



Thank-you for your purchase of **The Banjo**. We appreciate your support!

**The best way to protect your sample library investments is to back them up on an external HD or memory stick that is not usually connected to your computer.** We try to get to re-download requests quickly, but it is much quicker to just copy your library back onto your computer (or to a new computer) from a backup drive.



The Banjo has a simple layout and is ready to get to work as soon as you load it up.

**If you do not see the on-screen keyboard display, select it from the menu at the top of Kontakt's window.**

Select any of the 3 main screens using the buttons on the upper right.



**Main Screen** has settings for controlling articulations like slides, mutes, and tremolo with key velocity.



**Mixer Screen** gives you control over which mic or mics you are using, with volume, pan, and effects.



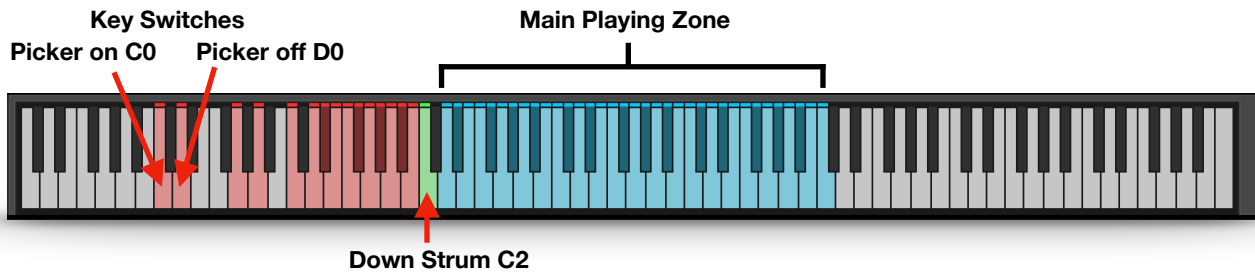
**Settings Screen** gives you access to global settings and tweaks for the articulations.

## Lower Panel Controls: The Picker



### Engage The Picker.

Nothing says banjo like those fast rolls (banjo-speak for picking patterns). You know, the kind that are really difficult to perform on a keyboard? Not to worry. Simply play a 3 to 5 note chord anywhere in the main playing zone and The Picker will do the heavy lifting.




Playing only one or two notes will trigger normal notes (not arpeggiated), so you can easily switch between normal playing and automated picking.

**Playing a 3 to five note chord will trigger The Picker**, which is a specially designed arpeggiator that will play banjo roll patterns based on the Style you've chosen and the number of notes in your chord. **Playing a C2 (green) will play a single down strum of the last chord held.**

**Style** lets you select from 16 different patterns. You can use the Style knob or pull-down menu. Use the Note Resolution control to sync the pattern correctly to your project.

**Strength** controls the key velocity output of the Picker. You can use Kontakt's MIDI Learn CC function to adjust this in real time for more variation.

 **Note Resolution** lets you sync your picking to your project by choosing the correct note value. Although Kontakt will sync automatically, you may need to adjust this depending on the time signature of your project, especially with triple time signatures.

**Overlap** controls the duration of the notes in each step of the pattern, or how much they "overlap".

### Playing Tips:

**Use your sustain pedal** to latch the pattern while changing chords.

**Use a high pedal tone, or a common high note through several chord changes.**

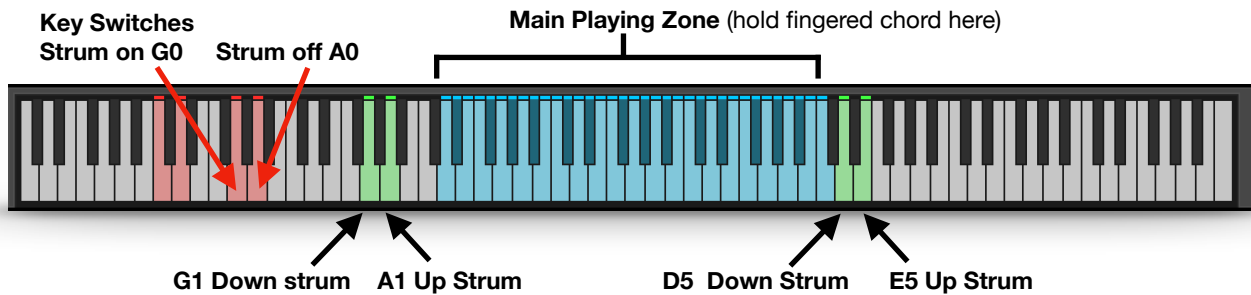
For instance, in G, play G major, C major A major, and D major, all while holding a G3 note at the top. This really helps to add realism, since banjo players will often use the 5th string (tuned to G) as a kind of drone note.

## Lower Panel Controls: The Strummer



### Engage The Strummer.

**Strum** lets you finger a chord in the main playing area, and manually trigger down and up strums using the keys shown below in green. The Banjo does not include automated strumming patterns.



The down and up strum trigger keys are duplicated above and below the playing zone.

**Looseness** determines how quickly the chord is strummed, or how “tight” it sounds. This control loosens the strum as you turn it up.

**Mute Vel Sw** sets a velocity switch point between muted strums and strums that ring out. Turn this up to add a layer of muted strums, starting at the lowest key velocity and transitioning to sustained strums at the point you set here.

**Dyn Strings**, or Dynamic Strings adds notes to the chord the harder you play.

### Playing Tips:

**Use your sustain pedal** to create realistic strumming.

As with the Picker, **use high common notes between chords**. This helps emulate use of the banjo’s 5th string, often used as a kind of drone.

**Use muted strums on upbeats** in a bluegrass style.

## Lower Panel Controls: Harmony



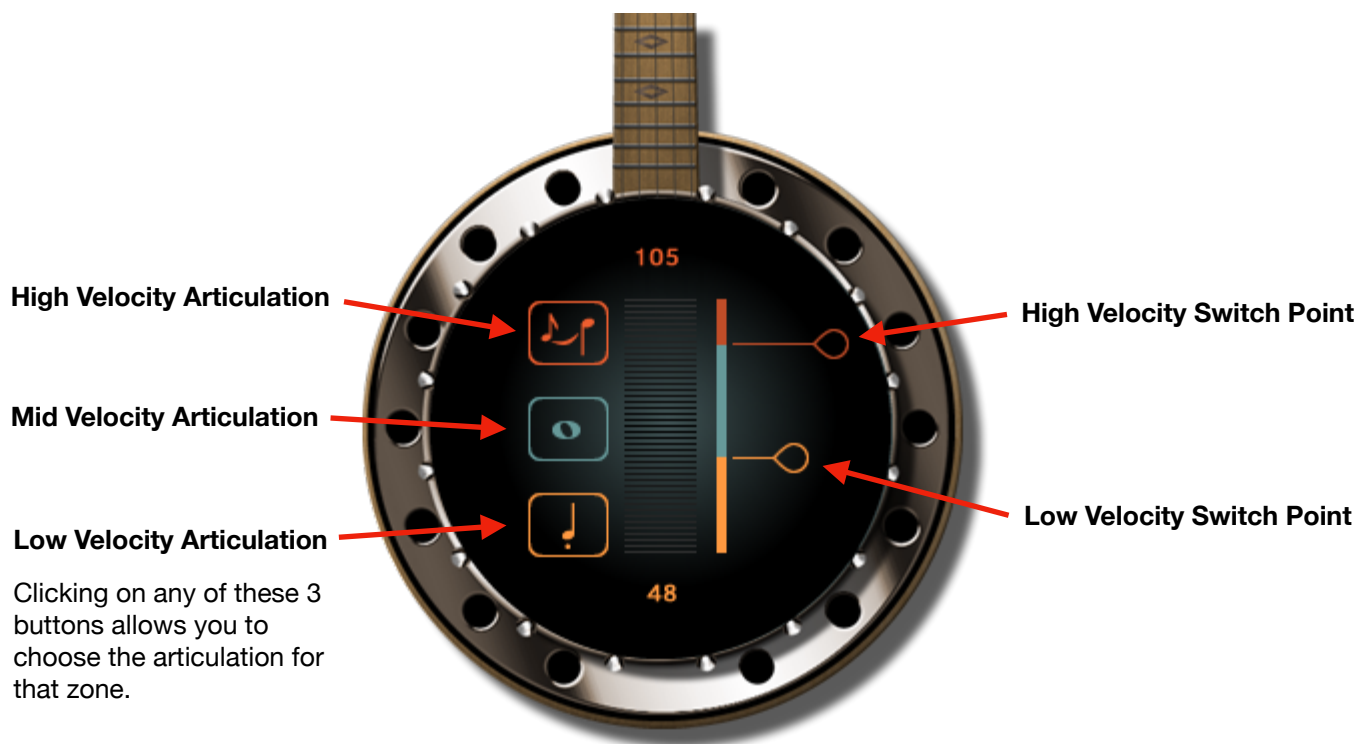
**Add automatic Harmony**

Harmony can be added by using the **Harmony** button to latch it on continuously, or by using a key switch (E1), which will turn the Harmony button on momentarily.

**Style** lets you choose between several harmony intervals.

**Master Key controls not only the harmony notes played, but also the intervals used in the articulations.** For instance, whether a Grace Note Slide will be a whole step or semitone.

## Main Screen: Velocity Articulation Controls

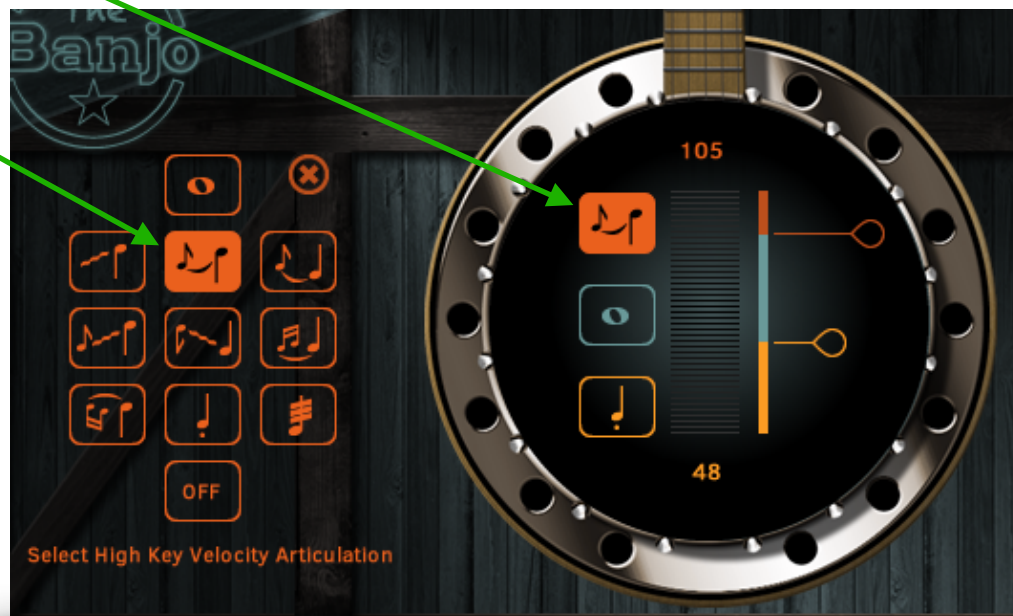


The Banjo has 3 zones that respond to key velocity, and you can choose any articulation for any zone. To change the the velocity switch points, just drag the orange or yellow handles (on the right) up or down to the desired point. This way, you can customize the instrument's response to fit your own style, and your keyboard's velocity curve.

To choose an articulation for a zone, just click on its button. Below, the High Velocity button has been pressed, displaying more buttons. Just click on an Articulation to choose it for that zone. Choosing "OFF" in the High or Low zones will turn that zone off. The Mid zone cannot be turned off.

1. Click on a zone's button to choose an Articulation for that zone.

2. Select an articulation by clicking on its icon.



## Main Screen: Articulations



**Sustains**



**Up Slide**



**Hammer-on**

Note value can be adjusted in the Settings screen. Master Key knob determines intervals.



**Pull-off**

Note value can be adjusted in the Settings screen. Master Key knob determines intervals.



**Grace Note Up Slide.** Like Hammer-on but with a quick slide.

Note value can be adjusted in the Settings screen. Master Key knob determines intervals.



**Grace Note Down Slide.** Like Pull-off but with a quick slide.

Note value can be adjusted in the Settings screen. Master Key knob determines intervals.



**Up Trill** Not so much a trill, but a quick ornament.

Note value can be adjusted in the Settings screen. Master Key knob determines intervals.



**Down Trill** Not so much a trill, but a quick ornament.

Note value can be adjusted in the Settings screen. Master Key knob determines intervals.



**Mute**

Yes, it's a staccato notation, but you get the idea.



**Tremolo**

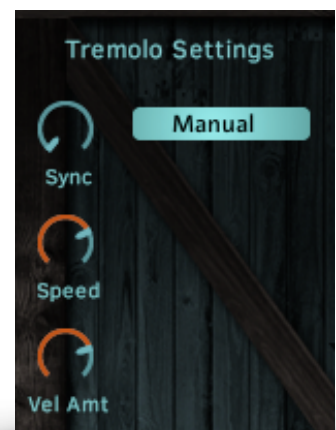
When selected, controls for Tremolo will be displayed.

When Tremolo is selected, its controls will be displayed.

**Sync** lets you choose between Manual (the speed knob below) or different note values.

**Speed** controls the tremolo speed in Manual mode.

**Vel Amt** determines the effect of key velocity on tremolo.



## Mixer Screen



The sound of The banjo was captured using two microphones.



**Mic 1** is a large diaphragm mic aimed at the lower rim of the instrument, which has a full, present sound



**Mic 2** is a small diaphragm mic aimed at the area where the neck meets the body, and has a brighter sound.

The square blue buttons turn the mics on or off, and there are faders for each mic, as well as pan controls. This gives you complete control over the sound you want. By default, both mics are on and panned hard left and right for a wide stereo sound. However, you can use a single mic for a more focused sound if you like.

**Note: If you turn both mics off, you will hear no sound!**

### Effects

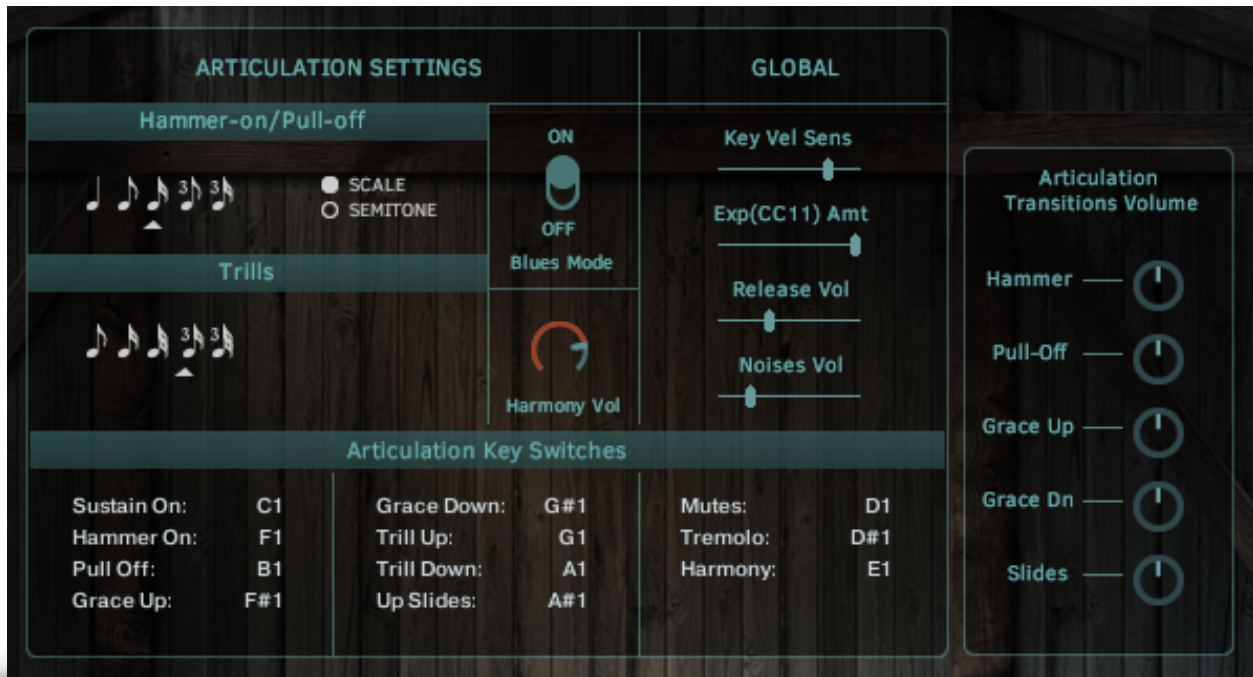
**Rev Send** As you might imagine, this sends signal to the reverb effect, and **Rev Size** determines the length or “size” of the reverb.

**Room** This adds an impulse response made of the recording space here at Indiginus. It is separate from the reverb effect. We found that it does a great job of emulating the sound of many banjo recordings.

**Shine** adds high end detail and presence to the sound. Or, this is just a fancy name for an EQ boost at 3.8k.



## Settings Screen



### Articulation Settings



Select the rhythmic note value for the Hammer-ons/ Pull-offs, and the Trills. This may depend on the time signature and tempo of your project, and could take some experimentation, especially with triple time signatures.

**Scale/Semitone** Some articulations, like the Grace Note Up and Down slides, use the Master Key knob (in the Harmony section) to determine intervals used. If you would like semitones (half-step) intervals for everything, choose Semitone.

**Blues Mode** Changes the 3rd interval used in articulations to a minor third instead of major, for a bluesier sound.

**Harmony Vol** This determines the volume level of the automatic harmonies.

**Articulation Key Switches** Choose any key for any articulation in the two octaves C-0 to B1.

### Articulation Transitions Volume

Some articulations like Slides, Grace Note Slides, Hammer-ons, and Pull-offs use recorded transition samples between the start and destination notes. These volume controls give you control over the volume of those transitions.

## **Global Settings**

**Key Vel Sens** Determines how strongly key velocity affects volume.

**Exp(CC11)Amt** If you use MIDI Expression MIDI CC11 to control volume, this determines the sensitivity.

**Release Vol** Controls the volume of the release samples.

**Noises Vol** Controls the volume of the background string noises.

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