

Vintage Humbucker Guitar V1.5 for Kontakt

User's Manual

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1. Introduction

Thank you for purchasing Vintage Humbucker Guitar V1.5 for Kontakt.

Vintage Humbucker Guitar has high-quality samples of many articulations, Downstroke, Upstroke, Single note sustain, Single note realtime legato slide, Single note realtime hammer-on & pull-off, Single note palm-mute(soft & hard), Single ghost note, Pinch harmonics, Natural harmonics, Picking tremolo, Trill, chop(extra attacks), 5th-dyad chord sustain, 5th-dyad chord realtime legato slide, 5th-dyad chord palm-mute, 4th-dyad chord sustain, 4th-dyad chord realtime legato slide, 4th-dyad chord palm-mute, Octave-dyad chord sustain, Octave-dyad chord realtime legato slide, Unison bend, Hand stop noise, Pick stop noise, Glissando, Scrape.

We have invested much effort into creating a virtual guitar to make it sound as real is possible.

We hope that music created with the help of our library will exceed your expectations and will help you to reach the highest musical standards.

Enjoy!

1.1 About the guitar

The instrument we used was an excellent and expensive Japanese hand built guitar that has vintage style humbucking pickups.



2. Structure

Vintage Humbucker Guitar V1.5 has seven modes, polyphonic mode, monophonic mode, chord mode(real), chord mode(simulate), arpeggio mode, cutting mode, riff mode.

3.1 Polyphonic mode

Stroke switches

MIDI note no.	Articulation
F#-2(6)	Auto alternate
G-2(7)	Always down stroke
G#-2(8)	Always up stroke

Keyswitches in polyphonic mode are as follows.

MIDI note no.	Articulation	Note
C-1(12)	Slide up	Slide step: CC16
C#-1(13)	Slide down	Slide step: CC16
D-1(14)	Picking tremolo	
D#-1(15)	Trill(half)	
E-1(16)	Trill(whole)	
F-1(17)	Unison bend	
F#-1(18)	Quarter bend	
G-1(19)	Chop(extra attacks)	
G#-1(20)	Natural harmonics	
A-1(21)	Pinch harmonics	
A#-1(22)	Scrape	

MIDI note no.	Articulation	Note
B-1(23)	Gliss	
C0(24) or C#0(25)	Single note sustain	
D0(26)	Single note palm-mute(hard)	
D#0(27)	Single note palm-mute(soft)	
E0(28)	Single ghost note	

Utilities

MIDI note no.	Function
F0(29)	Vibrato
F#0(30)	Auto slide down
G0(31)	Hand stop noise
G#0(32)	Pick stop noise
A0(33)	Hammer-on or Pull-off (velocity 0 - 64: pull-off, velocity 65 - 127: hammer-on) (during the key is pressed)
A#0(34)	Auto ghost note
E5(88)	Random hand noise

GUI

Name	Function
PB Range	Pitch bend range(CC6)
Vib Range	Vibrato range: F0(29) key refers the parameter. The amount is percentage of pitch bend range.
Vib Time	Vibrato speed: F0(29) key refers the parameter.
Tremolo	Tremolo speed(CC18)
Trill H	Half trill speed(CC19)
Trill W	Whole trill speed(CC20)
Slide Up	Steps of slide up(CC16)
Slide Down	Steps of slide down(CC17)

3.2 Monophonic mode

How to stop sounds

In monophonic mode, sounds can be stopped by a stop noise(MIDI note no.31-32).

The maximum number of voices is one.

Keyswitches in monophonic mode are as follows.

Stroke switches

MIDI note no.	Articulation
F#-2(6)	Auto alternate
G-2(7)	Always down stroke
G#-2(8)	Always up stroke

Keyswitches

MIDI note no.	Articulation	Note
A-2(9)	Octave	realtime legato slide
A#-2(10)	4th mute	
B-1(23)	4th sustain	realtime legato slide

MIDI note no.	Articulation	Note
C-1(12)	5th mute	
C#-1(13)	5th sustain	realtime legato slide
D-1(14)	Picking tremolo	
D#-1(15)	Trill(half)	
E-1(16)	Trill(whole)	
F-1(17)	Unison bend	
F#-1(18)	Quarter bend	
G-1(19)	Chop(extra attacks)	
G#-1(20)	Natural harmonics	
A-1(21)	Pinch harmonics	
A#-1(22)	Scrape	
B-1(23)	Gliss	
C0(24)	Single note sustain	realtime legato hammer-on or pull-off
C#0(25)	Single note sustain	realtime legato slide
D0(26)	Single note palm-mute(hard)	
D#0(27)	Single note palm-mute(soft)	
E0(28)	Single ghost note	

Utilities

MIDI note no.	Function
F0(29)	Vibrato
F#0(30)	Auto slide down
G0(31)	Noiseless stop
G#0(32)	Pick stop noise
A0(33)	Repeat previous note(mute or sustain)
A#0(34)	Auto ghost note
E5(88)	Random hand noise

GUI

Name	Function
PB Range	Pitch bend range(CC6)
Vib Range	Vibrato range: F0(29) key refers the parameter. The amount is percentage of pitch bend range.
Vib Time	Vibrato speed: F0(29) key refers the parameter.
Tremolo	Tremolo speed(CC18)

Name	Function
Trill H	Half trill speed(CC19)
Trill W	Whole trill speed(CC20)
OneShot	On: ignore note off event Off: not ignore note off event
NoteOff_NoteOn	Note on events play down stroke. Note off events play up stroke.

CC5 effects speed of some parts of slide.

3.3 Chord mode(real)

Key layout

Green	Chord detect area
Blue	Play stroke area

MIDI note no.	Articulation
C4(72)	Low position down stroke(fast)
C#4(73)	Low position down stroke(slow)
D4(74)	Low position up stroke(fast)
D#4(75)	Low position up stroke(slow)
F4(77)	High position down stroke(fast)
F#4(78)	High position down stroke(slow)
G4(79)	High position up stroke(fast)
G#4(80)	High position up stroke(slow)
A4(81)	Ghost down stroke
A#4(82)	Ghost up stroke
B4(83)	Hand noise
C5(84)	Hand stop noise
C#5(85)	Pick stop noise

3.4 Chord mode(simulate)

Key layout

Green	Chord detect area
Blue	Play stroke area
Red	Position select area

Position select

MIDI note no.	Position
C4(72)	Position 1
C#4(73)	Position 2
D4(74)	Position 3
D#4(75)	Position 4

MIDI note no.	Articulation
F4(77)	Full stroke down
F#4(78)	Full stroke up
G4(79)	Stroke down(string 5 - 3)
G#4(80)	Stroke up(string 5- 3)
A4(81)	Stroke down(string 3 - 1)
A#4(82)	Stroke up(string 3 - 1)

MIDI note no.	Articulation
C5(84)	Stroke down(string 6 - 4) mute
C#5(85)	Stroke down(string 6 - 4)
D5(86)	Ghost stroke down
D#5(87)	Ghost stroke up
F5(89)	String 6
F#5(90)	String 5
G5(91)	String 4
G#5(92)	String 3
A5(93)	String 2
A#5(94)	String 1

S.Speed: Speed of stroke

3.5 Arpeggio mode

Key layout

Green	Note select area
Blue	Play stroke area

Keyswitches

MIDI note no.	Articulation
A-1(21)	Sustain
A#-1(22)	Mute

MIDI note no.	Articulation
F5(89)	Lowest note down
F#5(90)	Lowest note up
G5(91)	Second note from the bottom down
G#5(92)	Second note from the bottom up
A5(93)	Third note from the bottom down
A#5(94)	Third note from the bottom up

MIDI note no.	Articulation
B5(95)	Fourth note from the bottom down
C6(96)	Fourth note from the bottom up
C#6(97)	Fifth note from the bottom down
D6(98)	Fifth note from the bottom up
D#6(99)	Sixth note from the bottom down
E6(100)	Sixth note from the bottom up
F6(101)	Full stroke down
F#6(102)	Full stroke up

MIDI note no.	Articulation
G6(103)	Hammer-on
G#6(104)	Pull-off

CC21: Speed of stroke

3.6 Rhythm mode

Key layout

Green	Note select area
Blue	Play stroke area

MIDI note no.	Articulation
E5(88)	Auto gliss down
F5(89)	Stroke down
F#5(90)	Stroke up
G5(91)	Ghost down
G#5(92)	Ghost up
A5(93)	Mute down(soft)
A#5(94)	Mute up(soft)
B5(95)	Mute down(hard)
C6(96)	Mute up(hard)
C#6(97)	Ghost full stroke down
D6(98)	Ghost full stroke up
C7(108)	Gliss up & down

MIDI note no.	Articulation
D#6(99)	Hammer-on
E6(100)	Pull-off

Realtime legato slide area

MIDI note no.	Articulation
F6(101)	play tune -3 notes
F#6(102)	play tune -2 notes
G6(103)	play tune -1 notes
G#6(104)	play selected notes
A6(105)	play tune +1 notes
A#6(106)	play tune +2 notes
B6(107)	play tune +3 notes

CC21: Speed of stroke

3.7 Riff mode

How to stop sounds

In riff mode, sounds can be stopped by a stop noise(MIDI note no.31-32).

The maximum number of voices is one.
Keyswitches in riff mode are as follows.

Chord select switches

MIDI note no.	Articulation
C-2(0)	Single note
C#-2(1)	Minor 2nd
D-2(2)	Major 2nd
D#-2(3)	Minor 3rd
E-2(4)	Major 3rd
F-2(5)	4th
F#-2(6)	diminished 5th
G-2(7)	5th
G#-2(8)	augmented 5th
A-2(9)	Major 6th
A#-2(10)	Minor 7th
B-2(11)	Major 7th
C-1(12)	Octave

Stroke switches

MIDI note no.	Articulation
F#-1(18)	Auto alternate
G-1(19)	Always down stroke
G#-1(20)	Always up stroke

Keyswitches

MIDI note no.	Articulation	Note
A-1(21)	Pinch harmonics	
A#-1(22)	Scrape	
B-1(23)	Gliss	
C0(24)	Single note sustain	realtime legato hammer-on or pull-off
C#0(25)	Single note sustain	realtime legato slide
D0(26)	Single note palm-mute(hard)	
D#0(27)	Single note palm-mute(soft)	
E0(28)	Single ghost note	

Utilities

MIDI note no.	Function
F0(29)	Vibrato
F#0(30)	Auto slide down
G0(31)	Noiseless stop
G#0(32)	Pick stop noise
A0(33)	Repeat previous note(mute or sustain)
A#0(34)	Auto ghost note
E5(88)	Random hand noise

GUI

Name	Function
PB Range	Pitch bend range(CC6)
Vib Range	Vibrato range: F0(29) key refers the parameter. The amount is percentage of pitch bend range.
Vib Time	Vibrato speed: F0(29) key refers the parameter.

4. Credits

Developer: Fujiya Instruments
<http://fujiya-instruments.com/>

Guitar performance, Editing, Programming & Script
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