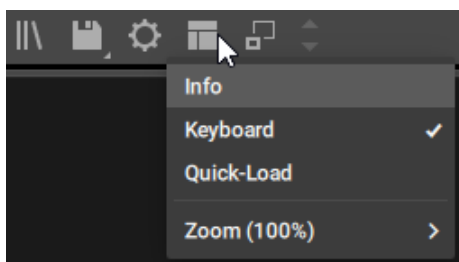
VS TONKORI USER GUIDE describes the Versus Audio product "VS TONKORI".

We recommend that you start the target instruments and read this guide.

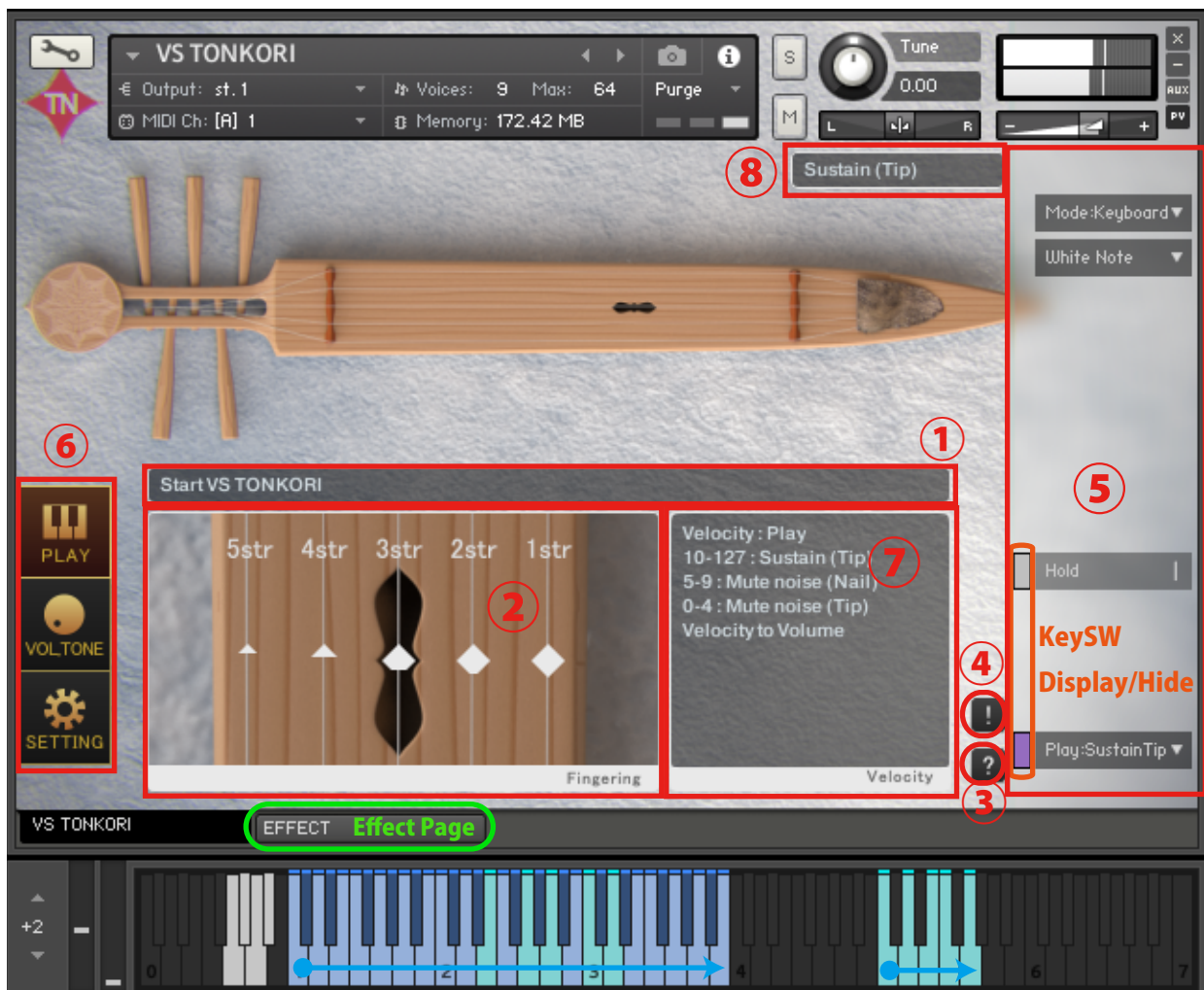
(\* The presence / absence, number and range of installed functions may differ depending on the instruments and version. The description of this guide may be changed without notice due to version upgrades or corrections. This guide does not explain the functions of the "NI KONTAKT".)

Target product : 「VS TONKORI」

In addition to this guide, you can also display simple help on the instrument. If you display KONTAKT's Info (F9) and move the mouse cursor over the instrument knob or menu, help will be displayed, so please use this as well.



## "PLAY" screen



Playing Range(Chromatic)

Playing Range(string)

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

### ① Information bar

Displays information about the operated key switch.

### ② Each string performance status display

When you play the key corresponding to each string, the following symbols will appear. The symbols gradually become smaller depending on the length of the note.

◆: Sustain Tip, ▲: Sustain Nail, ●: Sustain Pad, 3 vertically stacked ▲: Sustain Strum,

◇: Brush Tip, △: Brush Nail, ○: Brush Pad,

×: Mutenoise Tip/Nail/Pad (not displayed with Release key switch, etc.)

### 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.

The color of the small bar just to the left of the menu represents the color of the corresponding keyswitch. The gray ones are those that can be operated by CC rather than a key switch. When you press this small bar, the key switch is enabled (displayed) when the small bar is light in color, and disabled (hidden) when it is dark in color. 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 and keyboard range information for the current settings.

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

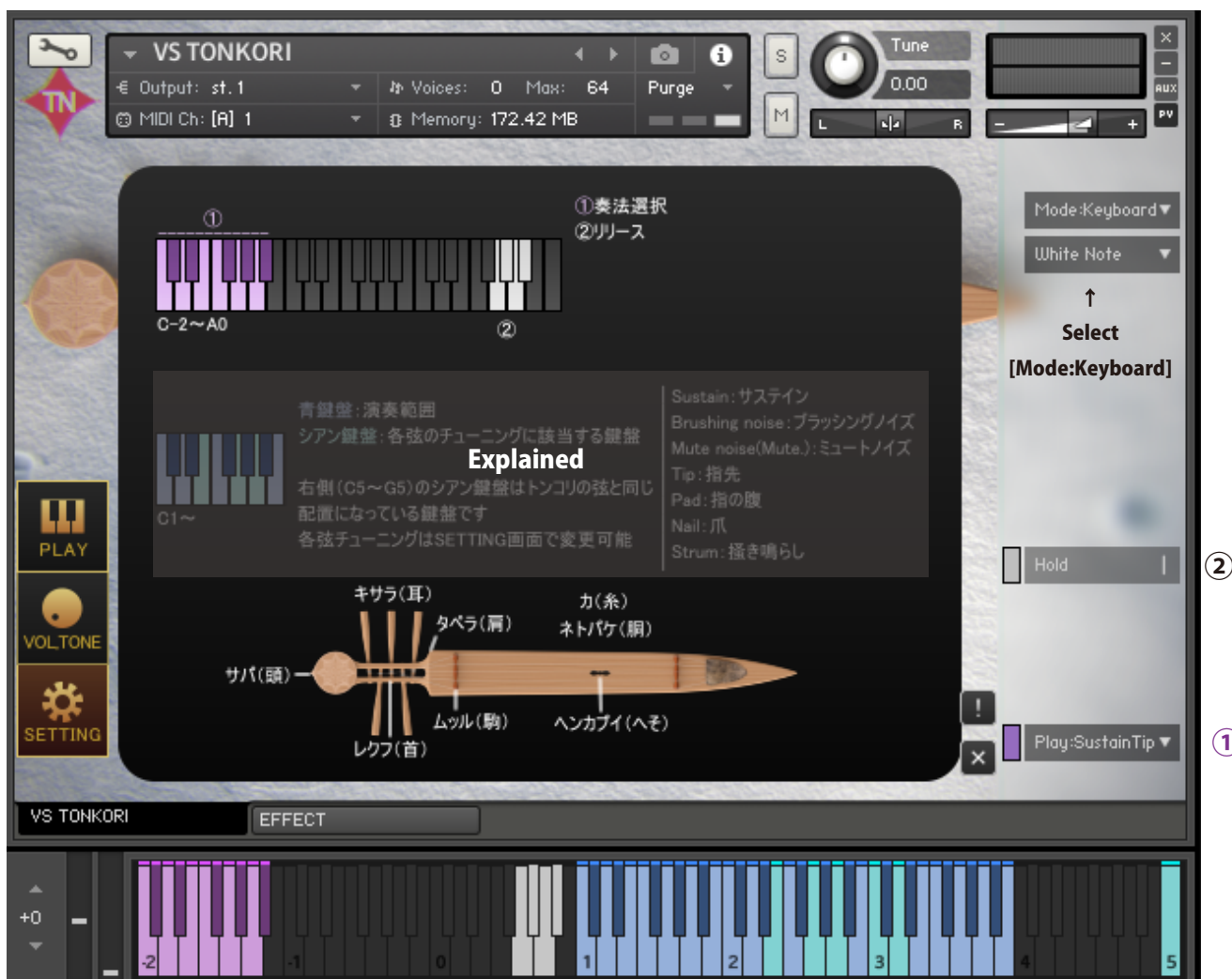
For playing styles that are displayed as "[Multi/All Vol] CC to Volume," you can specify volume instead of velocity using the control change set in the CONTROL CHANGE [Multi/All Vol:●●] menu on the SETTING screen.

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

- Sustain: Main sustain sound played in the most basic way
- Brushing noise: Brushing noise sound played while muted
- Mute noise: Mute noise sound (release noise sound) that stops the sound by hand.
- Tip: Sound played with fingertips
- Nail: Sound played with nails
- Pad: Sound played with the pad of the finger
- Stroke: The sound of strumming with multiple nails

The cyan keys within the range are the pitches set by Tonkori's tuning. The cyan keys on the right are arranged in the same way as Tonkori's strings. The 5th string is on the left, and the 1st string is on the right. String tuning can be changed on the SETTING screen.

## Key switches and main menu



This image shows help on the PLAY screen.([Mode:Keyboard])

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

Select a playing style.

[Play:Multi,All,Sustain Tip,Sustain Nail,Sustain Pad,Sustain Strum,Brushing noise Tip,Brushing noise Nail,Brushing noise Pad,Mute noise Tip,Mute noise Nail,Mute noise Pad]

[Play:Multi,All] specifies the playing style using velocity. [Play:Multi,All] does not allow you to specify the volume of each note using velocity. Specify the volume using the CC set in [Multi/All Vol:CC#●] in CONTROL CHANGE on the SETTING screen.

If you want to specify the volume using velocity, specify each playing technique such as [Play:Sustain Tip].

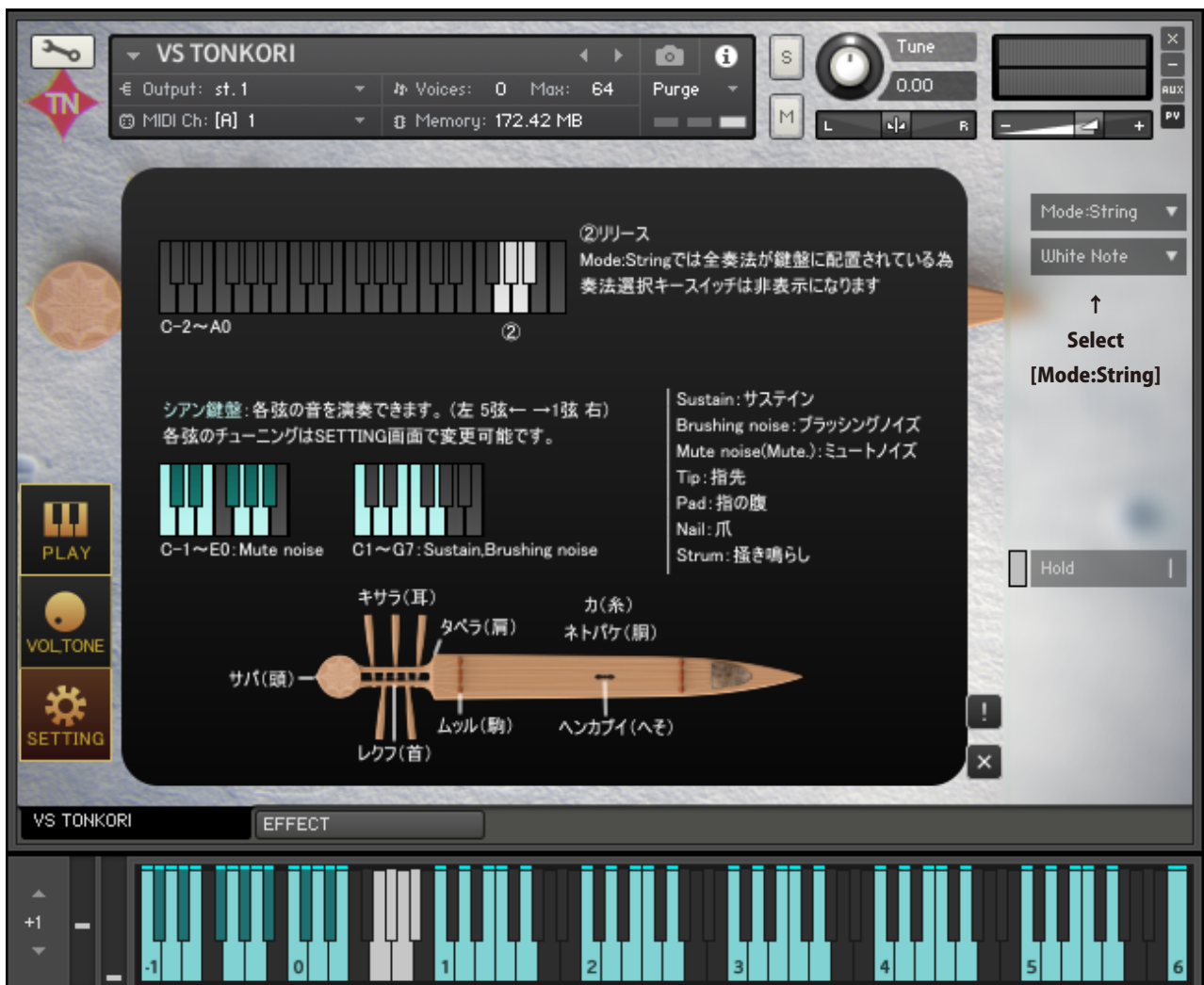
### Help②Release(G0 to A#0)

G0: Stops all sounds and plays the Mute noise Pad sound. (Noise volume automatic adjustment)

G#0: Stops all sounds. If the velocity is below 64, the release length will be automatically adjusted.

A0: Stops all sounds and plays the Mute noise Tip sound. (Noise volume automatic adjustment)

A#0: Stop all sounds and play the Mute noise Nail sound. (Noise volume automatic adjustment)



This image shows help on the PLAY screen.([Mode:String])

If you change the top right menu to [Mode:String], the pitch order will be the same as the Tonkori strings. Of the five cyan keys, the 5th string is on the left, and the 1st string is on the right.

When the menu [White Note] is selected, only the white keyboard is placed, and when [White&Black] is selected, the notes are placed on the black and white keyboard.

[Mute noise Tip/Nail/Pad] are arranged on the keyboard from C-1 to E0. On this keyboard, velocity determines the volume of the mute noise. There is a difference in behavior in that when the white release key switch or sustain velocity is less than 10, the mute noise volume is automatically determined by the sustain volume and playback position.

Keyboards above C1 are lined up with playing techniques such as Sustain and Brushing noise.

In [Mode:String], all playing styles are arranged on the keyboard, so the playing style selection key switch and menu are hidden.

## "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[-P.BendRange:●fret]

Specifies the range of negative pitch bend values.

### ⑤[+P.BendRange:●fret]

Specifies the range of positive pitch bends.

### ⑥[PolyAT Pitch]

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

### ⑦[MonoAT Pitch]

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

**⑧[Humanizer(dB)]**

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

**⑨[ReleaseSound:on,off]**

Specifies whether the mute noise sample at release is played or not.

If off, mute noises such as release key switches will not be played.

**⑩[WeakSound:on,off]**

Specifies whether or not to use samples that were recorded while playing weakly when the velocity value was small.

When on, as you lower the velocity, the tone will automatically switch to the tone that was recorded while playing weakly.

When it is off, the sound recorded by playing strongly will be played at a lower volume.

**⑪[Mic.S/Mic.L CH]**

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 [Mic.S 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]**

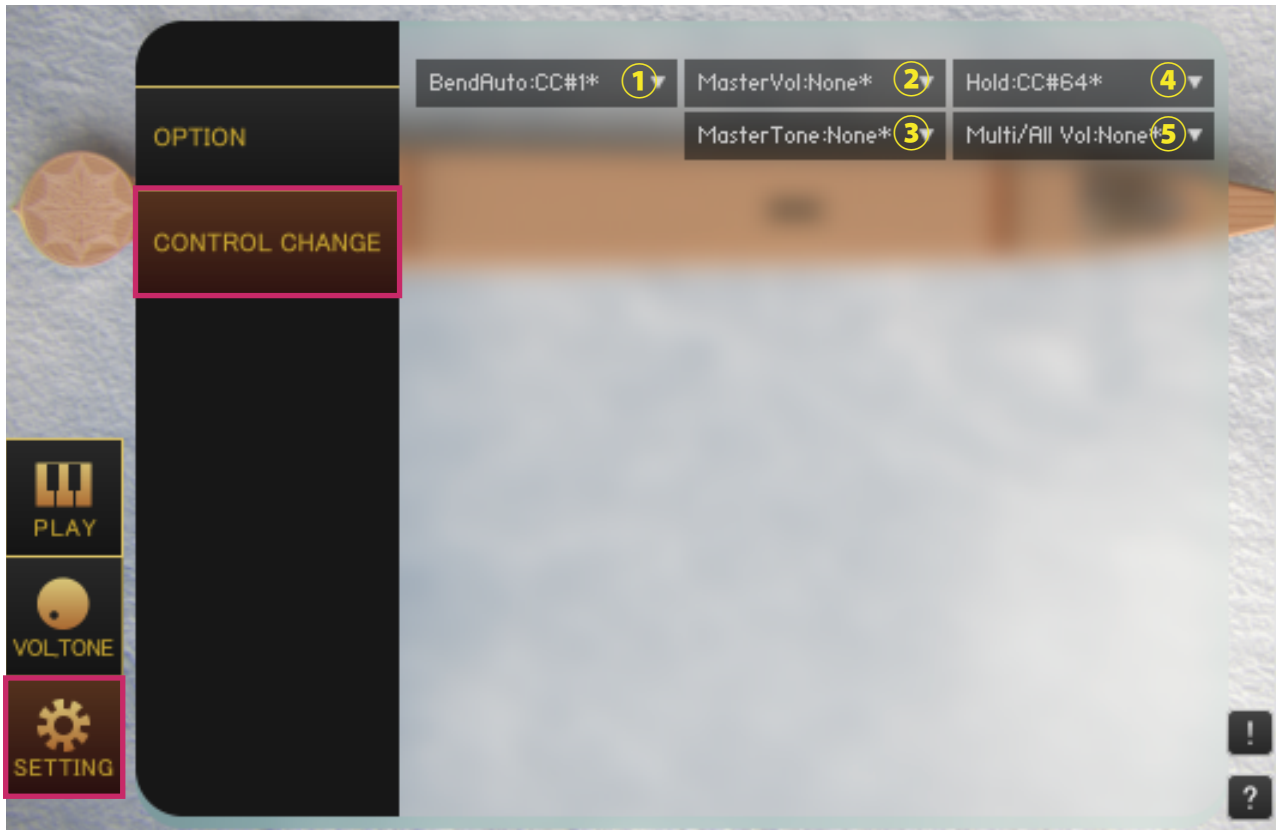
Change the tuning of the cyan keyboard located in the same location as Tonkori's strings.

Select the tuning preset with [TuningPreset:●●].

**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[BendAuto]

Specifies the control change to bend.CC bend only bends the sound of the last played note.

#### ②[MasterVol]

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

#### ③[MasterTone]

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

#### ④[Hold]

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

#### ⑤[Multi/All Vol]

In [Play: Multi/All], 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



### 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](mailto:info@versusaudio.com)