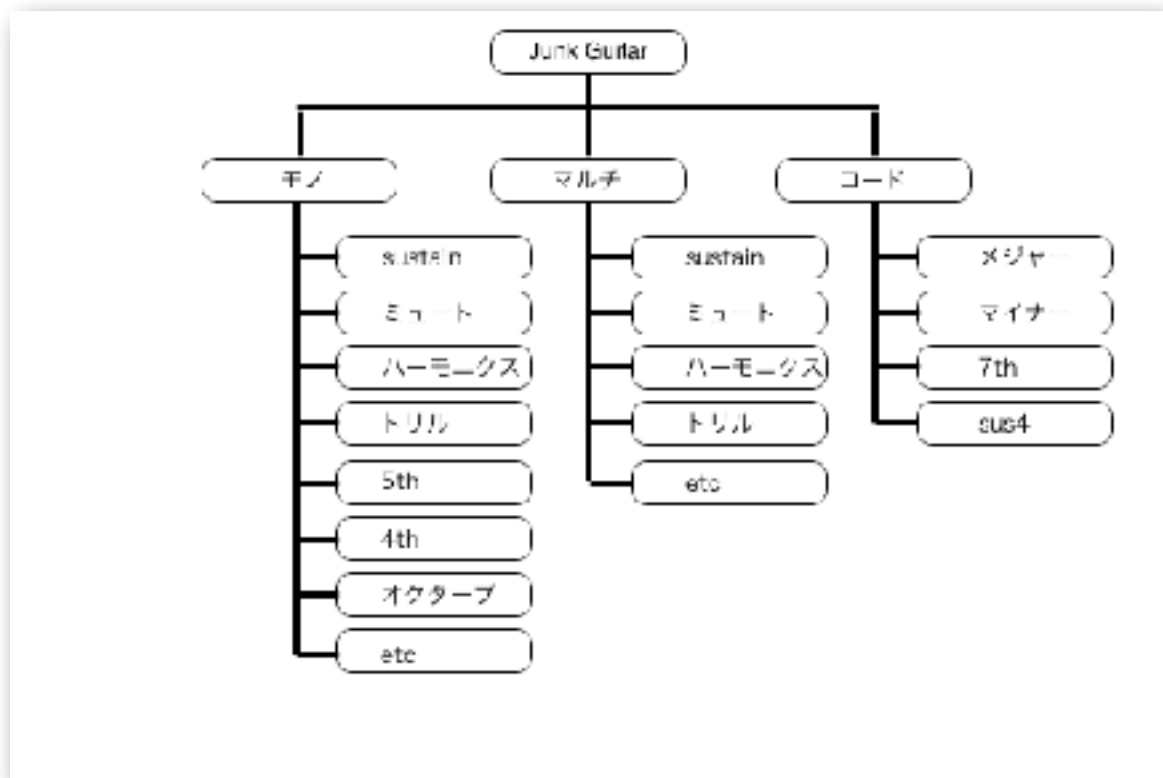# Junk Guitar for Kontakt

Advanced Manual

Structure of Junk Guitar

The configuration of Junk Guitar is as shown in the following figure.
Mono mode, poly mode and code mode are the major components of Junk Guitar.
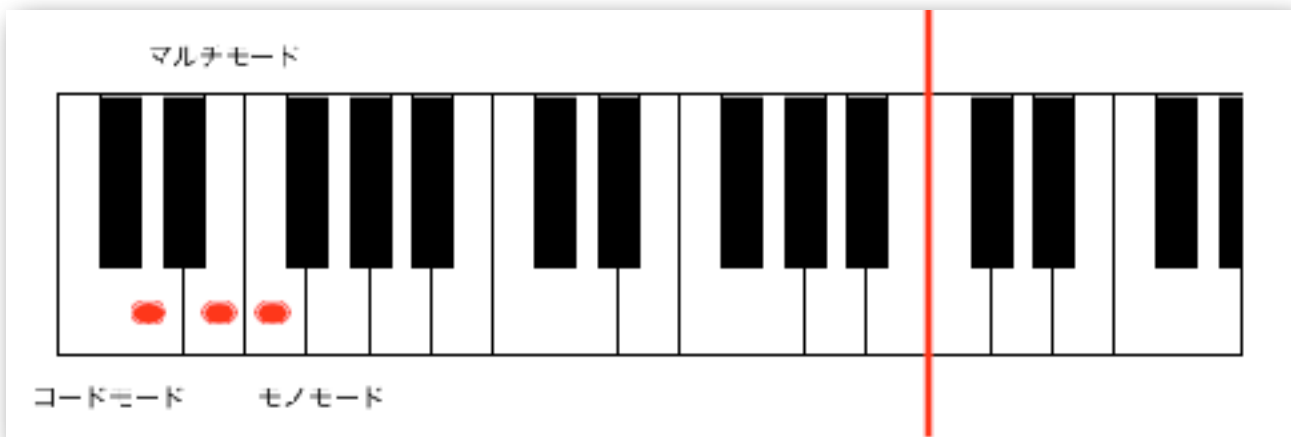
Area of keyswitches

As shown in the figure, the note number 35 (B) or less is the key switch area, and the note number 36 (C) or more is the area where the note actually sounds.

キースイッチ　　実際に音が鳴る領域
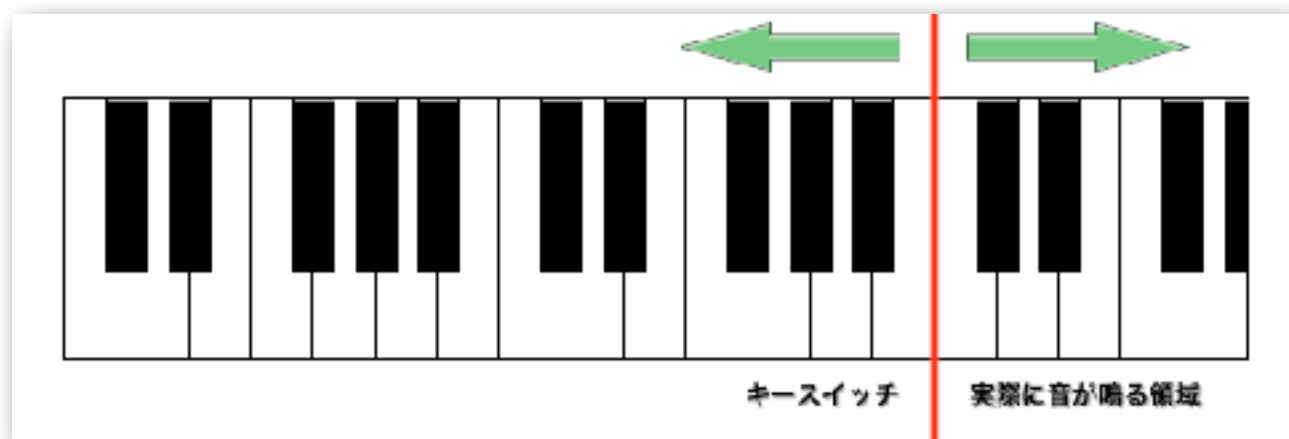
Mode selection

• Version 1.0 series

Keyswitches	Mode
Note number 15（D-1)	Chord
Note number 17（E-1)	Poly
Note number 18（F-1)	Mono

• Version 1.1 series

Keyswitches	Mode
Note number 15（D-1)	Mono
Note number 17（E-1)	Poly
Note number 18（F-1)	Chord

Stop Noise

Stop noise is the sound when you stop the sound. In mono mode or chord mode, sound is stopped by stop noise instead of note off. In addition, note numbers 36 (C) and 38 (D) sound like fingers and strings rubbing when key is released. For note numbers 37 (C #) and 39 (D #), there is no such sound. Please use differently depending on the time and case.
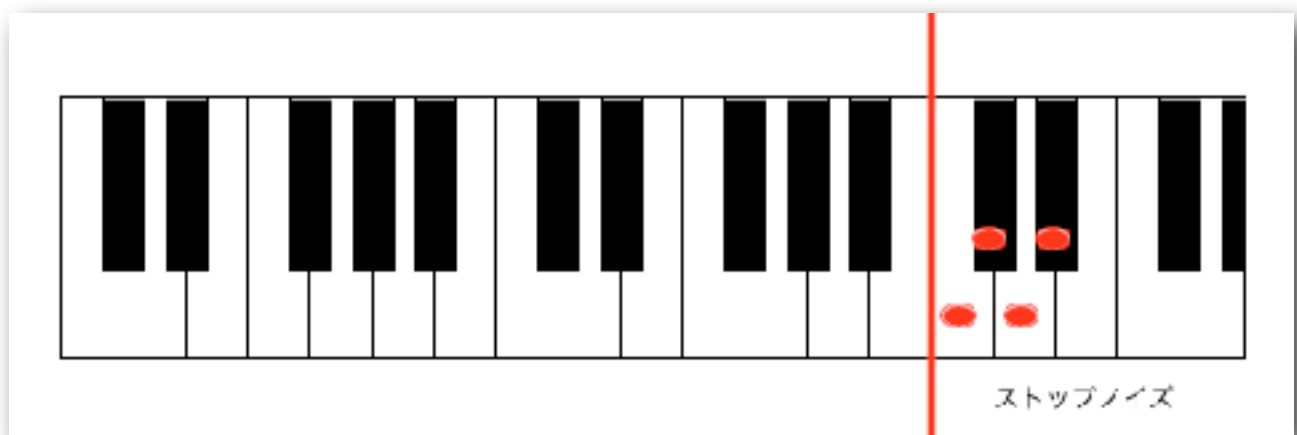
About mono mode

Mono mode is the mode with maximum simultaneous sounding number 1. The sound does not stop at Note Off. The sound stops due to stop noise.

Mono mode key switch is as follows.

・V1.0系

Note number	
18(F#)	FX
19(G)	Octave
20(G#)	5th mute
21(A)	5th sustain
22(A#)	4th mute
23(B)	4th sustain
24(C)	Single note sustain
25(C#)	Single note sustain
26(D)	Single note mute
27(D#)	Ghost note
28(E)	Extra attack
29(F)	Pinch harmonics
30(F#)	Natural harmonics
31(G)	Quarter bend
32(G#)	Unison bend

Note number	
33(A)	Trill
34(A#)	Tremolo

・**V1.1系**

Note number	
18(F#)	FX
19(G)	Octave
20(G#)	5th mute
21(A)	5th sustain
22(A#)	4th mute
23(B)	4th sustain
24(C)	Single note
25(C#)	Single note mute
26(D)	Single note
27(D#)	Ghost
28(E)	Extra attack
29(F)	Pinch harmonics
30(F#)	Quarter Bend
31(G)	Natural harmonics
32(G#)	Unison Bend

Note number	
33(A)	Trill
34(A#)	Tremolo

About poly mode

In Poly mode, a note off stops the sound. Also, there is no automatic hammer-on or slide function. The maximum polyphony is 6.

The key switch of poly mode is as follows.

・V1.0系

Note number	
24(C)	Single note
25(C#)	Single note
26(D)	Single mute
27(D#)	Ghost
28(E)	Extra attack
29(F)	Pinch harmonics
30(F#)	Natural harmonics
31(G)	Quarter bend
32(G#)	Unison bend
33(A)	Trill
34(A#)	Tremolo

・V1.1系

Note number	
24(C)	Single note
25(C#)	Single mute
26(D)	Single note
27(D#)	Ghost
28(E)	Extra Attack
29(F)	Pinch harmonics
30(F#)	Quarter bend
31(G)	Natural harmonics
32(G#)	Unison bend
33(A)	Trill
34(A#)	Tremolo

About chord mode

Note number	
24(C)	Major
26(D)	Ghost
27(D#)	Minor
29(F)	sus4
34(A#)	7th

Depending on the strength of the velocity, it has become a switch between two stages, slow stroke and fast stroke.

About strum

・V1.0系

Note number	
9(A)	Down
10(A#)	Up
11(B)	Alternate

・V1.1系

Note number	
9(A)	Down
10(A#)	Alternate
11(B)	Up

About pitch bend range

・**V1.0系**

The pitch bend range is fixed at 3.

・**V1.1系**

The pitch bend range can be set with CC 6. Depending on the DAW, it is forcibly reset to 0 when loading the project, so in that case please set it with CC 6.